Daily Life Pokemon World 0.1

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Introduction:

Hehe~ Jumper, when you think of Pokémon, what's the very first thing that pops into your mind?

Traveling across a vast region, picking your very first partner, challenging Gyms one by one, collecting badges, and finally standing beneath the bright lights of the Pokémon League, heart pounding with excitement?

That's the classic dream, of course! Competitive Trainers, perfect teams, a completed Pokédex, endless training to become the very best. It's shiny, dramatic, and full of destiny speeches!

But… that's not all the Pokémon world is, is it?

Because beyond the routes and battlefields, there are normal people too—people just living their lives. Teachers explaining history with a Slowpoke asleep at their desk. Plumbers with Water-types helping clear pipes. Electricians working alongside loyal Electabuzz to keep cities glowing at night. A whole world quietly ticking along, just like ours… only fluffier and occasionally on fire.

And that's where you come in, Jumper.

You can begin as an ordinary person in a Pokémon world, carving out your own place in everyday life—or letting destiny sneak up on you later with a mischievous grin.

That's why you gain 1000 CP to start your journey as a normal person in the Pokémon world.

Location

Roll 1d10 or pay 50 CP to decide what region you start in. And potential towns you can start in. If you don't like the town choose any town in that region to start in.

1. Kanto

You begin in the quiet seaside town of Pallet, where ocean breezes carry the cries of Wingull and the dreams of new Trainers. Kanto is old, classic, and well-mapped, with strong League infrastructure, famous Gyms, and a culture that deeply respects tradition and research.

2. Johto

Your journey starts in New Bark Town, a peaceful village nestled between forest and sea. Johto is steeped in history, myths, and reverence for Pokémon as sacred beings rather than tools. Shrines, towers, and ancient ruins dot the land, and everyday life blends quietly with legend.

3. Hoenn

You wake up in Littleroot Town, surrounded by dense greenery and the sound of rustling leaves. Hoenn is a land of extremes—deep oceans, active volcanoes, heavy rain, and blazing sun—all living in delicate balance.

4. Sinnoh

Your starting point is Twinleaf Town, a small settlement near vast lakes and towering mountains. Sinnoh feels cold, serious, and ancient, with a heavy focus on mythology, creation legends, and cosmic forces.

5. Unova

You begin in Nuvema Town, a modern coastal settlement buzzing with new ideas. Unova is diverse, urban, and fast-moving, with massive cities, cultural variety, and a strong divide between ideals and truth.

6. Kalos

Your story starts in Vaniville Town, known for its charming paths and flower-lined streets. Kalos is elegant and artistic, a region obsessed with beauty, fashion, and presentation. Pokémon are woven into culture, performance, and design, and daily life feels refined.

7. Alola
You arrive in Iki Town, a place rich with tradition and island spirit. Alola is warm, communal, and deeply spiritual, where Pokémon and people coexist as equals rather than competitors. Trials replace Gyms, and even ordinary residents take part in rituals, festivals, and shared responsibility, making this region feel like one big, sun-soaked family.

8. Galar
You start in Postwick, a small countryside town overlooked by rolling hills and massive stadiums in the distance. Galar treats Pokémon battles like professional sports, complete with crowds, sponsors, and spectacle.

9. Paldea
Your journey begins in Cabo Poco, a remote coastal settlement full of mystery and untapped potential. Paldea is open, experimental, and academically driven, encouraging exploration and self-directed paths.

10. Choose Any Region
You may select any Pokémon region and choose the exact town or city where you begin.



Origin

Your Origin defines your everyday life, skills, and the kinds of Pokémon you naturally bond with. You may freely change your age and gender, and any origin may be taken as a Drop-In with no social baggage attached.

Blue-Collar Worker

You earn your living through physical labor or skilled trades—construction, farming, mining, electrical work, carpentry, sanitation, shipping, landscaping, or factory work. Life is hands-on and practical, and Pokémon are valued as work partners rather than battle trophies. You are more likely to catch and train Pokémon suited to labor and endurance, such as Fighting-, Ground-, Rock-, Steel-, or sturdy Normal-types, who help you build, haul, dig, harvest, or maintain infrastructure across the region.

White-Collar Worker

You work in offices, institutions, or corporate environments, handling knowledge-based or administrative tasks such as finance, law, government, research, IT, engineering, design, marketing, or management. Your Pokémon are chosen for intelligence, utility, communication, or technological synergy, often Psychic-, Electric-, Normal-, or tech-friendly Pokémon that assist with data handling, analysis, security, or efficiency.

Teacher

You dedicate your life to educating the next generation—whether as a schoolteacher, academy instructor, tutor, or specialist mentor. You guide children and young Trainers alike, teaching ethics, history, strategy, and responsibility toward Pokémon.

Doctor

Whether you are a Nurse Joy, a regional medic, or a private physician, you are trained in Pokémon and human medicine alike. You understand treatment, recovery, diagnostics, and emergency care, and your Pokémon specialize in healing, calming, and support. Pokémon like Chansey, Blissey, Audino, or others with restorative abilities naturally gravitate toward you.

Officer
You are part of the regional law enforcement—either a relative of Officer Jenny or an independent recruit sworn to uphold the peace. Your duties include crime prevention, emergency response, disaster control, and Pokémon-related incidents. You commonly train disciplined, loyal Pokémon suited for tracking.



Starter Pokemon

Before perks are chosen, you are granted a Starting Pokémon appropriate to your profession and lifestyle, reflecting years of ordinary work rather than a dramatic first journey. As a normal adult in the Pokémon world, you do not begin with Legendaries, Mythicals, Ultra Beasts, or pseudo-legendaries, but instead with reliable, well-integrated Pokémon that naturally fit into daily life and labor. Your first Pokémon is fully loyal, legally registered, and already accustomed to working alongside people. In addition, unlike child Trainers, you are assumed to already own or have access to several other low- to mid-level Pokémon suited to your job and environment. Most of the pokemon you can get here will start out at level 38 regardless of evolution level just to give as reference of how powerful your pokemon is.

Regional Starters [First is free / varied]

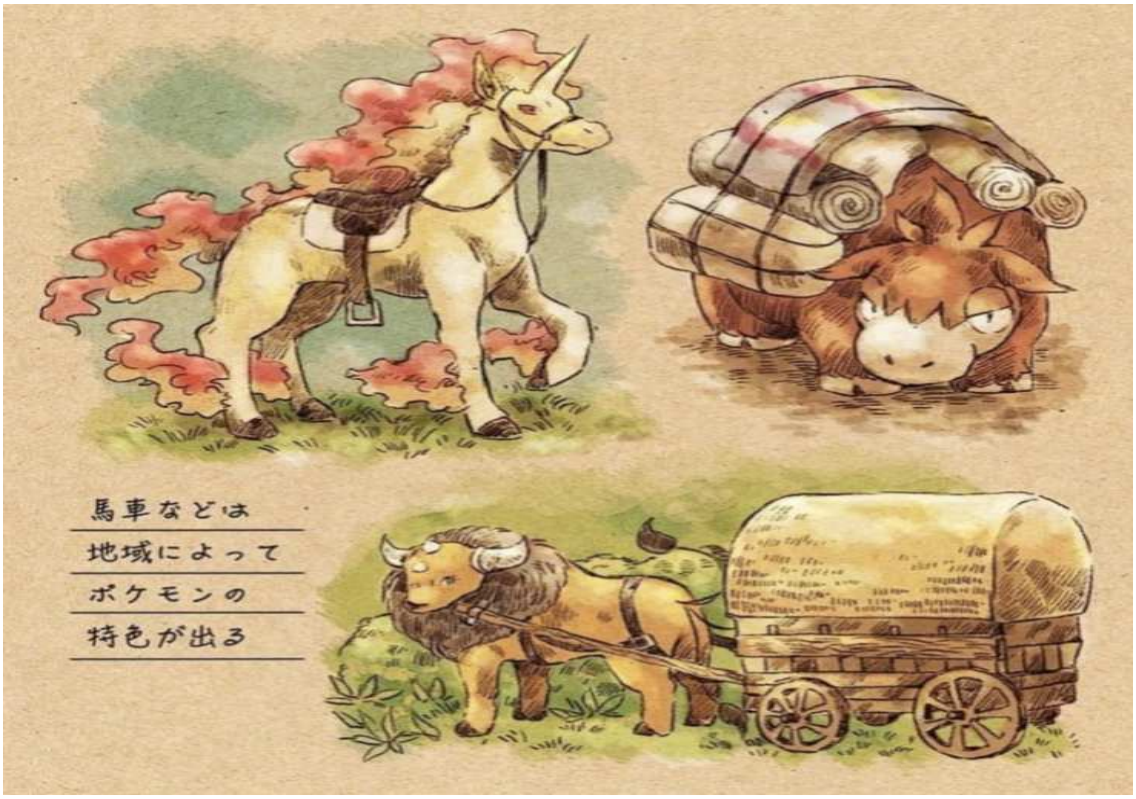
You have in your party the first Pokémon you received as a Trainer back when you were a child—a regional starter from the region you begin this jump in. Choose one of the starter Pokémon native to your starting region; because you have been partnered with this Pokémon for many years, it is already in its final evolutionary stage. You may purchase the other starter Pokémon from your starting region for 100 CP each, with each of them beginning in their second evolutionary stage. If you wish to obtain a starter Pokémon from a different region, it will cost 150 CP, and that Pokémon will begin in its first evolutionary stage.If you begin in a region that does not have traditional starter Pokémon of its own, you may freely choose any one starter trio Pokémon from another region as your baseline starter for this jump.

Regional Bug, Bird, and Mammal [Free]

As someone who has already entered adulthood, you have naturally caught and raised several Pokémon during your childhood years. Regardless of your current profession, your party includes three Pokémon that are common to your starting region: one final-stage Normal-type (mammal), one final-stage Flying-type (regional bird), and one final-stage Bug-type. These Pokémon represent the everyday wildlife of the region and are fully evolved due to years of companionship rather than focused battle training. For each region, the default options are as follows:

1. **Kanto:** Raticate, Pidgeot, and either Butterfree or Beedrill
2. **Johto:** Furret, Noctowl, and either Ariados or Ledian
3. **Hoenn:** Linoone, Swellow or Pelipper, and either Beautifly or Dustox
4. **Sinnoh:** Bibarel, Staraptor, and either Kricketune or Mothim
5. **Unova:** Watchog, Unfezant, and either Leavanny or Scolipede
6. **Kalos:** Diggersby, Talonflame, and Vivillon
7. **Alola:** Raticate (Alolan), Toucannon, and Ribombee
8. **Galar:** Greedent, Corviknight, and Orbeetle
9. **Paldea:** Oinkologne, Squawkabilly, and either Spidops or Lokix

Other Pokémon [Varied]
After accounting for the Pokémon that most people would naturally have in this world, you may choose to own additional Pokémon if you believe they are important and genuinely helpful for your work or daily life. For this one time only, you may freely choose any single Pokémon in its final evolutionary stage, provided it is not on the previously stated forbidden list. After this free choice, any further Pokémon must be purchased with CP: 200 CP for a final-stage Pokémon, 150 CP for a middle-stage Pokémon, 100 CP for a first-stage Pokémon, and 50 CP for a baby Pokémon.



Perks

You receive discounts based on your origin with 100 CP discounted ones being free.

General Perks

Basic Pokémon Training [Free]

Growing up in the Pokémon world means knowing how to properly raise and train Pokémon is a basic social skill. Because of this, you understand the fundamentals of training Pokémon—or other creatures well enough that they are competent and reliable, without being excessively optimized or dangerously weak by game logic standards.

Humans Are Pokémon Too?? [Free]

Anyone who has watched the anime knows that humans in this world are absurdly tough. People routinely shrug off Pokémon attacks, leap incredible distances, and perform feats of strength that would be impossible in our world. As a human native to the Pokémon world, you benefit from this same resilience, agility, and durability, allowing you to survive falls, impacts, and general chaos that would otherwise be lethal.

Pokémon Universal Language [Free]

Isn't it strange how everyone across regions and cultures can read and understand one another? That's because you can now read, write, and speak the Pokémon world's universal human language. Whenever you communicate using it, other humans will automatically understand you perfectly, regardless of their native region. To non-human species, however, your speech will still sound like indistinct human noises rather than meaningful words.

Is That a Shiny?! [Free]

You now possess the universal chance of encountering a shiny Pokémon or none sentient creature. The odds are 1 in 4,186, but when it happens, you will immediately recognize it through a distinct sound and visible sparkle effect as you approach. There is no guarantee of capture—only the certainty that you will never mistake a shiny for an ordinary individual.

Pokémon Empathy [Free]
The Pokémon world runs on simple, storybook morality. You possess an intuitive moral compass aligned with classic Saturday-morning cartoon ethics, allowing you to naturally understand right from wrong in this setting. Pokémon and people alike instinctively recognize you as a generally good, trustworthy individual unless you actively prove otherwise.

It's a Quiet and Peaceful Day [Free]
You simply want to enjoy everyday life, and the world agrees. You will not accidentally encounter evil teams during their schemes, be chosen by legendary or mythical Pokémon, stumble into apocalyptic plots, or have Ultra Wormholes open in front of you. This protection can be toggled on or off once per day, letting you decide whether you want peace or adventure.

Battle? No Thanks. [Free]
In the Pokémon world, eye contact often means an unavoidable battle—but not for you. You are exempt from this social rule and may freely decline any battle challenge without suffering negative consequences, social penalties, or hostility. This exception will continue to apply in future worlds as well.



Blue-Collar Worker

Trade School [100 CP]
You have completed formal trade school training in your chosen profession, giving you both theoretical knowledge and extensive hands-on experience. Pick one trade such as carpentry, electrical work, machinery repair, agriculture, construction, or a similar field and you will be genuinely skilled at it, not just competent. This expertise extends to coordinating Pokémon assistance, knowing exactly how to integrate their abilities safely and efficiently into your workflow. You can buy this perk multiple times to get another trade.

Steady Hands [100 CP]
Your hands are exceptionally stable, even in stressful, dangerous, or time-sensitive situations. Fine motor control comes naturally to you, allowing you to perform delicate operations, detailed repairs, precise measurements, and careful installations without error.

To Saddle Pokémon [200 CP]
You are fully trained in the proper techniques for riding Pokémon, including balance, harnessing, load distribution, and long-duration travel. You can comfortably ride any Pokémon capable of supporting your weight for extended periods without tiring yourself or the Pokémon. While mounted, you are still able to communicate clearly, give commands, and perform work tasks.

Spelunking Expert [200 CP]
You are highly proficient at working in extreme vertical or confined environments such as caves, cliffs, tunnels, scaffolding, and deep excavation sites. You can maintain spatial awareness in low-light or unstable conditions, safely navigate hazardous terrain, and perform detailed work without panic or hesitation.

The Temperature? No Problem [400 CP]
Your body has adapted to endure any naturally occurring weather condition without loss of performance. Extreme heat, bitter cold, heavy rain, sandstorms, snowstorms, or high winds no longer hinder your stamina, focus, or physical comfort.

Optimizing Weight [400 CP]
You possess an intuitive understanding of force, balance, and load management when working with Pokémon. You instantly know how much weight each Pokémon can safely carry, push, pull, or lift, and how to best apply their moves or physical strength to the task at hand. This allows you to avoid overexertion, prevent injuries, and maximize productivity.

Jumper the Builder [600 CP]
You possess master-level skill in creating materials, tools, machinery, and safety equipment for both yourself and your Pokémon, combining skilled manual craftsmanship with the intelligent use of Pokémon abilities and moves. By working with your hands and coordinating Pokémon techniques—such as shaping, cutting, welding, reinforcing, cooling, or powering components—you can construct reliable, functional, and safe equipment suited to real-world use in the Pokémon setting. This perk applies only to fields you have personally trained in and that reasonably require hands-on work; it does not grant instant knowledge of unrelated disciplines.



White-Collar Worke

College Degree [100 CP]
Congratulations, Jumper—you have completed a college degree in one field of your choice. This represents formal academic training, theoretical knowledge, and recognized qualifications within the Pokémon world. You may purchase this perk multiple times to earn additional degrees in other fields. In addition, your Pokémon may be trained alongside you in these disciplines, gaining a basic understanding of the concepts, terminology, and workflows involved, allowing them to assist you more intelligently.

Monitor Adapt [100 CP]
Staring at screens for hours on end is usually exhausting for both humans and Pokémon, but not anymore. You and your Pokémon can now work for extended periods on computers, monitors, and digital devices without eye strain, mental fatigue, or loss of focus.

Eye for Detail [200 CP]
You have skill to trained your Pokémon to assist with reviewing documents, reports, and presentations. Your Pokémon can now identify errors, inconsistencies, formatting issues, and unclear sections, communicating this through physical cues, gestures, or behavior that clearly indicates what needs fixing and what should remain unchanged.

Pokémon Presentations [200 CP]
You are skilled at creating engaging presentations that incorporate Pokémon moves and abilities as visual effects, demonstrations, or symbolic messaging. Whether through light displays, controlled elemental effects, or precise physical demonstrations, your Pokémon enhance your presentations in a clear and professional way.

Photographic Memories [400 CP]
You possess a near-perfect photographic memory for any document, project, or work you have created or contributed to. You can flawlessly recall their contents, structure, revisions, and authorship, as well as when and where you last saw them. This makes it nearly impossible for you to lose important work or be confused about changes, versions, or ownership.

Pokémon Writing [400 CP]
This is a major advancement in human–Pokémon collaboration. You now have the skill to teach Pokémon how to read and write in the Pokémon world's human language system. Beyond basic literacy, you can train them to understand document workflows—knowing which documents belong where, which forms are required, and which submissions are acceptable or rejectable. This allows Pokémon to act as reliable administrative assistants, record keepers, or clerical support in professional environments.

Partial Pokémon-Run Company [600 CP]
You now possess the practical knowledge and managerial skill required to found and operate a company within your chosen field, handling both the business side and day-to-day operations. You understand how to structure roles, workflows, and safety standards in a way that allows Pokémon to fill appropriate positions, whether they are personally trained by you or formally contracted to work for the company. You know which tasks can be efficiently and ethically handled by Pokémon, how to integrate their abilities into production and services, and how to ensure fair treatment, legal compliance, and smooth cooperation between human and Pokémon employees, resulting in a stable and functional mixed workforce.



Teacher

Teaching License [100 CP]
You are now a licensed teacher in any subject of your choice at a specific educational level—preschool, primary, middle school, high school, or college—provided it is a subject you have personally trained or studied in. This license is officially recognized within the Pokémon world's education system. You may purchase this perk multiple times to gain licenses to teach at different educational levels.

The Presence [100 CP]
You possess a naturally warm, engaging presence that draws students in. Your smile, tone, and body language are welcoming and reassuring, making students feel comfortable, attentive, and eager to participate. Even distracted or reluctant learners find it easier to focus when you are teaching.

Fun Curriculum [200 CP]
You know how to design lessons that are genuinely enjoyable as well as educational. Your curriculum balances structure with creativity, ensuring students remain engaged while still absorbing the material effectively. Concepts stick more easily, and students are more likely to remember and apply what they learn long after the lesson ends.

Pokémon Battle 101 [200 CP]
You are capable of teaching new Trainers the fundamentals of Pokémon battling in a clear, responsible manner. This includes basic training principles, move synergy, type matchups, teamwork, and ethical battle practices. Your students learn how to raise their Pokémon effectively without relying on unsafe or abusive methods. In future world this will work with any monster you have tame.

Move Delete and Relearner [400 CP]
You now have the ability to help Pokémon safely forget moves they no longer need and relearn moves they are capable of learning, all without stress or harm. This process is efficient, reliable, and accessible, allowing Trainers and Pokémon to adapt their skill sets with ease.

Uh Uh Uh, No Cheating [400 CP]
Your perception is exceptionally sharp, and your Pokémon are trained to assist in maintaining academic integrity. Together, you possess an almost sixth sense for detecting cheating, whether it involves Pokémon moves, advanced technology, AI-generated material, or other unfair methods. You can clearly identify when dishonesty is occurring and address it appropriately, ensuring a fair learning environment.

Pokémon Teachers [600 CP]
You now have the ability to train your Pokémon to act as instructors in their own right, capable of teaching any subject you have personally learned to both humans and other Pokémon at an appropriate level. Your Pokémon can communicate lessons through demonstrations, controlled use of moves, gestures, and behavior, adapting their teaching style to their audience. At the same time, you have become especially proficient at training Psychic-type Pokémon, understanding how to structure lessons, mental exercises, and focus techniques that allow them to convey information clearly, safely, and effectively in educational settings.



Doctor

Medical License [100 CP]
You have been granted formal training and a recognized license to act as a competent medical helper for either humans or Pokémon—choose one when purchasing this perk. This includes basic diagnostics, emergency care, treatment procedures, and patient handling appropriate to your chosen group. You may buy this perk again to gain equivalent licensing and training for the other group.

Berry Master [100 CP]
Berries are the most common form of medicine in the Pokémon world, used to heal injuries and cure status conditions. You now possess the knowledge and skill to cultivate high-quality medicinal berries reliably. Your harvests grow healthier, mature faster, and possess enhanced restorative properties.

Medical Specialization [200 CP]
You have earned an advanced medical license in one specialized field of your choice, such as surgery, trauma care, pediatrics, toxicology, neurology, or Pokémon move-related injuries. This specialization may apply to either humans or Pokémon. You may purchase this perk multiple times to gain additional specializations, expanding your expertise.

Medicine Maker [200 CP]
You possess in-depth knowledge of pharmaceutical creation, allowing you to produce a wide range of medicines, treatments, and restorative compounds. Choose whether this perk applies to human medicine or Pokémon medicine each time you purchase it. You may buy it multiple times to cover both fields**.**

Healing Moves – Move Learner [400 CP]
You can now safely teach Pokémon any healing or status-removal move that exists within the Pokémon world, provided the Pokémon is naturally capable of learning that move. This process is stress-free, medically sound, and efficient.

Medical Machine Creation and Maintenance [400 CP]
You have the expertise to design, construct, operate, and maintain medical devices required to treat your patients. This includes diagnostic machines, healing equipment, monitoring systems, and specialized tools relevant to all medical fields and specializations you have learned.

Aura Healing [600 CP]
You have unlocked a natural aura-based ability that allows you to heal both Pokémon and humans through direct contact. By channeling your life aura in a manner similar to the move Heal Pulse, you can restore health, soothe pain, and stabilize injuries with a touch. This healing is controlled, gentle, and non-exhaustive, making you a far more effective doctor and emergency responder. While it does not replace proper medical procedures for severe or complex conditions, it greatly enhances recovery.



Officer

Police Training [100 CP]
You have received formal training as a police officer in training, learning standard law enforcement procedures, ethics, investigation basics, arrest protocols, and the proper use of equipment typically issued to police officers in the Pokémon world. This includes safe handling of weapons and tools appropriate to law enforcement duties, as well as working alongside Pokémon partners in official operations.

High-Speed Chaser [100 CP]
You are highly skilled at pursuing suspects both on foot and using vehicles such as bicycles, motorcycles, or other machinery. You can maintain control at high speeds, react quickly to sudden changes, and navigate obstacles without losing momentum, making you exceptionally effective during pursuits.

Pokémon Submission Training [200 CP]
You can train your Pokémon to perform non-lethal but highly effective restraint and capture techniques. These methods allow your Pokémon to safely incapacitate fleeing criminals and neutralize opposing Pokémon without causing unnecessary harm, prioritizing arrests and public safety over excessive force.

Night Owl [200 CP]
Your stamina allows you to work extended or multiple night shifts without significant fatigue. You remain alert, focused, and responsive in low-light conditions, and you are far less likely to be surprised or ambushed by criminals in the dark.

Martial Artist [400 CP]
You hold a black belt in a real-world martial arts style of your choice. Your training grants you exceptional control, balance, and striking precision, allowing you to subdue human opponents efficiently. In addition, you can safely incapacitate Pokémon using bare-handed techniques when necessary, relying on skill rather than brute force.

Hacker [400 CP]
You are a trained and competent hacker with advanced knowledge of information technology. You can penetrate secured systems, analyze digital evidence, track electronic trails, and counter cybercrime, all while understanding how to avoid detection and maintain operational security.

Ace Trainer [600 CP]
Your dedication to Pokémon training has elevated your methods to an exceptional standard, earning recognition comparable to that of an Elite Four–level trainer. The Pokémon you personally train can reach a level of discipline, coordination, and battle effectiveness associated with top-tier professional. In recognition of your skill and reliability, you have been promoted to a senior position within your starting area's organization or station, placing you among the most capable individuals available to respond to dangerous situations. You are trusted to stand against highly skilled opponents, manage crises, and lead others when ordinary trainers or officers would be overwhelmed.



Items

You receive discounts based on your origin with 100 CP discounted ones being free.

General Items

Comfy Living Place [Varied]

You own a permanent living space typical of the Pokémon world, and this location serves as your personal home throughout this jump. The exact size and luxury depend on what you choose. For free, you own a modest one-room apartment with a private bathroom, suitable for a single person and a few Pokémon companions. For 200 CP, you own a small four-room house complete with a garage and a paved walkway, offering comfortable space for both living and work-related storage. For 400 CP, you own a small mansion located within a secure compound, featuring a private garden where your Pokémon can comfortably live, rest, and roam. For 600 CP, you own a full apartment complex with rooftop park space and enough housing capacity for up to one hundred families, providing a steady and reliable source of rental income. Regardless of the option chosen, electricity, water, and basic utilities are automatically paid, and you never need to worry about property taxes or land fees.

Basic Income [Varied]

The Pokémon world maintains a stable economic baseline where extreme poverty is rare, and as such you receive a guaranteed income tied loosely to your occupation. For free, you receive a steady salary of 5,000 US dollars per month, sufficient for a comfortable everyday life. For 100 CP, your monthly income increases to 10,000 US dollars, allowing for savings, investments, or expanded Pokémon care. For 200 CP, you receive 20,000 US dollars per month, granting you significant financial freedom and the ability to fund larger projects, businesses, or research without financial stress.

Rotom Phone [Free]

You own the latest model Rotom Phone, powered by an integrated Rotom that provides effectively infinite memory and battery life. This phone can freely connect to and call anyone within the same world who owns a phone, and it can access the internet not only from the current world but also from any previous or future worlds you visit. It functions reliably across dimensions, ensuring constant communication and information access.

Pokédex App [Free]
Your phone includes a built-in Pokédex application that automatically registers every Pokémon you have seen, befriended, or captured. This Pokédex updates dynamically, and in future worlds it will adapt to catalog comparable capturable or trainable creatures native to those settings, expanding its database accordingly.

Pokémon Box [Free]
Your Rotom Phone contains a storage application that allows you to store and retrieve Pokémon from a secure digital box system. You may store up to 3,250 Pokémon at once. Other types of creatures may also be stored, provided they are contained within an appropriate capture device such as a Poké Ball or equivalent.

Poké Food [Free]
You now own a specialized refrigerator that is always stocked with appropriate food for both you and your Pokémon. The contents automatically replenish every week, providing nutritionally balanced meals tailored to different Pokémon species, with no cost, spoilage, or maintenance required.

Poké Balls [100 CP]
You now possess 25 standard Poké Balls ready for use. These are legally registered and compatible with all standard Pokémon storage systems. You may purchase this item multiple times, gaining an additional set of 25 Poké Balls each time.

HM & TM Library [400 CP]
Your Rotom Phone now contains a complete digital library of all HMs, TMs, and TRs that exist within the Pokémon world, accessible through a dedicated application. You may use this app to teach compatible moves to your Pokémon; learning a move requires a full day of training and adjustment. Any move taught through this system can be easily relearned later, allowing flexible move customization without permanent loss.

Blue-Collar Worker

Protective Work Gear Set [100 CP]
A full set of safety equipment including helmet, gloves, boots, goggles, and reinforced clothing sized for both you and compatible Pokémon. This gear significantly reduces workplace injuries and damage from accidents, debris, or minor Pokémon move exposure.

Utility Pokémon Harness System [200 CP]
Specialized harnesses, saddles, and braces that allow your Pokémon to safely assist with lifting, pulling, hauling, and stabilization tasks. Designed to prevent strain or injury while maximizing efficiency during manual labor.

Portable Field Workshop [400 CP]
A compact but fully functional mobile workshop containing basic fabrication tools, repair equipment, and storage space. It can be deployed on job sites, construction zones, mines, or farms, allowing you and your Pokémon to perform repairs or builds without returning home.

Industrial Pokémon Work Platform [600 CP]
A large, semi-autonomous work platform designed for major projects such as construction, mining, logging, or infrastructure repair. It includes loading bays, Pokémon rest areas, safety systems, and modular tool mounts, allowing an entire team of Pokémon and workers to operate efficiently and safely on large-scale jobs.



White-Collar Worker

Professional Office Starter Kit [100 CP]
A high-quality desk setup including a computer, secure filing system, stationery, and ergonomic furniture sized for both humans and small Pokémon. Everything is optimized for long work hours, paperwork, analysis, and communication without fatigue.

Secure Data & Records Suite [200 CP]
A combination of encrypted digital storage and secure physical filing that protects sensitive documents, research, financial records, and personal data. Pokémon assisting you instinctively understand which information is confidential and handle it accordingly.

Executive Office Space [400 CP]
A private, professional office within a corporate, academic, or government building. Includes meeting rooms, presentation facilities, and Pokémon-friendly amenities, establishing you as a respected professional with authority and credibility in your field.

Pokémon-Integrated Corporate Department [600 CP]
You now control or are assigned a fully operational department where humans and Pokémon work together under your leadership. Pokémon fill roles such as analysis support, logistics coordination, security oversight, and workflow optimization, dramatically increasing productivity while maintaining ethical and legal standards.



Teacher

Classroom Starter Setup [100 CP]
A fully equipped classroom with desks, boards, teaching aids, projectors, books, and Pokémon-safe learning tools. The room automatically adapts to the subject you teach and can safely accommodate small, medium, and well-behaved Pokémon.

Advanced Educational Resources [200 CP]
Grants access to high-level textbooks, digital libraries, lesson plans, and training materials covering academics, Pokémon training theory, ethics, combat safety, and specialized skills. The materials automatically update to match the world's standards.

Mobile Training Classroom [400 CP]
A reinforced, self-contained training vehicle designed for education on the move. It includes fold-out seating, compact teaching displays, and adjustable lesson tech, along with secure Pokémon containment zones that suppress damage during demonstrations. Small sleeping quarters, storage, and basic utilities allow for multi-day field trips.

Elite Training School or Gym-Class Authority [600 CP]
You now operate or lead a prestigious school, academy department, or Gym-style training program. Graduates of your instruction are consistently above average, respected by leagues and institutions, and known for strong bonds with their Pokémon and disciplined conduct.



Doctor

Diagnostic Scanner [100 CP]
A compact, handheld medical device designed for rapid triage of both humans and Pokémon. With a simple sweep, it can identify physical injuries, internal trauma, fatigue levels, and common status conditions such as poison, burns, paralysis, infections, or curses.

Berry Processing Kit [200 CP]
A specialized medical kit that allows raw berries to be refined into effective healing products, including poultices, pills, sprays, and injectable medicine. The system automatically extracts active compounds, removes harmful byproducts, and optimizes potency for either human or Pokémon use.

Pokémon Healing Table [400 CP]
A high-grade medical table similar to those used in advanced Pokémon Centers, designed specifically for Pokémon physiology. When a Pokémon is placed on the table in their pokeball , automated systems and restorative energy rapidly stabilize injuries, cure most status conditions, and accelerate recovery, healing them within minutes.

Field Hospital [600 CP]
A fully deployable, self-contained hospital complex that can be set up anywhere, from cities to remote wilderness. It includes multiple treatment beds, diagnostic labs, surgery rooms, recovery wards, and supply storage, all under your direct control. The hospital can support long-term care, mass-casualty situations, and advanced medical procedures, making you a one-person command authority over a complete medical operation.



Officer

Patrol Utility Belt [100 CP]
This upgraded utility belt is built for long shifts and unpredictable encounters, combining standard law-enforcement tools with Pokémon-compatible equipment. Alongside restraints, evidence markers, and a high-lumen flashlight, it includes Poké Ball clips, a compact medical kit for humans and Pokémon, and a secure communicator linked to your unit.

Rapid Response Bike [200 CP]
A purpose-built patrol bike designed for speed, agility, and endurance in both city streets and rough terrain. Pokémon-assisted balance systems keep the bike stable during sharp turns or sudden stops, while reinforced tires and suspension allow pursuit through alleys, parks, or damaged roads. Integrated storage holds essential gear and Poké Balls.

Tactical Suppression Gear [400 CP]
This advanced gear set prioritizes control featuring reinforced armor, shock-absorbing plating, and modular shields resistant to both physical attacks and common Pokémon moves. Non-lethal suppression tools are calibrated to safely restrain criminals and subdue hostile Pokémon. Designed for raids, riot control, and high-risk operations, it greatly increases survivability while minimizing collateral damage.

Mobile Command Vehicle [600 CP]
A fully equipped mobile headquarters that allows you to run major police operations directly from the field. Inside are real-time surveillance systems, secure holding cells, evidence analysis stations, and reinforced Pokémon containment units. The vehicle links to city networks and officer comms, enabling you to coordinate patrols, manage emergencies, and direct large-scale responses.

Companions

My Old Team 50
You may import or create companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100
Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions.You may buy this multiple times.



Drawbacks

Supplement [+0]:
Not exactly the most in-depth of places, so you can use this jump as a supplement for other Pokemon jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Time Extender [+100CP]:
You have the option to extend your stay in this world. For every 100 CP you take from this option, you can add another 100 years to your stay. The maximum CP you can gain from this drawback is 800 CP

Womanizer [+100 CP]
You can't help but constantly fall in love with a new girl every week—and just as consistently, you end up getting rejected by her. This drawback can also apply to any gender you are attracted to, if you prefer.

Naughty Pokémon [+100 CP]
At least once every day, a mischievous Pokémon will target you with pranks, harassment, or general annoyance. No matter how you respond, they always manage to escape consequences, even if you try to fight back or discipline them.

Shiny Obsession [+200 CP]
You become fixated on hunting Shiny Pokémon. Your free time is overwhelmingly spent searching for them. The Shiny rate is altered to 1/8192, and you must capture at least ten Shiny Pokémon during this jump. If you fail to do so, the jump immediately ends in failure.

We Have Trouble!! [+200 CP]
A group of ruffians is actively targeting you in an attempt to steal your starter Pokémon. At least once per week, they will launch an attack and may succeed. If your starter is stolen and you fail to recover it within one month, your jump fails.

Crazy Deadline [+400 CP]
Every single week, you are burdened with a crushing workload totaling 90 work hours. You are unable to take days off, vacations, or extended breaks for the duration of the jump.

I Need to Catch a Pseudo-Legendary [+400 CP]
You are compelled to capture a Pseudo-Legendary Pokémon. These Pokémon will never appear near towns, routes, or Safari Zones and will always evade you in safe areas. To even encounter one, you must travel far off-grid into extremely dangerous locations—such as deep oceans, high mountains, or unexplored wilderness.

Catching one is exceptionally difficult, and once you succeed, you will be relentlessly hunted by the parent Pokémon and the wider clan of that species. This pressure begins immediately and lasts until the end of the jump.

If you fail to capture a Pseudo-Legendary within the first year of the jump and keep it, you permanently lose access to the CP gained from this drawback. Capturing additional Pseudo-Legendaries will greatly increase the intensity and danger of the pursuit.

Hunted Down by an Evil Organization [+600 CP]
Choose one evil organization that exists in the Pokémon world (such as Team Rocket, Team Magma, Team Aqua, Team Galactic, etc.). That organization has identified you as a major threat and now considers you a top-priority target.

From this point onward, they will do whatever it takes to make your life a living nightmare. On a near-daily basis, you will be forced to fight through waves of grunts in the first year , followed by elite admins the fifth year , and eventually the organization’s leaders themselves by the last year . These encounters are deliberate and coordinated, not random.

If you are captured, decisively defeated, or permanently lose a Pokémon in battle against this organization, your jump immediately fails. They will exploit ambushes, traps, numbers, and terrain advantages whenever possible.

You may take this drawback multiple times. Each additional purchase adds another evil organization that independently hunts you with equal intensity, coordination, and resources.

Ten Years Later

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes

1.Any perks that works on pokemon would with any monster you tame in future worlds.