Pokémon Masters

By Fancyfiredrake



I'M GONNA BE THE VERY BEST!
LIKE NO ONE EVER WAS!

…

Oh, right. Sorry about that. You gotta admit the song is a banger.

Ah yes. The world of Pokémon. A beautiful place isn't it?

Wonderful and awe-inspiring creatures, the joy of travelling and discovering, forming bonds and making memories, becoming a Pokémon Master.

You likely know of this Place already. Chances are you started your Chain in this world. But how do you feel about visiting it again?

Welcome to the world of Pokémon Masters! It's an App Game and takes place on the artificial Island of Pasio. It is the location of the Pokémon Masters League (PML), a grand tournament that invites Trainers from all kinds of Regions. Even legends like Red and Champions like Cynthia made their way here.

However, things are a bit different around here. For starters the fights are usually fought by a group of three Trainers that all have one Pokémon each, their partner. While some do possess more on Pasio your only allowed to have one for battling. The bond between Pokémon and Trainer is referred to as a Sync Pair.

You will start your Jump in the shoes of one such Trainer that joined the Tournament in the Pokémon Center of Pasio. Your stay is until the end of the Tournament.

Here are your 1000 CP as usual.

Origin

You may pick your Gender and Age to be whatever you want. It doesn't matter here.

Newbie: Your just another Trainer in the crowd. That's not a bad thing though! The likes of Red all started out small and look where they are now. You are a young novice here to show everyone what you got.

Legend: You are no rookie Trainer Jumper. You and your skill in Battle have become known already. You are an Ace Trainer, maybe not on the level of Steven or Cynthia but you absolutely have a reputation already. Make sure to live up to it.

Royalty: Oh, aren't we special? It seems you might have relation to a blue-blooded family. You had a Royal upbringing from an unknown Kingdom. Let's see how you fair outside your well-guarded home.

Perks

As always discounts for your Origin are by half. 100 CP perks are free.

General Perks

Synergy/Unity Moves (Free): There is a reason the bond between a Trainer and Pokémon is treated so highly. Around here a Trainer and their Partner have the potential to use something called Synergy Moves. These 'charge up' during the fight and can be used as a Trump Card to cause great damage.

In future Jumps this allows you to perform an attack with an ally of yourself much like a Synergy attack. It works with any you have an established bond of trust with.

Trainer Move (300): It may be through the bond between Trainer and Pokémon but on Pasio the Trainers themselves can aid their partners, even without any Items. You may purchase a move that can strengthen your allies. It could range from healing their wounds, boosting their stats to even curing them of ailments. Post Jump this Move can be used on any and all allies you have as well as yourself.

Newbie

Get lost twerp! (100 CP): People don't seem to take you seriously. They underestimate you. Even if you have shown capabilities that far exceed their own, even if you have a literally Legendary at your side, they still think you are beneath them. This can result in them holding back in a fight due to not taking you seriously, giving you a great advantage. You can toggle this to effect whoever you want, in case you ever want to intimidate someone.

Friendly Face (200 CP): There is just something likeable about you Jumper. You almost always make a perfect first impression and friends come to you easily as breathing. Villains of any sort aren't affected by this however, so don't expect to become buddy buddy with criminal bosses.

Unusual talent (400 CP): Even if you aren't as battle proven like the Elite Trainers around here that doesn't mean you can't do nothing else. There is more to life than Pokémon Battles after all with various Trainers capable of more than just giving commands to their partners. You have an unusual talent that could be described as complete Mastery. Depending on that talent your benefit could vary greatly. You might be an expert at language even able to understand and speak with Pokémon. Or a martial artist that can hold their own against even fighting types. Or a Teacher who knows how to train everyone to unlock their best potential. Or a pilot or a model, you get what I mean. Perhaps even something more esoteric like Sabrina's psychic abilities.

Untapped potential (600 CP). You may not yet be a Champion but that doesn't mean you can never achieve those heights! Through training even you may be the very best like no one ever was. All training you do will come easier to you with a lot more progress. Within weeks you could master what takes others years as long as you dedicate yourself to the task. This perk also works for any you help train personally.

Legend

Renown (100 CP): People know of you and your abilities. They will treat you with the respect one like you deserves, almost like a celebrity. If you than actually show what you can do your assured to have these individuals hold you in even higher regard. Soon enough you might see Fan clubs dedicated to you. This won't work however on your enemies and might cause some rivals to seek you out to prove themselves.

Now is the time! (200 CP): To win a Battle one needs to take advantage of every opening. Not that this should be a problem for you. You have a keen instinct to use situations to your advantage. A gut feeling of sorts is not unknown to you and you find that listening to it is sure to yield success. Know when to attack an enemies weakness, when to use a move and when to use an item.

Words aren't necessary (400 CP): For someone who has honed their skills in leading in training such as yourself, there really is no need for any spoken words. You merely have to point out something and immediately everyone you wish to command knows what you desire them to do, while anyone else is clueless. This has a variety of uses. Your opponents will have added difficulty adapting to what you will do and any and all commands you make have no chance of ever being taken in the wrong way.

Living Legend (600 CP): You have attained the dream of every Pokémon Trainer. To be one of the best. Only Red himself could be seen as your equal in Pokémon battling. Your leadership skills are unparalleled, your strategies a thing to behold and nigh always yield at least some success. Every power of the ones you command you have a keen understanding of, can always bring your knowledge of them up in an instant and know how to utilize them the best in every situation.

Royalty

Royal brat (100 CP): You have the confidence that only one of nobility can have. Self-doubt is an unknown word for you and you won't be stopped by the thought of not succeeding. Unlike certain others, this doesn't make you cocky or overconfident though. You will still recognize your own flaws and realize there is room for you to grow. You simply won't be haunted by doubts while you train and face new challenges.

Driven (200 CP): Alright Jumper you might be a Jerk but one thing no one can deny is that you are tenacious. When you focus on something you can work on it unhindered, non-stop without being distracted. Even if you fail (like being beaten in a fight by a Trainer who is legendary for his skill) you will soon be able to continue, perhaps even more determent than before.

The Future King (400 CP): Through you flows Royal blood. What bloodline exactly you ask? Well… whichever one you want.

Per Jump, if the Jump has any sort of Royalty in it, you can choose one of these Royal families to become a part of. How exactly you are related to them is up in the air and influenced by your Origin within the Jump. You might be a distant relative or Prince. Regardless it is impossible to deny your royal blood. As such the public will view you like any other member of that family. While this doesn't give you any powers related to these Royal bloodlines, social undertakings are assured to become easier.

This Perk can also be used to join other families of power like clans for example, as long as they are recognized as being greatly influential in the world.

I stand alone (600 CP): Who needs friends anyway? They just hold you back. True power doesn't need to rely on others and you will show them just that. When up against multiple opponents their numeral advantage doesn't matter. As long as you are stronger than every member of them individually, you will be capable of defeating them all in a group just as easily.

Item

Unlimited supply of Donuts (Free): The perfect thing if you want to bride a Hoopa to use its teleportation powers for you. You can at any time summon a bag of delicious Donuts of any flavour you can wish for. You also don't need to worry about gaining weight either with these.

Poryphone (Free): This cellphone looking device is a must have on Pasio and any of the contestants in the PML. It is the primary source of information for Trainers containing a wide variety of useful features ranging from a Map, an Internet Browser and an interface to compare your own abilities to others. You also are able to look up locations of those you registered into your Poryphone and of course call them.

Money (200/Discount Royalty): It might be due to an inheritance or funds from years of winning battles, but you got a nice cushion of financial security. You get 250.000 Coins for every month. In future Jumps this becomes the 250.000 Dollar equivalent to whatever currency is used in the world.

Batte Items (400/One free for all/Second Purchase discounted for all): There is no rule saying you can't help your Pokémon. There is a variety f Items available to Trainers to boost their Pokémons stats or heal them. Via this option you may purchase these items. The first you get for free and the second at a discount. They can range from healing items, to ones that boost accuracy or stats like attack, speed and defense. Post Jump these Items can work on anyone. When used they regenerate within the next 24 hours.

Sygna Suit (200 CP/Discount Newbie and Legend): This Suit was tailor maid to improve your bond with your Pokémon. Looking always stylish, it is suited after one of your Pokémon. At any time it can however shapeshift to resemble one of your other Pokémon or even Companions. When the suit is in the 'mode' to a Pokémon or Companion, you gain a near empathic link and your teamwork will be boosted incredibly. It is self-cleaning and self-repairing as well.

Battle Villa (600 CP/Discount Newbie and Legend): Ever wanted to train against opponents all over the world? This copy of the resident Battle Villa might be just for you. You can choose to battle against copies of previous opponents you fought, with Pokémon or not. After winning a battle you ever receive various rewards. Ranging from sweets to gear that can strengthen your or your Pokémons stats.

Pasio (600 CP/Discount Royalty): Pasio is truly a marvel of ingenuity. A artificially created island which boosts a vast variety of areas and accommodations for hundreds upon hundreds of trainers. If you want you can take a Copy of it with you on your adventures, to insert it in future Jumps and/or attach it to your Warehouse.

Companions

I choose you! (Free/100/200/400/600/800 CP): We can't have you joining a Pokémon World without one of these fantastic little creatures, now can we?

For free you may choose an unevolved Pokémon of your choice to be your Partner for this Jump. You will gain memories of your Time together, how you first met and joined up and grew closer, which serve to form a powerful bond between the two of you.

The Pokémon's personality, typing, gender, nature etc. are all determined by you. You can also choose to import Pokémon you already possess or have possessed in this option for free, making them a possible Partner for you.

Additional Pokémon can be bought for 100 CP each.

If you don't want to start with a base unevolved Pokémon you can instead start with a first stage Pokémon can be bought via additional 200 CP. For a fully evolved Pokémon (as in the second evolution OR the first evolution if the Pokémon can only evolve once) you must pay 400 CP.

You can also purchase a Legendary here. Yes, some Trainers even use Legendaries around here, like Rayquaza of Ho-Oh. That will cost you however. 800 CP to be specific. Or 600 CP for lesser mythic like Shaymin or Manaphy. Before you complain about the price, keep in mind that Legends are pretty much the Gods of the Pokémon world. Also, you can't pick Arceus of a member of the Creation Trio (Dialga, Palkia, Giratina). Nice try.

Any Pokémon imported and gained via this option or come with you may also, if you'd like, get a human form post Jump. You might have a hard time explaining what that yellow mouse with electric abilities is in future Jumps otherwise.

Character Episode (Free/100 CP): You likely formed strong friendships during your stay here. After all this place is all about Teamwork. You even need two partners to compete in fights at least. If you can convince them, you may allow any of the people you meet to accompany you. Or you can pay 100 CP to guarantee that a character wants to join you. The two of you will also encounter each other on good terms and have frequent interactions with one another which will help to form your friendship. Like a character episode.

Also don't worry about any events. They all definitely take place.

Import (Free for two/100 CP): Searching for partners at the Tournament could be very time consuming. If you already have someone accompanying you on your travels you may Import two of them for free and more for 100 CP each. They all gain an Origin, a free Pokémon and 1000 CP to spend however they want.

Drawback

Altered Continuity (+0 CP): Again, you have likely been to this place before. Maybe you'd like for your adventures to become a part of the Universe where Masters takes place. This is a confirmed Multiverse you know? You can wish to have the events of previous Pokémon Jumps be connected to this, have them take place in the same world. If you'd like you can also include different Pokémon continuities into your time here, which is likely to lead others to Pasio. Wanna team up with Ash in the PML? Your free to do so.

Self-Insert (+0 CP): You can choose to take the place of the Trainer character of Pokémon Masters, Scottie and Bettie. This will put you in a more integrated part of the story and likely make you fight Lear as a rival.

Extended Stay (+0 CP): Usually I would have you leave at the end of the Tournament (likely one year give or take, there isn't much of an indicator for time in Pokémon Masters), but if you want you can stay for longer than that, even the full 10 years if you want. You could always explore the rest of the Pokémon world, I guess. This is a fun place after all.

Foolishness! (+100 CP): For the love of Arceus Jumper stop being a jerk! Throughout your stay here you have the inexplicable desire to be mean towards those around you. No amount of Charisma perks will fix that. Be careful not to drive away your friends or end up all alone.

6 vs 6 (+200 CP): remember what I said about Trainers only being allowed to use one of their Pokemon in Battle? Yeeeeeah… not anymore. From now on the conventional rules count. Everyone is allowed to use 6 and to win you need to defeat all 6 of your opponents Pokémon.

All on your own (+200 CP): You can not participate in the Tournament with any partners. Aside from your Pokémon its only you. No companions and no other allies.

Rival (+200 CP): It wouldn't be a Pokémon Jump without a Rival option now wouldn't it? You can choose to have a friendly, but overall annoying rival following you around for your time here. Their also an actually good trainer and will give you and your Partners a good fight.

Nemesis (+200 CP/Must be taken with Rival): OR you could decide that instead of a friendly Rival you have an annoying Jerk following you around and constantly wanting to rub in your face that they are better than you. Even worse… regarding Pokémon Battle they might have a point because they are guaranteed to score at least one victory over you and be a challenge for you and your team.

Either way you can't get rid of your Rival/Nemesis. The only way to make them back down is to beat them in the PML.

Out of Power (+400 CP): Why would you need your powers anyway? I mean… you are not the one fighting here. This drawback deactivates al out of Jump powers except for your body mod.

We will, we will, Break you (+400 CP): Looks like Team Break has beef with you for some reason. They will constantly try and steal your Pokémon and be a pain in your but for your time here. You can expect to meet them around three times a week.

Lurking Shadow (+600 CP): Uh oh. Looks like someone has a real issue with you Jumper. A Boss of a new criminal Team sees you as a great hinderance for their plans. What these plans are, are up to you but point is they are very malevolent and what you very gone.

They are no slouch either, with powerful Pokémon and many trainers following them. They are on par with the likes of the infamous Giovanni… only that they do not care at all about fun. They only want you destroyed by their hands.

If you also take 'We will, we will, Break you' this person will be the (so far unknown) leader of Team Break.

The very best (+600 CP): You are not here just to participate for fun anymore. You are here to WIN! And you have to because failure to win at the PML will cause you to fail your Chain.

Notes

-As in the game, Mega evolution is possible via Sync Moves. Its not as accessible as a Megastone however. If your Partner can access Mega Evolution you may gain a Keystone and Megastone for free but will only be able to Megaevolve them via a Sync Move for the duration of this Jump. The same goes for Z Attacks.

-The Trainer Move perk is meant to be openly worded. It's a stand in for all the Moves that can be used by the Trainers in battle that don't rely on Items. Examples would be the Trainers and Pikachu 'Jump Start', Brendan and Sceptile's 'No turning back!', Zinnia's 'Stellar Imagination!' and so on. Be creative.

-the ability you can buy with Unusual talent is on the same scale as one who possesses the ability in the Pokémon world. Choosing being a Psychic would for example make you Sabrina's equal. Choosing to speak would make you an equal to N, choosing swimming would allow you to swim nonstop for seven days and seven nights and shoot out from the surface into the air like Marlon etc. but you could likely still develop on those abilities. Giving a full list of all you could buy would take a while but basically… if a human is capable of it in the Pokémon world, you can do it to now to a degree of mastery. Pokémon aren't the only exceptional beings around here you know?