

By Regalus

It's a strange new world Jumper you find yourself in, or perhaps one achingly familiar? A world where humans and monsters live in relative harmony, and ten-year olds set off from their homes with dreams of grandeur. Where every year, youths gather to make a name for themselves with their teams across combat tournaments and dazzling performances, each seeking to reach the top of their field. A place where the relics of the past may terrorize the present and criminal masterminds plot actions that may change the world. However, despite all that, this is a bright world filled with laughter and joy; and also, incredibly silly at times.

Welcome Jumper to the world of Pokemon. You'll arrive on the very day that a certain red-hatted young boy will take the first steps on a journey that will change the fates of millions; and to make sure you're not stuck on the sidelines you'll receive **1000CP**.

Now go be the best you can be!

Locations

There are many strange lands in this world Jumper, so to determine where you'll begin your time here roll 1d8; or simply pay **50CP** to choose for yourself.

1) **Kanto:** A diverse land for its exotic people, and wealth of mysteries; from the ghostly haven of Lavender Town, and elusive shinobi, to the astonishing psychic Sabrina, and the criminal group known as Team Rocket. Here pokemon training is all the rage, and while there isn't much of a coordinator scene, they have a thriving movie and theatre industry. Moreover, Professor Oak is looking for trainers to help him with his next major project.
2) **Johto:** A land where ancient tradition clashes against modern sensibilities and living legends roam the lands in secret; where Ho-Oh himself was said to once reign as a guardian deity. Team Rocket has recently expanded its operations here as well, and while no one knows what they're up to for sure, it can't be anything good.
3) **Hoenn:** Where titans rest and humanity takes its first steps to the stars. One of the more ecologically diverse regions, and home to both the most developed space program on the planet and a thriving Contest circuit. Behind the scenes Teams Aqua and Magma plot to awaken the resting titans to "save" the world according to their own vision.
4) **Sinnoh:** Where the past lives besides the present. A land rich in culture and history; where the ripples of the ancients reach the present, and countless ruins dot the land. The guardians of its three great lakes watch over this place; and the mad leader of team galactic plans to steal the power of the gods to remake the world in his image.
5) **Unova:** A land scarred by the past; where the wheels of fate may see history repeated. It is one of the most advanced regions, yet home to the god-like Kami and the chivalrous Knights of Justice. Here the two-faced Team Plasma labor to protect pokemon, while planting the seeds for Truth and Ideals to war once more.
6) **Kalos:** A land of dazzling beauty, where the secret of Mega Evolution will be rediscovered. It is a place of nobility and art, being home to both a world renown fashion industry and one of the greatest studios on the planet. Here the spirits and guardians of the world itself roam, and Team Flare schemes to resurrect ancient weapons to conquer the world.
7) **Alola:** An idyllic paradise known for its beautiful vistas, exotic pokemon, and ancient traditions kept alive. Here myth and man walk hand-in-hand, and the Guardians of its islands keep watch on those touched by destiny. It's also a place where dimensional boundaries have thinned; Team Skull seems to bumble around puffing up their chests, and Aether Foundation's good intentions will lead to some rather exotic guests paying the islands a visit.
8) **Stranger Shores:** This world is truly vast, and now you may choose to begin your journey anywhere you wish. You could pick any of the above options, or perhaps one not mentioned previously. I hear the Orange Islands are lovely this time of year.

Origins

You may roll 1d8+9 for your age; and your sex is the same as it was in your previous jump; though you may change this and determine your Age for **50CP.** For each of the following options you may choose to enter this world through a new life appropriate to your chosen Origin, with all the memories and connections that would apply, or simply Drop Into the world as a stranger to all. However, before all that you must choose; will you remain human, or become a pokemon?

Human: While they lack the raw power and breadth of ability of pokemon, they make up for it by being adaptive, inventive, and far too curious for their own good. They also hold far more potential than many of their otherworldly counterparts; a lucky few proving that humanity can certainly stand as equals to the creatures of this world. You may choose to enter this world through one of the following Backgrounds

Trainer: One of this world's oldest professions. You are counted among the brave and passionate souls that venture into the world to tame and train pokemon. Many hopefuls travel across the land every year, but you know you'll one day stand at the top.

Rising Star: It's not about being the strongest, it's about being the grandest! You don't care much for battling, but rather find your passion in the arts. Whether as an actor using movie magic to bring stories to life, or a coordinator showing there's more to pokemon than brute force, you'll bring beauty into this world.

Naturalist: Glory and Fame are well and good, but it's not for you. You've always preferred to live in harmony with the world around you; whether protecting the wilds from those who'd abuse them, or simply living a humble happy life in tune with nature.

Seeker: But why conform with simply drifting through the world? This land is filled with wonders that others take for granted, yet you've always found them mesmerizing. Whether as a researcher, journalist or investigator; you're a curious soul that has devoted themselves to unraveling the mysteries that pervade the world around you.

Team Player: Not everyone simply follows their whims through life. Some find a purpose, a cause, a *job*; and you're one of them. Whether as a member of a non-profit organization, or perhaps a less reputable one; while everyone else is off messing around, you're getting things done.

Pokemon: A cavalcade of creatures in all shapes and sizes. They each wield great power intrinsic to their species, and grow by overcoming hardship. However despite their power they are not the most ambitious or innovative; two of the many reasons for which they often ally with humanity. If you're willing to pay the price you may become a non-legendary pokemon native to this world. Beginning your time here as a Baby Form will cost you **0CP**, being a First Stage pokemon will cost you **100CP**, while Single and Second Stage Pokemon will cost **200CP**, and Third Stage pokemon will cost you **300CP**. Though should you not be satisfied with these options, you may choose to join the ranks of more exotic pokemon.

Legendaries and Ultrabeasts such as Shaymin, Magearna Nihilego, and Poipole who are renown more for their rarity than power may be chosen for **300CP**; while those that stand as paragons of pokemon kind such as the Knights of Justice, the Eon Duo, Buzzswole, Celeestela, and the Legendary Beasts may be chosen for **600CP.** Finally, for those who are truly deserving of the title of 'legends' such as Mew, Lugia, and Kyurem will cost you **800CP** should you wish to be counted among their number. Sadly, entities who are more akin to gods, forces of nature and titans such as the Weather, and Creation trios may not be chosen through this option.

That said, there is a special exception to this; your own nature as a traveler of worlds giving you a particular affinity for the mysterious Cosmog and its evolutions. Should you wish it, you may start your time in this world as a Cosmog for **Free**; though take note, for the path to of becoming a true legend will be a long one.

However, should you already possess an eligible pokemon form you may import it or one of its pre-evolutions as your starting species for **Free.** Lastly, as a Pokemon you may select one of the following options as your Background within this world.

Wild One: A child of the wilds; untamed and thriving in nature. It's a harsh life; but one that grants great strength, and majesty to those who learn from mother nature's lessons.

Urban Adventurer: A child of the concrete jungle; some may call you an opportunist unable to devote yourself truly to the wilds or to humanity. However, you care little for such things, fore what you lack in raw strength you make up for in cunning. Let those of the wilds play their games for territory, just as you will play yours; eager to enjoy your life to the fullest, and see everything this place has to offer.

Champion in the Making: A child of trials and tribulations; you have a dream you wish to achieve, and someone who will stand by your side until you get to the top. Reaching your goals won't be easy; but you know you'll make it there someday thanks to them.

Settled In: Whether you were used to live for war or were born in comfort, you've chosen the path of companionship. Your wild brethren may call you domesticated, but you live for something more important now. Where others strive for power, and glory you seek a peaceful life among those you love; having developed the grace and care to live among them. It's not a thrilling life, but you wouldn't give it up for the world.

Perks

Backgrounds' grant a 50% discount to their perks, while granting their 100cp perks for free. Esoteric Perks may only be purchased by Humans, while Quirks may only be purchased by Pokemon.

Jumper Not Faller (Free): Now normally being an interdimensional traveler would attract all sorts of attention you'd want to avoid; but the locals aren't used to my brand of work. So with a little tweak here and there you'll read as a perfectly normal local; making it so you won't have to worry about any Ultra Beasts seeking you out, or catching Giratina's attention. Of course, this just conceals your nature of a Jumper; if you do decide to travel the local multiverse then you better be prepared for what will happen. If you're an **Ultra Beast** then you're much like Nebby; having been hatched in this world, and counting as a native to it in the eyes of any who care for such things.

You and all your friends get this just for stopping by, even those you don't import; that said, if you're willing to invest **200CP** we can set up a more permanent arrangement, ensuring that anyone or anything that pays close attention will find that your "signature" will match those of the locals of whatever world or plane you're in. Just keep in mind, you aren't *actually* a native; that difference might be more important than you think.

Trainer

Precocious Youth (100CP): Everyone knows that there's no age limit on adventure, so why should anything else be different? After all, it wouldn't make sense for people to let you save the world and build squads of super powered creatures if you couldn't be trusted. As such people don't seem to take your age into account when it comes to judging you or determining what you "should" or "shouldn't" be allowed to do whenever it's convenient to you.

Wide Eyes (100CP): It's a whole-new world you live in. One filled with fantastical creatures and sights unlike anything in your old world; yet through age or experience any heart may grow cold until eventually that special spark dies, leaving only cynicism and apathy in its wake. However, your eyes shine with the eternal curiosity and excitement of youth; lighting the way across the endless highway of life for both yourself and your friends. Regardless of whether you live for thousands of years, or the divine becomes a routine occurrence; none of you will ever grow needlessly jaded, lose sight of your dreams, or lose that sense of joy and wonder that fills your hearts.

Stand Tall (200CP): When the journey begins it's hard to find your way in the world, let alone discover the strength to take those precious first steps. However, you bear the courage and perseverance to face the countless trials ahead; whether they be the despair of a crushing defeat, or countless days spent trekking through the wilds without human company.

This hardiness goes beyond your spirit, as your body is more than ready to endure the life of a wandering trainer; even growing resistant to the countless little mishaps that come with training unruly pet-shaped forces of nature. While being drenched in rain may leave you shivering, shocks may certainly sting, and being sat on by a snorlax will never be pleasant; you won't have to worry about meaningful harm from such misfortune. Though be wary, as a pikachu's indignant thundershock isn't quite the same as the Thunder of a raging legendary.

Best of Friends (200CP): The life of a Trainer can be a long and lonely road; whether due to seeing others as obstacles and tools, or becoming too hesitant to reach out to those you'll leave behind. However, you seem to be the exception to this. No matter how long or far you travel you'll never treat others as simple background characters in your life, and it's easy for you to push personal hesitations and inhibitions to talk with others on even ground.

This makes it very easy for you to strike up new relationships with others, whether they're a waitress at an out of the way café or the princess of a small nation; almost as if your differences make it easier for you to get along, rather than get in the way. These bonds seem to strengthen with exceptional speed and ease, and always stand the test of time; your fond memories of one another being just as vivid the next time you meet. Why with you around, it's even easier for folks to get along with each other! After all, to you there's no such thing as "too many friends"; so, go out, and make someone's day!

The True Test (400 CP): Everyone wants to be the best, but few people come close, leaving an ocean of wanna-bes and posers hiding the true gems among their number. This makes finding the best person for the job an onerous task, especially when they don't even know what they're looking for! Things would be so much easier if you could just *show them* why you're the right choice, and now you can.

Whenever someone or something attempts to determine your worthiness you can bypass all those tiresome interviews and sidequests by displaying your prowess in whatever role they're considering you for. A legendary sword seeking a pure hearted hero could be satisfied through a selfless display of heroism rather than some metaphorical battle with your inner demons, a wild animal could accept you as its alpha by having one of your pets defeat it in a battle, and a princess would know if you're a good suitor for her after defending her honor.

King of the Hill (400CP): Between territorial beasts, persistent crooks, and sealed evils there sure are a lot of problems around here; so it's pretty lucky that they all love a good challenge! In fact, you can make just about anyone put a halt to their plans by proposing a fitting challenge to them with a set of stakes you know they'll eagerly accept. Cause criminal masterminds to delay a heist by challenging them to a duel with their criminal career anted against you joining them, while rampaging gods put aside their quest for vengeance to crush you at a game of strategy. Such duels will always have the loser accept their defeat well and hold up their end of the bargain. Just remember while this ensures you'll always find a challenge and set of stakes they'll accept, it doesn't guarantee your victory on its own.

Aim for the Horn! (600CP): They say that madness is brilliance that has yet to be put to the test; if so then you must be one of the greatest minds of this generation with how insane your plans seem. The power of your ingenuity and lateral thinking is something that even those who view it in action can scarcely believe, let alone predict; executing maneuvers against seemingly insurmountable obstacles that often overturn everyone's perceptions of the world, and send scholars into befuddled conniptions. Whether it's overcoming an impervious defense through creative use of resources and exploiting half-remembered factoids, to figuring out how to shield someone from psionic assaults by creating a film of solid lightning over their body; by the time you're done they'll be rewriting school books to explain how you did it.

To Be the Best (600CP): Where others might see a simpering worthless ball of fur and failure, you see diamond in the rough in need of the right hand to bring out their luster. Through encouragement and training you can help someone discover strengths they never imagined were within them; breaking through their perceived limitations, overcoming their failings, and growing in ways that will shatter expectations of them. Why in your hands even a common rattata picked up from the side of the road might one day grow to become a dauntless titan that could give legendaries pause. Of course, such legends aren't born in a day; but for those with the drive to reach for the stars, the rewards are well worth the work.

Rising Star

Model Companion (100CP): The world-stage is filled with would-be celebrities, and the biggest difference between The Next Big Thing and a Flash in the Pan is staying power. Not only do you have the looks to draw the eye, but the charm to keep people engaged and invested with you. Why with just a few kind gestures you could easily make someone's day, and while a meaningful act will have them thinking of you long after you're gone. Just try not to pick up *too* many fans while you're at it, alright?

Newbie Friendly (100CP): It's a great big world out there. So while it's important to keep your finger on the pulse of the public, no one can expect you to know *everything.* As such no matter how "simple" or "obvious" something might be to them people never hold your ignorance or misconceptions against you, or read into your questions too much. In fact, those that do notice the gaps in your knowledge will happily explain things for you, and even offer some minor aid if you play your cards right. More than enough for an intrepid entrepreneur to hit the ground running!

All in the Presentation (200CP): People say not to judge a book by its cover, but every performer knows the truth; you get one chance to set the stage and appeal to your audienceMess that up, and everything else will be an uphill battle. In response to this terrible injustice you've spent years mastering the art of *presentation*. Whether it's special effects, decorating, makeovers, costuming, or acting you've got the chops to truly draw an audience into your performance. You're so good in fact that with just a bit of stuffing, makeup and some coaching you could flawlessly disguise a teenaged boy as a busty bikini bearing bombshell with no one the wiser! With this alone you could make quite a name for yourself in the industry; though I'm sure an artist such as yourself has loftier goals than that.

Razzle Dazzle (200CP): Now what kind of star would you be if you didn't have some sweet moves to go with it? In addition to gaining exceptional showmanship skills you may choose any three kinds of art forms; be they a musical instrument, painting, dancing, acting, or something stranger. Your talent in these fields are sufficient to earn you a lead role in whatever stage you choose and make a name for yourself even in Kalos' competitive scene. However, your true gift lies in combining different art forms with unrelated skills and abilities; allowing you to make beautiful song and dance numbers, create plates of food so beautiful people would hesitate to eat them, or even more exotic performance such as an electrokinetic symphony!

Form Begets Function (400CP): Some people say that it's better to sacrifice style for practicality. Those people are wrong. A true fashionista knows that compromising fashion for somethings as silly as "comfort" or "survival" is the mark of a novice; knowing that what you wear isn't nearly as important as *how* you wear it. By using your well-honed grace and a few tasteful accessories you can ensure that you'll both look good in whatever you wear, and that its

stylishness will more than make up for any of your outfit's "practical" shortcomings. Whether you're trekking through the snow in a mini skirt and midriff baring top, or getting into a fire fight in the latest Kalos trends; you'll be the one best dressed for the occasion.

Creative Composition (400CP): No matter how talented you are, the crowd will always be hungry for more; growing bored all too soon and moving on to the next big thing. In this warzone of struggling artists, you march confidently against the masses like an unceasing engine of inspiration. Whether it's realizing how a pokémon's quirk can form the centerpiece of an entire performance, that a fruit will revolutionize a classic dish, or creating a whole new fashion trend after seeing your friend's burned clothes; you'll never find yourself short on ideas when it comes to what you could do. Now if only you had the right assets to bring your ideas to life…

Casting Call (600CP): Have you ever had a great idea, but had it ruined because you picked the wrong person for it? Annoying isn't it? That's why the sign of an excellent director is always knowing how best to match their actors to a role and vice versa, and thankfully you can put those fears well behind you. With but a look you can identify a person's aptitude for whatever task or role you have in mind no matter how specific or odd; easily allowing you to weed out the coals from the diamonds in the rough. Moreover, should you be skilled in *Creative Compositions* you could easily work backwards; finding the ideal roles and tasks for your would-be workers. I *guess* you could be a great career counselor or agent with such a talent; but who has time for that when you have a masterpiece to create!

Gold Mine (600CP): It's a sad truth, that no matter how grand your vision, or exceptional your portfolio; at the end of the day you are a slave to the pokeyen. As such to maintain the purity of your vision it is essential for a rising star to master a battlefield far deadlier than any other… *marketing.* Given an opening you can figure out to make the most money possible of whatever product or service you have on offer; and can easily kick off, or take advantage of, the latest trends to make sure it all sells like hot cakes. Of course, the methods to do so might require you to swallow your pride; but every good artist suffers for their art.

Naturalist

Sagacious Scout (100CP): Unlike city folk you're quite used to roughing it in all manner of wildlands; having acquired a wide assortment of skills to help you safely explore the untamed corners of the pokemon world. From making basic tools, navigating by stars and weather reading, and climbing mountains to satisfying your basic needs in deserts, knowing the signs that a pokemon is in mating season, and much more. It might not sound flashy, but when you're miles away from civilization it can make the difference between a good time and a nightmare.

Supreme Service (100CP): Everyone has their own set of needs and likes; even some they might not even know they had until the first time it's satisfied, much to their unexpecting joy. So, it's no surprise to hear how easily you win others over given your talent for figuring out their wants and needs, while making their fulfillment an enjoyable experience regardless of whether they're an exotic pokemon or a run of the mill human. Whether preparing a home cooked meal that blows their little minds while meeting their nutritional needs, styling their hair until it's as soft as high-grade silk and worthy of a runway show, scratching that itch *just right*, or more esoteric tasks; no one leaves your hands unsatisfied.

Faulty Fib Finder (200CP): Its funny how often weirdos show up to try to take advantage of you; spinning their webs of lies of sob stories, or memos from "corporate." Though not nearly as funny as their faces when you call their bluff and kick them to the curve. All in all, your gut's been a trusted ally when it comes to knowing if something's up; and once you're unto them their game quickly falls apart like a house of cards, greatly hindering attempts to misdirect you or entangle you in convoluted schemes. This intuition doesn't apply just to those silver-tongued snake-oil salesmen either; as it's twice as sharp when it comes to the lies you tell yourself.

Well-Worn Wisdom (200CP): The stories of our forefathers inform us of our past, help us understand our present, and guide our future; those who ignore them are often doomed to repeat their mistakes, as even the most fanciful of myths have some grain of truth to them. So, why not take advantage of such a wealth of wisdom? Whether through longstanding traditions or persona zeal you've accrued a vast body of stories of lands both near and far, and days long past.

While this could make you a great historian or storyteller, its true boon is the shear wealth insights you've managed to amass. Unsurprisingly, such a diverse font of lore guarantees you'll have some insight and advice to offer in nearly any situation; as while some stories may be old fashioned, good advice is always worth passing on.

Hand in Hand (400CP): Just because humans and pokemon are different, doesn't mean they must fear each other. After all, legend has it that once both man and mon ate at the same table. Moreover, it is by combining the things that make us different that we can reach past our limits and create something truly wonderful. Raised under such traditions it's no surprise you've become skilled at mediating and promoting cooperation wherever you go. In fact, you find that the greater diversity involved in an endeavor, the greater the end results will be; from more

fruitful harvests, to longer lasting structures, or more effective stratagems. If variety is the spice of life, then you're surely on your way to be a master chef.

Panacea (400CP) Everyone loves a good adventure, and epic battles; but they tend to forget about how harrowing those things can be. When these heroes worn down, beaten, and barely holding on that's when you come in. Whether they're a sickly coin-sized spider, a half-frozen dragon, a sword-ghost with second degree burns, or just a guy who got sat on by a snorlax; you've got the skills and cool head to handle any malady or trauma that comes your way regardless of how strange your patient may be.

In fact, under ideal conditions you could get dozens of patients suffering from most common maladies or trauma back on their feet in a fraction of the time; while even out in the wilds you'd be able to find *some* way to save a critter from near-fatal exposure. Just remember, you're not a literal miracle worker; sometimes all you can do is give them a fighting chance, and leave the rest to them.

Harmonious Soul (600CP): In ages past humans and pokemon lived as one, but over time a schism grew between them as humanity grew to become what it is today. However, you are one of the few who seem to harken back to the days of yore; someone that has learned to live in tune with nature, and has walked among pokemon as one of their own. Never will a wild pokemon attack you without provocation, many actually welcoming your presence in their territories, or freely offer their aid to you; with even trained pokemon being reluctant to bring you harm. Moreover, even legendaries take note of this special bond; sparing you of any grudge they might hold against your kind, and heeding your words when they might otherwise ignore you.

Through your intervention you could avert certain disaster by calling for the aid of the wilds, or perhaps turn their indifference into fondness for your kind; slowly mending the schism that formed between man and pokemon. In future worlds you'll find that your attunement to the natural world elicits similar responses from beings connected to it; be they beasts, or stranger things.

Natures Wonders (600CP): These days it seems like everyone is fixated on electronic trinkets, and synthetic materials. So caught up in a race to whip up the next big thing in their labs, that they overlook what's all around them. Take the humble apricorn for instance; a delicate plant whose fruit is too hard to eat, and can easily go barren if mistreated. However, with a little effort it's insides can be juiced to produce a variety of potent performance enhancing supplements, and its hard outer-layer can be turned into myriad of specialized apricorn balls.

In much the same way, you can find astounding uses for all kinds of natural resources; many of which can easily compete with the performance of artificially made equivalents, if not surpass them in some ways. This skill is especially great when it comes to development of natural remedies; allowing you to treat maladies that would require complex machines, or potent drugs with a sufficiently well-stocked exotic garden.

Seeker

Gotta Read'em All! (100CP): Contrary to what many children might think, a good education is gift to be embraced; especially in a world like this one. So unlike so many others, when given the chance you *dove* into your studies and came out all the better from it. You're particularly smart for your age, and an incredibly swift reader, well versed in several academic fields; enough to easily ace your way through any high school, and make the top percentile in most universities. In future worlds you'll find your studious nature to be rather rewarding; ensuring you always have at least the local equivalent of a high-quality high school education, and a much easier time getting into institutions of higher education.

Super Sleuth (100CP): All the smarts in the world are pointless if you can't find any mysteries in need of solving. Thankfully you've got the sharp wits and keen senses to easily spot things that are out of place or aren't quite right. Whether it's realizing that a note's been rewritten, that there's something odd about the weather, or identifying traps; if it's worth paying close attention to it seems to pop out to you, and the reasons why fall into place far more smoothly. This might not solve a mystery on its own, but in the search for the Truth it pays to never miss a clue.

Dot the I's (200CP): Do you know the difference between a successful expedition, and a bad time? *Preparation*. No one wants to make the discovery of a lifetime, only to realize they left their camera at home after all. Thus, your teachers made sure to hammer into you the importance of foresight, and forged you into the king of checklists.

From packing for month long safari trips, to planning birthday parties with dozens of attendees, and taking the perfect shot; no one goes in underprepared if you're on the job. Though strangest of all is the knack it's given you for all sorts of poetry. That said things often seem much easier on paper than they are in real life, so it's still up to make your plans a reality.

He's a Good Kid (200CP): Nothing sucks quite like putting your trust in someone, only to be betrayed or for them to come up short when they're needed the most. Thankfully you've never had to go through that such a tragedy; a short conversation being all you need to tell if you should entrust something to them. Easily telling apart delinquents deserving of a second chance, and candidates with great talent but terrible performance in written tests; from those who would go mad with power, or thieves hoping to take what's yours.

Safe, Sane and Practical (400CP): Powering delicate machinery with voltorbs? Building a base over an active lava zone? And who left the bigot unsupervised within telepathic range of the bioweapon?! Honestly, somedays it feels like you're the only person around here with a lick of common sense or sense of self-preservation. Whenever you run into a potential safety hazard you get a strong feeling for just how dangerous it would be to tempt fate with it, and your extensive history of idiot proofing your workspaces have given you quite the expertise for managing such hazards. It might take some doing to fix, but surely whatever effort you must put in is better than the risks? After all, a pinch of prevention is better than a closed casket funeral.

Just Act Natural (400CP): Truly the bane of every watcher's existence is how self-conscious people get when faced with the lens of a camera. Oh, what some people wouldn't give to just be a joltik on their wall, and study subjects in peace! Now, this won't do *that*; but it might be the next best thing. So long as you mean someone no harm, remain completely unobtrusive to them, and limit your actions to simply observing and recording others will grow to tolerate your presence, and in time completely ignore it; allowing you to study them in their natural habitat without fear. Just keep in mind, that while no one will actively harm you while they're being studied; neither will they take you into consideration for their actions. So, if your subject decides to fly off or fart lightning, you'd best be quick on your feet.

Picture Perfect (600CP): There's hundreds of pokemon in the world, scattered across different lands, and related to countless myths; often all under different names to boot! And that's just the tip of the iceberg of the things you could learn; from medicine to geography, material sciences and physics. You could spend your whole life learning, and by the time you were done you'd have forgotten three-fourths of it; forcing you to start all over again. Now, I'm not completely heartless; so by taking up this option you won't ever have to worry about that again. Henceforth, everything you learn and experience neatly stored within your mind like a book in a meticulously organized library. Each just *begging* for you to look them up once more regardless of how long ago they were put away, and easy to cross-reference with one another.

Lastly, as an empty library is rather dull, you may select one field of study as broad as "robotics," "criminology," or "Pokémon evolution". You'll begin your time here as a true expert of your chosen subject, and well-versed fields related to it; along with a smattering of diverse trivia for your amusement.

It All Comes Together (600CP): The key difference between fact and fiction is that fiction at least has to make sense, and facts simply are. However, that's just a common misconception; you know quite well that the world is made out of a convoluted web of interactions that often go unnoticed by the common man, and that the signs had always been there for those who knew how and where to look. All too often you find yourself realizing connections and potential interactions that would take other months to realize even if they knew they were there.

Such is your talent at inferences and deductions that many might accuse you of making it all up… until you blow their minds by explaining the logical series of steps that led to you realizing how someone might evolve an eevee by rubbing it against an exceptionally mossy rock, or prove how a sudden increase in sales for a particular brand of soft drink was a clear sign of an organization's presence in the area. Just… try not to ramble *too* passionately when you do; otherwise you might earn yourself a tin foil hat, and fanciful straight-jacket.

Team Player

Finding your Flock (100CP): Life can be hard for those who can't find their place; drifting like feathers in the wind without purpose or direction. However, not all are doomed to be lost souls; some have the good fortune to find a place where they belong. You are one such individual, being drawn to groups and organizations which would be sympathetic to you and/or your goals. Once there your eagerness and vigor will be sure to both endear you to your fellows, and help you pick up the skills you need to earn you place as one of their own.

Just Business (100CP): Few jobs are glamorous, and many can make you a target for people's frustrations and indignation; but just because they don't like what you do, doesn't mean they can't like you! Henceforth your charming self while shine through no matter the uniform you wear. Oh sure, some may begrudge you for giving them tickets, or for stealing that priceless diamond, but it won't be personal; making it easier for others to sympathize with you, or to turn a new leaf after you're done.

Brighter Days (200CP): It's easy to lose hope when you're left in the cold; the world seeming to have turned against you, and the light of day seeming so far away. However in such times you may simply look to the past to find strength and warmth you need to persevere; banishing despair with memories of better days, and the faith that many more are yet to come. Moreover, you're gifted in sharing this light with others; finding simple way to create happy memories despite great hardships, and helping others remember the reasons for which they fight. It may not seem like much, but even a humble treat made with love and snow could change someone's life.

Form Up! (200CP): Wanna know the difference between you, and all those schmucks wandering around like hobos? Teamwork! I don't mean just spouting orders, and hoping everyone does something useful either; but bonafide well-drilled coordination that comes as naturally as breathing. Before you know it, all of you will be working together like a well-oiled machine; quickly picking up how to compensate, complement and predict one another's actions. Why with just a bit of practice you and your friends will be performing flashy entrances and poses straight out of power rangers, and executing maneuvers with the kind of precision usually reserved for well-choreographed movie scenes. Just the thing you need to run multi-pilot vehicles or perform intros that'll prove you're not just some nameless grunt!

Masquerade Machinations (400CP): Protecting the world from devastation is a noble purpose that deserves to be lauded. However sometimes to do some good, you need to do a little bad. Nothing *too* evil; just an alias or four here to keep people from worrying, a few cover ups over there so you can do your job in peace, and a sprinkling of espionage to ensure you know what need to do and that your enemies don't. At your best you could have your foes eating from the palm of your hand; believing you're their greatest ally, when in truth your every action lures them to their doom. It's not the most honorable gig to have, but it's all for the greater good.

Do Something! (400CP): Few people consider the issues that come with having to go through a manual thicker than your head to use any of it; a problem that gets compounded given the sheer number of gadgets, and vehicles you might have to use along the way. So, let's skip straight to the good stuff!

Now whenever you find yourself using some new gizmo or recently uncovered relic you'll be able to get it to do what you need it to do without too much trouble; oh sure the first few seconds might be rather heart pounding as you scramble to work the interface to avert your impending doom, but you'll be soaring like an ace before too long. Moreover, if you have **Form Up!** You'll be able to share this blessing with your fellows should you be stuck using something that requires multiple people to get running. That said, while this helps you use your shiny new toys it won't help you understand them; so, don't let those little surprises catch you off-guard.

Twinkle Guard (600CP): You must've done something right, as you've earned your own guardian angel who'll do whatever they can to ensure your adventures continue. Sadly, it seems like they have a fondness for humor and efficiency; preferring to simply remove you from the sights of such potential threats through slapstick and embarrassing ordeals. Being trapped on a rope bridge by gunmen will have the bridge snap, sending you down into the rapids below. About to die from hunger and thirst while lost in a jungle? Get kidnapped and adopted by an overly affectionate bear who'll nurse you back to health. And really, falling into a pool of banana pudding is far better than getting stomped by a legendary.

While annoying or unpleasant, these ordeals will at worst leave you a bit sore and embarrassed; a fair price to pay considering the dooms they'll help you avoid. However, the effectiveness of this protection seems to lessen if you deliberately seek out danger despite its attempts to save you; at most just making you a bit luckier at avoiding trouble. Though, should things become truly dire and your life be in peril or worse, it has a final trump card to play; as whatever would have led to a horrible fate will instead cause an incredible explosion, even if it doesn't make sense! This sudden and violent reaction will instantly envelop you and nearby allies should you wish it; launching you all at ludicrous speeds over the horizon, and beyond your foe's reach in a single brilliant flash of light. While a reliable protection here, after this jump I'll have to limit it to just once per jump until your chain ends.

The Big Boss (600CP): No one could ever confuse you for a random grunt. That presence that draws the eye of the masses and makes you appear larger than life, a voice to inspire the masses, and the strength of will to change the world. Is it any surprise that people of all walks of life seem to flock to your side? No, to call you a leader of men would be an understatement; as to those who follow you, you swiftly become an adored icon. The living embodiment of the ideals you've inspired, and the goals you seek to achieve; be they to form a family for those left as outcasts by society, or to usher forth a new future for humanity. As such loyalty is rarely an issue for you; and even if you were to be removed from the picture your people would follow the example you set, for better or worse. However, make sure to do right by them; as such devotion can breed a terrible monster if betrayed.

Wild One

Scent of Strength (100CP): The strong respect the strong, the weak know better to get in their way, and the wise learn how to tell which-is-which. By studying a target, you can easily take their measure; knowing how great their power and force of will is compared to your own. Moreover, you've mastered the art of impressing your own strength unto others as the very air reacts to it; making your might self-evident to all who witness you, and allowing you to inspire awe and dread even while looking like a pink marshmallow.

Unconquered Soul (200CP): Respect is something earned; freely given to another, and never taken by cowardly tactics. If these fools think their tricks will let them lay claim to you, you'll be happy to show them otherwise You are a proud and noble scion of the wilds; imbuing you with great strength of will able to push through terrible hardships, and stand your ground against terrifying foes. Moreover, attempts to ensnare, capture or bind you must face not only your physical might; but your strength of will too as ropes snap under your struggles, attempts to seal you away in an energy state risk shattering the device, and even if they achieve some success they will have to fight to keep you there. At the end of the day there are only two ways you'll bow down to another; by choice or once you have no strength left to stand.

Rule of the Strong (400CP): Strength breeds authority; that's just a simple fact of life. Be it strength of body, mind or spirit; you can only protect as far as your reach can extend, and only maintain your post by forcing contenders to submit to you. Whenever you lay claim to someone or something (be it a territory, a person or a position) all who would have designs towards it know they will only be able to take it by going straight through you. Attempts to circumvent your protections falling before your prowess; while those who attempt to conceal their interests from you stink of malice and defiance. Lastly, once you put down these upstarts you can make sure that they *stay* down; whether by terrifying them such that they avoid anything to do with you, forcing them to submit under your rule, or crippling their ability to stand against you for those who challenge you know well the price of their failed ambition.

Righteous Lord's Roar (600CP): You are more than a simple hermit or dweller of the wild lands; you are the recognized lord of your land, and no evil shall transgress against it without feeling your righteous fury. In times of peril you are the one all in the land turn to for aid; a valiant warrior, and a prime example your kind such that any would be hunter would recognize your power and authority at a glance. You are the first in every charge, and the one to secure the retreat; your very presence inspiring those around you to new heights in the hopes of proving they are worthy to stand beside you, while your foes tremble at the doom they've called own upon their heads. As you scatter their forces and shatter their fancy toys they'll be no doubt of their foolishness, and how fortunate they'll be should they receive your mercy.

Urban Adventurer

Wily Rascal (100CP): Human society might be comfier than the wildlands, but there's a reason they call it The Concrete Jungle. Good thing you've got the cunning to get out of sticky situations, the wits to think on your feet while avoiding pissed off flocks, and the ingenuity to take advantage of your environment; pulling out tricks and traps to even the playing field against the big boys. You're also particularly agile and charming; easily balancing on clothes lines, running down narrow ledges without fear, or convincing someone to part with their lunch.

Jumper's Marvelous Adventure! (200CP): You don't need to cross an ocean to find some excitement; every day is a chance to live your life to the fullest, chock full of adventure around every corner. Your cheerful disposition helps you find ways to make even the dullest of tasks entertaining, and wake up bright eyed and bushy browed even if you spent the whole night partying around. Of course, as an avid explorer you know all the best places to go; learning the ins and out of any city you visit in just a few days, and picking up the local rules and customs so fast they'll swear you're a local.

Just a Mouse (400CP): Oh, you're nothing special; just your friendly neighborhood fella collecting junk to build a back-alley amusement park, nothing deserving a second glance. People easily ignore you and your shenanigans so long as you're off doing your own thing; simply accepting you as part of the scenery, and not paying you much mind so long as you don't force their hand.

Honestly, some days it feels like you live in an entirely different world from the humans and their trained pets; but that's alright with you. Just means your adventurers can go on without pesky busybodies sticking their nose in your business. So be as weird as you want, and have as much fun as you want; so long as no one gets hurt any way. This'll help you avoid getting into trouble, but it won't do much if trouble comes looking for you.

Pika Panic (600CP): Curiosity may have killed the cat, but most forget that satisfaction brought it back. You've got a knack for sniffing out secret places and plots, which usually results you getting tangled in some nasty stuff; but that's fine, as you do your best work while under pressure. As the clock ticks down your brain kicks into overdrive, massively enhancing your ingenuity and situational awareness to make the most out of everything you have on hand; frantically scrambling across the field to snatch victory from the jaws of defeat. Before you giant robots shatter through creative application of clothes lines and minor elemental attacks; while squads of trained soldiers are taken out through shenanigans that should belong on a cartoon show rather than the battlefield. The tighter the pinch, the sharper your wit gets; and should you be thrust into a true doomsday scenario who knows what you might come up with.

Champion in the Making

Joy Through Adversity (100CP): The roar of your heart, the fire in your muscles as weakness is burned away, the thrill giving it your all… there's nothing like it. When faced with harship or adversity, you don't freeze up or cower in fear; you stand your ground, grab the tauros by the horns, and roar with glee as you test your mettle against it. Needless to say, this attitude is greatly beneficial to many tasks; ensuring you'll have the drive to see things to the end, and make far more progress when compared to those that must wrestle with themselves to do the deed. Though that's hardly surprising, when you love your work it's hardly work at all.

Prowess Refining Anvil (200CP): Too many people happily cling to "good enough;" complacent in their mediocrity even as they have their flaws shoved in their face. However, you're cut from a different cloth; easily swallowing your pride, and facing your flaws with your head held high. After all, you'd be hard-pressed to overcome them if you ran from them. As such you make sure to learn from your failures; finding what you could have done differently, and recognizing why you made the mistakes you did. Better yet, you're highly receptive to advice on how to improve; integrating these insights with ease, even if it means rebuilding your style from the ground up. The experience is rarely easy or pleasant to the ego, but the results are irrefutable.

Steadfast Vassal's Mantle (400 CP): A pokemon is akin to their trainer's knight; their loyalty unquestionable, trusting in their human in matters they're ignorant of. You now benefit from this in more ways than one. Your loyalty empowering your actions; allowing you to perform far better than you would normally so long as you act on behalf of another. However, why should one so loyal be blamed for doing what they thought was right? After all, there's no such thing as bad pokemon; just bad trainer's abusing their trust. As such, while acting in their name you benefit from this bias; making it so you will be forgiven for whatever you do, and that the responsibility for your actions falls unto your would-be lord instead

Battle Brother's Bond (600CP): Nothing brings people together quite like fighting for their lives, or navigating a dangerous ravine without having your bones picked clean by scavengers. When pressed into a stressful situation you are given the opportunity to see others as they truly are deep inside; revealing snot nosed brats as the selfless heroes they could be. After which you may choose to heighten the effects of this experience for both yourself and others; greatly accelerating the development of your relationships, and overcoming conflicts that would get in the way of you working with together. However this only the beginning.

In time you may understand each other intrinsically regardless of language barries; and develop the fortitude to stand against squads of legendaries undaunted, tear asunder mental influences from one another, and defying dark fates should they try to separate you. Beyond that, perhaps even the power of the mighty Battle Bond may be achieved… though it's been ages since the world's been witness to a bond of such strength.

Settled In

Foreign yet Fair (100CP): Well aren't you a sight; a spectacular example of your kind whose inhuman features serve to magnify your appeal, rather than take away from it. An arcanine who inspires awe with fur soft as silk, a honedge with a mirror shine fit for a king, or an adorable grimer that smells of incense and perfumes rather than septic tanks. Moreover, no matter what your visage maybe you seem to exude a non-threatening presence; such that even a hydreigon would be seen as a gentle giant and protector, rather than the stuff of nightmares. Why, someone phobic to your kind could approach you; providing their first step on the road to recovery.

Heart-Warming Fluff (200CP): Some pokemon seek strength, others adventure; but when given the choice, you became a companion. You did not make this choice lightly, having gone to great lengths to ensure that your humans are taken care of well; becoming what many might call the ideal friend. You're exceptionally enjoyable to be around and are able to read your loved ones like no other; easily piercing whatever façades they put up to get through to them, and knowing just how to turn a terrible day around. So long as you have a say in it, no one you care for will end their days in tears. Given time your aid could be invaluable to helping others heal emotionally, and help a broken-hearted soul smile again.

Child Proofed (400CP): The awkward truth is most pokemon weren't created with indoor living in mind; as such there's usually some complications that arise when they have to adapt to such environments. Magcargos turning rooms into saunas, stunky's imprinting their pungent aroma on anything unfortunate to stick around them too long, and butterfrees leaving questionable powders all over. To resolve this, you've developed incredibly fine control over your powers and abilities; such that you never need fear triggering them on accident, and may dial them down as desired. Moreover, this increase in finesse has greatly aided your expertise in applying them outside of their intended uses; safely powering machines with your electric might, whittling ornaments with deadly claws, or cooking, preparing and serving full course meals through psychokinesis.

Don't Poke the Tiger (600CP): Choosing to live as a companion to humans was never about denying yourself or stunting your growth. When the time came you simply chose to rise above your base nature and expand your horizons; why should such impulses stop you? Indeed, whether they're habits born from a life of war and adventure or inhuman instincts born from an ancient curse; you have little issue changing your lifestyle and adapting to the needs of the present.

However, those who think you're nothing more than a pet grown fat and dull on luxury have another thing coming; for no matter how long, you might play the role of lovable family mascot, you are still one of Arceus' children. Even if you should spend decades living by the side of a librarian your skills and capabilities would be just as sharp as the day you left the wilds; only growing through the myriad of experiences you've gone through, which grant an understanding of your abilities few of your kin can match

Esoteric Perks

Of course, there are stranger forces in this world, things considered wonderous even by their standards. Things only a lucky few may ever access, and fewer still may do so to a meaningfully. These Perks are exclusive to humans; not only granting you access to these forces, but also ensuring that you possess the potential, experience and talent to put them to good use.

(Type) Affinity (100CP): Humans are an adaptable bunch, often picking up traits from the creatures around them or being influenced by their surroundings. This often manifests in small but useful boons, and a gift for interacting and training others who share that affinity. One man with an affinity for ghosts would be able to manage their impish ways, and sense them even while incorporeal; while one with an Affinity for Water might be at home in the water, and easily understand the sea life he meets down in the depths.

On its own this is passive quirk of limited utility, though when matched with other options in this section may open the way for curious specializations; such as a Brilliant Spark touched by Water having a talent for ships and hydraulic systems, while a Psion might develop potent hydrokinesis. This perk may be purchased twice, each time selecting a different Type to develop an affinity for; and your first purchase is **Discounted** for your Starter's primary Type.

Secret Art: Butt Whoop (200CP): Now you're not just some random meathead, you come from long and honorable line of them! More specifically, you may select one martial tradition such as Ninjutsu, Lucha, or Knighthood; gaining extensive instruction in this world's version of those arts, which has more in common with their romanticized interpretations than those of your old world. As a talented student you'll be able to perform feats such as hiding in plain sight, suplexing rhyhorns, or cleaving small trees in a single stroke as appropriate to your tradition. However, you still have a long way to go before you reach the levels of true masters of your art. That said, you'll find that integrating special abilities and equipment into your style will come easily; be it through an assortment of mystical sutras as kiai shouts, your own mechanized knightly armor, or more creative applications. Should you take one of the following drawbacks (**Warrior's Pride** or **Family Troubles)** for no points you may purchase this option at a discount.

Primal Power (400CP): It's said that Humans evolved from pokemon long ago, and looking at you it's not hard to see why. Your body is a work of art, honed through hundreds of hours of grueling training; giving you physical capabilities beyond the norm for your age and size, easily a match for professional athletes in your old world. This however, is merely the beginning. With dedication and effort, you may transcend the commonly accepted limits of humanity; crushing boulders with your bare hands, moving faster than the untrained eye can see, leaping onto rooftops with a single standing jump, and similar feats often restricted to pokemon. Should you take one of the following drawbacks (**Warrior's Pride** or **Mountainous Expectations)** for no points you may purchase this option at a discount.

Brilliant Spark (400CP): There's no sugar coating it my friend; you're a capital G Genius, and a prime example of what humanity gained when they left the wilds. Your mind is a wonder capable of rivaling computer systems, and your IQ is off the charts. Now while that's all well in good, the true reason you're called a genius is your mastery over one category of engineering of your choice. Within that field you're easily a match for most professionals in this world; capable of creating things that would leave the scientists of your old world in awe. However, with research and experimentation you can truly reach the bleeding edge of technology within this world and beyond; creating giant robots, teleporters, reviving the dead, self-aware AIs, and other such wonders that would be more at home in a comic book. Should you take one of the following drawbacks (**Cerberus Sindrome** or **Full Steam Ahead)** for no points you may purchase this option at a discount.

Mind Over Matter (400CP): Through accident, inheritance, or some strange twist of fate you've managed to open your third-eye, and unlocked your dormant psychic potential. After many mishaps involving broken cutlery, and thoughts best left forgotten, you've managed to get a grip on your abilities. These abilities have manifest primarily through telepathy and telekinesis with a modest range; allowing you to read the minds of nearby individuals, project simple thoughts and impressions, and juggle growlithes with your mind. Moreover, you've begun to harness a third talent such as uncontrolled glimpses of the future, teleporting small objects, or tweaking your metabolism in simple ways. These are but the seeds of the potential sleeping inside you; and should it be dutifully nurtured you may one day stand among the greats such as Sabrina and Olympia. Though for now, try not to give yourself too many headaches. Should you take one of the following drawbacks (**From the Heart** or **Recess)** for no points you may purchase this option at a discount.

Inner Strength Unleashed (400CP): Aura, the power of life itself; flowing through the land and all that inhabits it. It's a power veiled in many mysteries, and tied to legends of great heroes of the distant past. Though it's a largely forgotten art these days, as the orders that sought out those with the potential to wield it have faded through the ages. Today only one public figure is known to wield its power, and now perhaps there will be a second. You've gained the capacity to sense and view the auras of others; allowing you to understand their intent, and both their physical and emotional state.

Moreover, with some focus you've learned how to generate simple projections of your own aura; shaping it into short-lived constructs and spheres, or having it surge forth to add some *oomph* to your blows. However, many secrets are left to be discovered; from emulating and manipulating other elements to empowering yourself, and much more. Should you take one of the following drawbacks (**That's the Guy!** or **Hero of the Hour)** for no points you may purchase this option at a discount.

Mystic Mojo (400CP): This world is full of power. From the trees in the forest and the currents in the sea, to the crystals of the earth and the songs on the wind. Taming this power is a complex art requiring catalysts, rituals, places of power and a great strength of spirit to change the world. Whether by finding some lost grimoire or hailing from a secretive line of wonder-workers; you're well on your way to becoming a respectable mystic. This art focuses primarily in the creation of potions and talismans that can be used to produce simple or short-lived effects. However those with patience, skill, and the proper assets can enact true miracles by drawing power from objects of power, legendaries or even the world itself.

These can be as simple as rites to restore strength to the wounded, talismans to banish of evils, glamours to conceal entrances, wards to stop those carrying malicious intent, and potions capable of briefly turning people into pokemon. That said, true masters of the art are capable of feats that can only be called miracles such as restoring life to a vast wasteland, ceiling away the power and malice of god-like beings, binding powerful entities as guardians, or even channeling the powers of legendaries through themselves. Of course, such things require proportional amounts of preparation and quality assets to be performed; and young wonder-workers would do well to know their limits, lest they pay the price for their hubris. Should you take one of the following drawbacks (**Legendary Helper** or **Hocus Bogus)** for no points you may purchase this option at a discount.

The Power of One (400CP): A common saying is that "One Person can never make a difference," but that's not true is it? The right person, in the right place can send shockwaves felt throughout history. You are one such person; being drawn towards important events in the lives of others and the world at large, where your actions seem to carry far more weight than the logically should. Through your efforts a floundering ranch could become a font of prosperity for its town, ancient evils consumed by their hate may find peace, one-in-a-million shots become viable tactics, and a third option may always be found. This is a rare gift you have; one that will earn you the attention of powerful beings, or those desperate for a hero. However, this burden is not without its perks; as your life seems to be blessed with good fortune as random chance reliably falls to your favor, and exceptional opportunities fall into your lap.

In future jumps you may decide whether your coming will be foretold; lauding you as a savior or destroyer whose coming was prophesied in the distant past, though in this world that ship has already sailed. Should you take one of the following drawbacks (**Adventure Awaits**, "**A Dream, An Obsession",** or **Status Quo is God)** for no points you may purchase this option at a discount.

Quirks

Despite their charm, Pokemon are still beings shrouded in great mystery. For every fact the locals uncover a dozen mysteries take its place; and each time they think they've seen it all, something new comes forth to break all their rules in ways big and small. Now, you too have a chance to give Professor's everywhere a headache!

Each option in this section is exclusive to Pokemon, and allows you to modify your pokemon form and/or its capabilities in some way. While you have a lot of wiggle room to choose from; each option you take must fit within the themes and capabilities of your chosen pokemon species. However, some quirks may allow you to add to or modify them; allowing you to take quirks that build up on these new thematics. While you can purchase options multiple times, be judicious as a pokemon that stands out too much will draw far more attention than it wants. If you take **300CP** or more worth of purchases in this section gain the **Hunter Bait** drawback for no points.

Collector's Edition (50CP): One or more cosmetic pecularities that makes your unique nature obvious even to the untrained eye; though not enough for people to assume you're another species of pokemon. Perhaps you're an abnormal color for your species, possess a sleeker build, or produce some odd visual effect when in certain moods. Whatever you choose it'll be primarily aesthetic; perhaps increasing your value to poachers and your appeal in performances, but granting you no true advantage on its own.

Quaint Curiosity (50CP): You possess something odd for your species which may be leveraged to your favor through creative use. Such as a quadruped who has learned to walk on two legs, a bloodhound who can tell apart dozens of scents without being overwhelmed, or produce ground attacks using silver sand.

Abnormal Arsenal (100CP): Now here's something of interest. Perhaps you inherited a few moves from your parent, or you're a new subspecies either way you know how to do something you shouldn't, being capable pf performing several moves that are unusual for your species. For an additional **100 CP** this may include a signature move not tied to a unique legendary; perhaps proof of you being a candidate for the Swords of Justice, or that you're one-eighth shaymin on your mother's side.

Unusual Evolution (100CP): You possess some physical abnormality that causes you to noticeably deviate from your species' standard; yet provide you with a significant physical advantage. Perhaps you have an unusual number of natural weapons, you might produce a particular kind of berry, be half the size you should be, have a body might be made of an unusual material for your species, be exceptionally brawnier, or possessing truly prehensile tendrils. These changes are often reflected in your physical capabilities, or the way your moves are used; providing some advantages or otherwise altering your combat style.

Unusual Capability (100CP): You have some talent that is immediately useful in a narrow area, and is sure to draw interest from a passersby if displayed. You might have learned how to speak human languages, be able to sense currents and tides, promote healthy plant growth, cause your fire attacks to burst like colorful fireworks, or share your memories with others.

Deviant Elementalism (200CP): You're not merely abnormal for your species; some might claim you're an entirely different one. One or both of your elemental typings aren't what they should be; this in turn has resulted in a cascade of changes that has greatly altered your form and abilities, perhaps promoting or downplaying certain themes and key traits of your species, or replacing them with ones related to your new typing somehow. This option costs only **100CP** if you are not unique; simply being a regional variant of your species, and lowering the amount of attention you'll draw because of it.

Extraordinary Trait (200CP): A significant advantage that can be applied to a broad area; but is clearly abnormal for your species to anyone with passing knowledge on them. You might be capable of bypassing immunities to your type, be able to produce materials other than generic stone with your rock moves, possess telekinesis capable of reshaping and redirecting energy, operate electronic devices through the use of electrical abilities, be a ghost type talented in the art of possession and object animation, or be capable of leveraging your abilities to produce some form of flight.

Queer Fixation (200CP): You've developed an obsession with a theme or hobby such as puppetry, professional sports, or ninjas. Now, being passionate about something is all well and good, but perhaps you've taken it a bit far as this passion has begun to manifest through you . This passion changing you and your abilities in significant ways that few can explain, yet allow you to wield your powers in ways your species shouldn't be capable of naturally, or even gain ones unheard of for what you are. So much so, that foes must take everything they knew about your species, and throw it out the window if they want any hope of handling you.

Perhaps your passion for wrestling has allowed you to develop a form of electrokinetic lucha, your love of cosplay and talent for getting into character actually allows you to wield powers your species shouldn't be capable of so long as they your role, or you've taken on a creed as a way of life that has resulted in a distressing amount of logic defying drill based abilities. Whatever you choose; the result will be something truly unique which cannot be easily replicated by others, and is sure to make you a memorable encounter.

Mythical Achievement (300CP): You possess something truly spectacular; something that represents a great advantage in many areas, and exemplifies what your species is capable of. This power or trait is the kind of thing that in the days of old would ensure legends where spawned around you. This isn't something that can be emulated on a whim or shared with passing instruction; assuming it isn't something intrinsic to you to begin with. Obtaining enlightenment which greatly extends your life and allows you to create illusions so detailed they might as well be reality; encompassing areas as large as estates to ensnare creatures into your makeshift world. Producing fruits that act as miracle drugs; curing any malady, extending the lifespans, and bringing people back from the edge of death. Being able to create and manipulate squads of ice sculptures as if they were living creatures under your command. Enacting grand transformations akin to, if not actually, mega evolutions and form changes without needing items or trainers. Maybe even the ability to control your own evolution; going up and down the different branches of your evolutionary tree at will.

Whatever you choose, the world will not be able to ignore you should knowledge of you will spread. The curious, the greedy, the noble, and more; all will come to seek you out to uncover the secrets of your art, take you for themselves, or use you for some nefarious plot.



Items

Now I won't send you out there empty handed. So, here's a few things that might make your stay a bit easier. Each Human background receives their **100CP** item for free, and a 50% discount on their associated items.

Fanciful Accessories (Free): Whether a hat, a necklace, a bandana or something else; this singular item is not only hardy and stylish enough to match with a wide-variety of outfits, but is also uniquely yours. Never will you find another person with it, and even if it were to be stolen or destroyed it will find some way back to you in pristine condition within the hour. If you already have a favorite accessory, you may instead import it through this option; granting it the aforementioned traits.

Signature Outfit (Free and exclusive to Humans): A set of stylish clothing that's as comfortable as they are hardy; being able to handle weeks of wilderness exploration without any wear and tear, and highly resistant to stains. If torn or stolen, you'll find a new set waiting for you in your backpack or warehouse. Moreover, once a season you may choose to "update" your look; replacing them with a new look that better fits your current place in life and the world, though you may choose to revert them to a previous Signature Outfit should you wish to do so.

Trainer License (Free and exclusive to Humans): A must have for anyone who wants to be a trainer. This shiny license proves you're sane enough to be trusted with a small horde of magical creatures, and competent enough not to get yourself, or them, killed on your first week out.

The Basics (50 CP/Free for Humans): A special care package containing 6 pokeballs, an assortment of curative items, some basic camping supplies, and a little spending cash to cover your first week on the road.

Premium Goods (Variable): Not happy with just the basics? Then you can splurge a little here. You may purchase this option multiple times; either selecting a different item, or increasing your stock for an option you already selected. Options providing bundles of items will restock once a week. Each one costs **50CP** unless noted otherwise in their entry.

Befriending Balls: An upgrade to your basic package; upgrading your pokeballs into great balls, and tossing a collection of specialty balls for your use.

Bombastic Berries: A bag containing three samples of every kind of berry out there; kept fresh until eaten.

Ecstatic Electronics: For a small price, I'll toss in your very own pokegear and poketch. The pokegear is essentially a sturdy mobile phone that can be held, or mounted on your wrist; while the poketch is a wrist mounted computer that can be programed with a wide-array of applications for the user's benefit. I'll even give you coverage, and unlimited data both here

and in future worlds! Now, if you're willing to spend an additional **50CP**, I'll let you trade them both in for a brand new Xtransceiver; a high-quality smartphone that even comes with built in video-call functions.

Knickknacks and Baubles: This box comes with a wide assortment of merchandise useful to a budding trainer; consisting of various kinds of common Held Items, and elemental stones.

Portable Planter: A container roughly the size of a large lantern; it's the ideal place to do some light gardening while on the road. Best used for simple herbs, or small berry plants.

Sick Box: A box to attend most that ails you; containing a modest supply of high quality restoratives, and first aid supplies to help tend to whatever maladies you catch while on the road.

Speed Demon: A professional grade bicycle built to handle the needs and rigors of the trainer lifestyle. It can be folded up for easy storage.

Vessel of Glory: A lofty name for something meant to keep your greatest treasures safe such as badges, mega stones, and jewelry. Each one you own has the perfect spot to be slotted in for safe keeping and easy retrieval; how convenient!

Capture Spheres (100CP): You've stumbled upon a box of curiosities jumper. This case contains small number of, shall we say, "pokeball alternatives". Ranging from oddly glowing crystals, runic talismans, apricorn balls, and steampunk mechanisms which where phased out due to the greater ease of use and manufacture of modern pokeballs. In this age they're mostly considered knick knacks or collectables; but I'm sure you can find some advantages to their use. Each purchase provides you with one set of type of pokeball alternative.

Arms and Armor (100CP): A basic but reliable non-firearm weapon, a collection of restocking throwing weapons of your choice, or a simple set of protective equipment such as a Kevlar vest, reinforced clothing, light samurai armor, or scale mail. It might draw unwanted attention in many parts of the world, but it pays to be prepared. This option may be purchased multiple times, each time selecting a different option. If you've purchased **Secret Art: Butt Whoop** you gain one purchase for free related to your chosen martial tradition, and a discount on further purchases.

Esoteric Implement (200CP): There are many objects in this world that would be considered strange and wondrous both here and in your old world. With each purchase of this option you gain a simple example of these wonders; each capable of performing a one or two related feats roughly on par with a non-legendary pokemon move or capability. Perhaps an ancestral blade that can slice steel without breaking or dulling its edge, a backpack containing multiple telescoping arms with an assortment of attachments that can function as both additional limbs and as a multi-tool, hats that channel the user's aura to shield their minds from incursions, holy symbols which can invoke divine light to shield the user or attack his foes, and crystals that greatly improve the clarity and distance of the user's clairvoyance. This option is discounted to those who purchase an **Esoteric Perk**; however, all purchases benefitting from this discount must be related to Esoteric Perks you possess.

Key Stone (200CP): An ancient stone whose untold power can be unlocked by a trainer possessing a powerful bond with their pokemon; its existence is still a mystery to many. When activated this stone may channel Infinity Energy through a partner possessing an appropriate mega stone, causing them to mega evolve; temporarily transforming them into a far more powerful form. However, if the bond between the trainer and their pokemon isn't strong enough they won't be able to handle the power; causing them to rampage until they exhaust themselves.

Still, in the right hands this could turn an regular pokemon into a force capable of challenging legendaries. Of course, we can't have you lugging around a loose marble everywhere, so it'll be inserted into an accessory of your choice; though bangles are the traditional choice. Lastly, to make sure you can put it to good use it'll come with one mega stone of your choice. If you Purchased **The Power of One** you gain a discount on this item, and it's upgrades.

Mega Wave (200CP): Now how did you get your hand on one of these? A miracle of arcane engineering brought about by the Azoth kingdom; this upgrade allows your Key Stone to mega evolve multiple pokemon at once, and removes the need for your partner pokemon to carry a mega stone. That said, this is normally a rather unpleasant process that would test the loyalty of most pokemon; so I'll tweak it a little for you. Rather than torturing your pokemon, each connection past the second will place some strain on you instead. A normal man would barely be able to sustain at most six mega evolutions at once, but would likely fall from exhaustion shortly after. Though that's a small price to pay for the power you'll gain with this.

Sparkling Finish (100CP): Did I say you found a Key Stone? I meant to say a Sparkling Stone! A gift of the Guardians of Alola to those they believe hold great potential; when paired with a Z-Crystal it can allow a partnered pokemon to unleash a tremendous expression of elemental power. Be warned, if used too often it can place a strain on both the pokemon and their human partner; so try to use it only once every few minutes. All while still acting as a functional Key Stone! This purchase comes with a single Z-Crystal of corresponding to a Type of your choice.

Z-Power (100CP): Now we're cooking with gas! This upgrade increases the size and potency of your Sparkling Stone! Aside from lessening the strain of performing Z-Moves, and allowing it to utilize Legendary Z-Crystals; this one comes with a little extra bonus. Namely, the ability to generate special Z-Crystals for pokemon whom you develop a strong bond with; allowing them to express their natural abilities in truly extraordinary ways

A Place to Call Your Own (200CP): A patch of wilderness under new ownership. Select one biome of your choice, and you'll gain a deed proclaiming you as its owner. This terrain is an exceptional example of the beauty and majesty of its kind, with even its weather being just right for your needs without ever being too troublesome. The perfect place for a home away from home. If you're a **Pokemon** then you may buy this option at a **Discount** so long as you select a biome suitable for your species. In Future jumps you may choose to keep it attached to your warehouse, or to import it as your own private domain.

Rainbow Wing (300CP): A beautiful feather whose appearance mirrors the heart of its owner; and is proof of Ho-Oh's belief that they may one day become a great hero. For those with hearts full of goodness it's reveals a mesmerizing rainbow of colors, while those whose hearts become consumed by malicious intent cause it to become blacker than black. In either case this, this feather is more than just a pretty ornament as it possesses two powers to aid its owners. The first is that by holding it up in the air it may act as a compass of sorts; leading its owner towards places of power and/or import, as if guiding them to their destiny. Lastly, once per Jump or decade the Rainbow Wing may return it's bearer from death whole and hale regardless of the nature of their demise. This option is **Discounted** for those who purchased **The Power of One.**



Trainer

Adventure Bag (100CP): Stylish, and spacious, this backpack contains everything a young traveler needs to go from town to town in relative comfort. From sleeping bags and road maps, to flashlights and clean underwear; all while still having plenty of room left over for any knickknacks you pick-up and provide a cozy resting spot for a small pokemon. Moreover, no matter how rough and tumble your adventures may get you'll never have to worry about its contents being damaged; and if lost the bag will simply reappear in your warehouse the next day. If you've already been to Pokemon Trainer Jump, you may import your backpack through this option; granting it these traits, and significantly increase its carrying capacity.

PokeLovers Weekly (200CP): A subscription to the highest rated magazine for all things pokemon related. Each week you'll receive a new issue with a diverse assortment of articles written by journalists and experts in pokemon related fields; making it an excellent source for both tourists, and aspiring pokemon masters. In any given issue you could find tips on how to better care for pokemon, upcoming events in your region, pokemon hotspots, interviews with professional trainers, wanted ads, the occasional article on how to teach your pokemon certain moves, monthly contests, and much more; ensuring each issue has something worth reading. If you lose them, you'll find them neatly stacked in a corner of your warehouse. In future worlds you'll receive a similar subscription to a high-quality magazine on a topic of your choice related to that world.

Pokedex (400CP): This wonder of science is an incredibly sturdy virtual library in the palm of your hand; giving its owner access to the world's greatest encyclopedia on the many pokemon that inhabit this world. However, this isn't just a fancy e-book as it comes built in with a wide-variety of features including the ability to scan targets to analyze them in accordance to the information in its database; providing the user with information regarding their condition, displayed moves, likely known moves, level, and even identify noteworthy divergences from its database. Of course, it doubles as both a personal ID, and a fully functioning recording device. In future worlds it's database will update to include wildlife and exotic creatures native to them; providing equivalent information on these subjects.

Pokemon Training System (600CP): A side project made by the illustrious Dr. Akihabara; this system is designed to allow all kinds of creatures to train in a safe environment without fear of lasting injury. It consists of a digital area you can transfer a subject to, which can be accessed through a terminal in your warehouse, or any electronic device you load its special access program into. This space comes built in with multiple different fields, and a thorough catalogue of objects, courses, foes, and pre-made scenarios to challenge. The program is also fairly easy to work with; allowing you to create your own custom scenarios and elements.

Rising Star

Stellar Attire (100CP): A signature look is all well and good; but you can't wear the same thing for every role, so it pays to have a bit of variety. Okay, perhaps this isn't just a "bit" of variety as you've suddenly gained quite the wardrobe; from swim suits and business suits, to parkas and cosplay. You truly have an outfit for every occasion and size; so no longer will your warlord's dreams of being dressed like a Disney princess be denied!

Hot Rod (200CP): Here's a real beauty. Pick a land vehicle of your choice; be it a bicycle, a scooter, or a car. You gain the best damn version of it on the market with *all* the bells and whistles you could ask for; a wonder of modern engineering which any enthusiast would have drooling in envy. Too bad it has a bad habit of being stolen and/or ruined by outstanding individuals to the point of being unsalvageable.

While its loss is a tragedy, this is when its true power is unleashed; as not only will you be able to find the person responsible for it, but the debt they've incurred against you will act as a proverbial noose against them. No matter who they are or what they were up to they will be unable to deny your claim against them; allowing you to hold it against them to an unreasonable degree until the day they pay you back or you forgive their debt. This could allow you to ask them for some very useful favors; even guilting them into allowing you to insert yourself into their lives. In any case, once the debt is repaid or forgiven you'll find a new Hot Rod waiting for you. In future worlds you may toggle this effect off; preventing it from acting a lure to bring notable figures under your thumb, and allowing you to enjoy your ride for as long as you like.

Money Bags (400CP): Old money or New Money? I suppose it doesn't matter; what does matter is you've got some kind of stable income, and an impressive one at that. You might need to do a little work to keep the money flowing, be it keeping your parents happy or serving elite clientele; but so long as you do your part you can live a very comfortable life without money troubles, and still have enough left over to go on weekly shopping sprees. Though if you're not satisfied with that, you may purchase this option a second time; ensuring you have so much disposable income you could buy your pet dog its own mansion. In future worlds you'll swiftly find yourself with new ways to support your high-class lifestyle without too much trouble

Jumper Studios (600CP): Hit the big times, eh? You're now the proud owner of your own fully functioning production studio, and talent agency! Fully staffed and hungry for talent; artists from all over are sure to flock to your door, and it'll practically run itself. Aside from providing a steady source of income, a great number of jobs for the locals, and serving as the perfect platform to launch your own career; the sheer wealth of supplies and contacts across multiple industries are sure to be useful. Moreover, in time you'll find them producing works "inspired" by your past adventures and experiences.

In future jumps you may choose to import your budding media empire into the world; though it will adapt to the world itself, such as becoming a well-established bardic troupe in a more medieval setting.

Naturalist

Local Cuisine (100CP): A cookbook created by an exceptionally skilled, and eccentric, chef; this book can teach anyone how to be a great chef that can please any pallet, and covers every culinary style imaginable though some of its recipes are rather…quirky. For some reason their end results never look the way the way they should; but rest assured that even if your jelly donut looks like a rice ball, it'll still be delicious. Should you master the lessons this book holds, perhaps you'll find ways to apply this form of culinary misdirection in other ways.

Blossoming Estate (200CP): A humble abode set at the heart of a ranch with plenty of space to harvest a variety of goods, and even raise some domesticated pokemon. The land is rich enough to promote a swift and healthy harvest of even plants as delicate as apricorns, and will produce more than enough to feed any domesticated pokemon that call it home. While lacking in any interest in fighting outside of self-defense or roughhousing; these domesticated pokemon may offer their own harvests such as milk, wools, honeys, and other such resources. Moreover, they'll be happy to help with chores around the ranch, being able to maintain it while you're away, and are swell company to have around. In future worlds you may choose to attach this land to your warehouse, or to place it somewhere in the world; even adding new plants and creatures to your humble ranch in the process. That said, while its inhabitants won't count as companions; neither will they be able to leave the ranch, or exert their influence beyond its borders.

Capture Styler (400CP): The signature tool of the Pokemon Rangers; this actually refers to two devices: The Capture disk which could be compared to a flying top, and the stylus which serves to direct and store it. Together these items play a critical role in managing the more dangerous and vulnerable regions of the pokemon world. By launching the capture disc, a would-be ranger may generate a capture line; a luminescent tail through the air which open closed into a loop transmits the user's friendship and benevolent intent towards all targets within the loop. While the capture line is vulnerable to disruption, requiring planning and sharp reflexes when used against agile targets; if properly employed it can pacify even the most violent of individuals.

Moreover, due to the nature of this pacification targets while be left more inclined to help the wielder. Of course, this assumes you have benevolent intent to transmit. I suppose someone with the right skills could modify it to transmit other things such as 'malicious intent'; but it would take a special kind of person willingly to turn this tool of peace into a weapon of war.

Verdant Sanctuary (600CP): You've stumbled into something truly beautiful here. It may take any form from a grove to cove, but in all its forms it is place of natural wonder and beauty; untouched by man and the passing of ages, and possessing a hallowed air. This place may not be found by those harboring ill intent, making it the ideal haven for a wildlife; especially those that might be endangered, or considered extinct by the world at large. Those who rest here find themselves refreshed in body and spirit, as the serenity of this place suffuses them allowing them to recover physically and spiritually at a faster pace; while those of more supernatural inclinations may find beneficial to their arts. Perhaps it's for this reason that beings of myth and legends seem drawn to its borders.

These legendary creatures are often content to partake of this land's bounty, and rest from their ordeals; giving the wise a chance to commune with them, and share their company. However be warned, that the sanctuary will not abide by the callous abuse of its gifts; and those harboring ill intent towards its inhabitants will swiftly regret their actions. In future worlds you may choose whether to attach this domain to your warehouse, or to place it in a hidden place within the worlds you visit.

Seeker

Badge of Office (100CP): Going from world to world it can be hard to keep your paperwork straight; let alone prove you have the proper credentials for who knows how many fields. Thankfully this nifty trinket will take care of that for you, providing everything you need to legitimately validate your various licenses and degrees. Moreover, seeing you wearing it helps smooth over whatever prejudices might get in the way of you being treated as a professional; allowing you to lock up crooks or revolutionize the archeological world without being belittled or ignored.

Field Kit (200CP): It's a sad fact people are loathed to believe anything without solid proof; so even if you met god himself, and learned the secrets of the universe, no one would give you the time of day. Perhaps with this you'll finally get those skeptics to listen? This purchase grants you a high-grade camera, USB, and journal that never seem to run out of storage space. However, their true boon is how they seem to automatically record any information you uncover over the course of your work as if you'd meticulously annotated your procedures and discoveries; greatly supporting future attempts to analyze your findings, and making sure you don't lose track of anything important just because you had to run for your life.

Private Office (400CP): A private space secreted away in a location of your choice, or attached to your warehouse; this is where the magic happens. This room seems to be perfectly designed to greatly improve productivity; containing every kind of office supply you could need, helping people 'get in the zone', and greatly reducing the strain caused by long work hours. A person could very well spend days working in this room without sleep, and come out as tired as they would've been from a normal nine-to-five.

Guide to Wonder (600CP): This collection of ancient scrolls, and weathered journals are worth more than their worn covers may imply; each one containing clues and directions to sites all around the world which any self-respecting seeker would willingly sell a limb to possess. Ancient ruins, the homes of legendary beasts, priceless treasures, and so much more are within reach to those with the skill and dedication to unravel their secrets, and seek out their resting place. Of course, the greater the find the harder it will be to decipher its location and the greater perils may await. However, those with the cunning and daring to see these quests to the end will find them well-worth their efforts.

Curiously, in each future world you'll gain a similar set of documents; giving adventurous scholars a chance to revolutionize the world, or claim fame and fortune for themselves. Just remember, somethings were lost and buried for good reason.

Team Player

Uniform Apparel (100CP): A uniform is a statement! Declaring not only your allegiance, but your place within that group; establishing whether you're just another nameless grunt, or someone to watch out for. To this end, you've gained a case containing a very special uniform. Upon donning it may take the form of whichever uniform you possess, and then provide you with a choice. The first option provides the gift of anonymity; causing you to become less distinct to the eyes of outsiders, little more than a generic agent of your faction. Alternatively, it may change to draw the eye; modifying itself to stand out from your group's common raiment, something which will never cause you trouble, and making it far easier for people to remember you and your actions. So the choice is yours; to claim your fame, or bow your head and bring glory to your cause.

Rapid Transit (200CP): You've got way too much to do just walk everywhere, so here's a little something to speed you along. With a snap of your finger you can call a vehicle to your side, having it be stationed just out of sight, and ready for you to jump in. These vehicles are relatively simple consisting of things like hot air balloons, pedal powered submarines, or vans that happen to be themed after a pokemon of your choice. While not terribly fancy or equipped to handle harsh conditions, their biggest strength is that they're meant to be disposable; the moment your done with them they'll simply disappear until next needed, and if destroyed you can call another ride an hour later. Perfect if your foes are good at tracking, or prone to breaking your stuff.

Home Away From Home (400CP): Every good organization needs a home office; a place where their people can gather to safely work towards their unified goal. Upon purchase you become the proud owner of a building complex either located in a remote area, or in mayor city; optionally disguised with a front of some sort, such as a warehouse or casino.

Aside from not having to worry about leases or utility bills it has excellent sound proofing. Moreover, people seem to pay a lot less attention to any odd happenings in and around its facilities so long as they're not particularly shocking or affect them; making it the perfect place for an ambitious crew to operate without distractions.

Discrete Distributions (600CP): Welcome to the world's greatest online shopping network; providing everything from food and clothing, to real estate, banking, heavy firepower, consultations, and so much more! Our products and services may cost a pretty penny, but here at Discrete Distributions you're sure to get your money's worth; offering top quality products, untraceable transactions, same-day delivery, and a 24/7 customer help line in case you forget how to turn off the self-destruct. Yes, whether you're a budding field agent in need of specialized services, or an established organization in need of bulk materials without alerting Interpol; Discrete Distributions is here to save the day!



Companions

Now it'd be a shame if you had spent your time here by yourself, so here's a few ways to bring some friends along.

Partner (Free): The bond between human and pokemon is a beautiful thing; something that has shaped the very course of this world, and unleashed miracles that have given even legendaries pause. It would be remiss of me to deny you the chance to experience that yourself. This option grants you a friend like no other. Though you may be different in many ways, you are sure to become the greatest of friends in short order; creating a bond so strong that they will stand beside you after your journey has come to an end, one way or another. Alternatively, you may import an existing companion through this option; or perhaps you'd prefer to import a precious pet, even one from your old world. Whatever you choose, they'll be granted an appropriate background, **800CP,** and a history within this world much like yourself.

If you chose to be human then this friend is a pokemon; your starter no doubt. If you're a pokemon then your new friend is a human; one your close to already should you be a Wild One or Urban Adventurer, or your registered Trainer should you be Settled in or a Champion in the Making. Should you be a Drop In, then they'll no doubt be the first person you meet in this new world.

Link Up (50CP): Not happy starting out with just your Partner? Well for **50CP** each you may import or create up to 8 additional traveling companions; gaining **600CP,** and entering the world through a suitable Human or Pokemon origin. You may choose whether Pokemon brought in through this option are registered with you, or with another human Companion as their trainer. Any unattached Companion may gain a **Partner** of their own, with whom they'll share a companion slot, but must share their stipend with them.

Auspicious Meeting (100CP): Do you already have someone you'd like to meet here? Well, for a small price you may select any non-legendary person in this world; and we can arrange things so the two of you meet under ideal circumstances and hit it off. At the end your stay you may offer them the opportunity to join you on your journey.

Prepare for Trouble (400CP): I see you're a person of excellent taste. With this purchase you'll develop a close positive relationship with the marvelous agents of Team Rocket known as Jessie, James and Meowth; and even giving you the one of a kind opportunity to invite them along for your journey while counting as a single active companion. While not high up on the food chain their skill and determination are sure to catapult them to glory!... Assuming their failure to capture a particular electric rodent doesn't ruin their reputation. Together the trio benefit from all the perks of the **Team Player** line aside from **The Big Boss**. This trio would undoubtedly be **Model Companions**; knowing quite well that what sets apart a legend and a common grunt is **All in the Presentation**.

Ash of Miracles (400CP): The hero of the story and his most faithful friend. With this option you're sure to become close to Ash and Pikachu, and be a welcome addition to their journey; taking up a single active Companion slot together. In time, perhaps you'll have the chance to convince them to join you for their greatest journey yet? Ash possess the entire **Trainer** perk line, along with **The Power of One**; while pikachu is the very epitome of a **Champion in the Making**, possessing an **Extraordinary Traits** embodied by his immense well of electrical power capable of rivaling most lesser legendaries, and his ability to bypass immunities to electrical attacks.



Drawbacks

Strapped for CP? Then feel free to pick your poison, and you'll get some extra points in exchange. You may benefit from up to **1000 CP** in drawbacks; any you choose past that will be for our own entertainment. Companions may only take Drawbacks affecting themselves, and may not gain more than **400CP** in this manner.

Through the Ultrahole (Special): Infinite timelines, infinite ways this story might've played out, and with this option you'll be going to one of them. Select one Pokemon Anime fanfiction of your choice that does not crossover with another setting. You will now visit that world instead, arriving on the day the events of that story would begin. If this would leave you in a world that is safer or would provide you with a benefit the original lacked then all Drawbacks will only grant half their listed CP; but they'll also change to reflect the tone and nature of this new world. However, should the world be darker, or makes your stay in this world significantly unpleasant then they'll grant you 50% more CP. Of course, these drawbacks will adapt to the realities of your new world as well; so try not to bite off more than you can chew.

That said, if you or an ally chose to begin your time here as a **Legendary Pokemon** or **Ultra Beast** then your choice is of even greater import; as its cost will be adjusted accordingly should its capabilities be different. For example if a humble Shaymin stands as an equal to Mewtwo and Ho-Oh it's cost would change to 800CP to match its peers; a Shaymin that is the god-like avatar of nature would be ineligible as an option. However, in the same vein once ineligible species may be chosen should they be closer to other pokemon in scale and power; with even the likes of the mighty Kyogre or Arceus being worth a mere 300CP in a world where their legends are just fanciful stories, and bare little resemblance to their actual capabilities.

Box Office Bash (+0CP): There's a lot of movies related to this world whose place in it is dubious at best; though with this option you can be sure that their events will come to pass.

A Shocking Chronicle (+0CP): Hmm, are a little different around here; they seem more threatening, sassier, and definitely sexier than you remember. Choosing this option will drop you into the world of the Electric Tale of Pikachu.

An Empty Shore (+0CP): It's funny how a single choice can change the world so much. Taking a left turn instead of a right, saying a kind word to someone you might've ignored, or simply deciding you aren't in the mood to fish that day. With this choice you won't be visiting the world you thought you knew; but rather one that follows the events of its new movie continuity**.**

Quicksilver Dream (+0CP): *Fascinating!* This shouldn't be possible, but I'm not surprised a cunning rascal like you found a way. If you've visited this world before, then you'll be able to continue your adventures where you left off. Be prepared as there's no telling what awaits you!

World's Longest Year (+100CP): Okay you're still staying for ten years' worth of time, but time has become a little… odd in this world as it seems as if the year never changes. Oh sure you can circumvent the globe, celebrate Christmas and Halloween multiple times; but the new year will never arrive, and people never seem to age. Even after you spend 1000 days here, you and everyone around you won't be a day older then when you first arrived.

Twerp (+100CP): Congratulations Jumper, today is your tenth birthday! That's right throw out that age roll as you have a bright future ahead of you; though the looming specter of puberty, and being treated like a kid might put a downer on things. This drawback is exclusive to Humans.

> **Twerpiest of Twerps (+100CP):** Did I say 10 years old? My bad. Roll 1d4+4, this is now your new age! Not only are you so short that you probably can't reach shelves, but you're also way too young to own any pokemon or go on adventures. If you have a Pokemon Partner, they're either a friendly wild or a family's pet set aside for once you come of age. Of course being this young you have little experience with the talents you've purchased; such that you'd give yourself a migraine trying to wiggle a spoon..

Hopper (+100CP): Your destiny has been tangled with another's. They're a lot like you, and you could be friends if given the chance; but they're dead set on being your rival, relishing any opportunity to stand in your way. Why they're so fixated could have any explanation; but thankfully they seem to be more of an annoying punchline then a threat for now.

> **Winding the Coil (+100CP):** Okay, not so funny anymore. It's seems the tangle has ensured that they and their allies will be your equals; at least as far as your purchases here are concerned. It almost feels like some force is guiding them to act as a countermeasure to your own efforts. Regardless, you'll have to seriously tackle the challenges they present as they'll surely be a persistent thorn in your side until the end of your stay.

Fell on Your Rear (+100CP): Are you sure? Alright. With this purchase you forfeit the benefits of **Jumper Not Faller**; allowing those capable of sensing such things to recognize you and your allies for what you are; especially if you go around using things not native to this world. If you're an **Ultra Beast** then you've only recently arrived to this world.

> **Fell on Your Face (+100CP):** Your extradimensional nature is no longer simply a fact to be determined, but a beacon for anyone looking such things; drawing things such as Ultra Beasts to your region. In fact, the chances of an Ultra Wormhole opening up increases in areas you stick around in; doubly so if you go around using things not native to this world. This could be rather unpleasant as there are two legendaries looking for something just like you; and while Giratina might be reasoned with, Necrozma won't be as kind.

A Friendly Shock (+100CP): You seem to be a target a target for slapstick and roughhousing; prone to getting sat on, shocked, soaked or engulfed. While these incidents will never cause lasting injury, they'll certainly leave you aching and test your patience.

Class is in Session (+100CP): Normally you would start your time here ready to go, but taking this option will delay your adventure a bit as you're going to school! If you're human I'll be confiscating your Trainer License, but don't worry your Partner will be assigned to you as a Rental Pokemon. However, if you want to keep them you'll have to make the grade; finishing four years of trainer school with at least a B. If you're a pokemon then the situation will be flipped around, and it's up to you to make sure your Partner passes their courses without it looking like they're only passing because of you. Don't worry too much about flunking; it just means you'll be stuck there for another year, and bring disappointment to your family.

A Victim to Love (+100CP): Not everyone's lucky in love, but you certainly take the cake. Choose whether to be the Chaser or the Chased. If you're a Chaser then you're a compulsive flirt; falling for people constantly and hitting on absolutely anything you find remotely attractive unless stopped by a friend. Alas, your love is doomed to be unrequited, and attempts to win them over are more likely to paint you as desperate or a creeper than woo them. Should fate take pity on you, and allow you to stumble into someone who accepts your advances the sheer shock of it will make you so anxious that all of your charm and social grace will go out the window; but perhaps you'll be able to salvage these opportunities despite that.

On the other hand, if you're The Chased then you'll be dealing with frequent and unwanted admirers; all plying for attention, and doing boneheaded acts to try to earn you favor. Should you actually try to take advantage of them you'll find that events will play out to leave you worse off than you started, and if you run into someone you're actually interested in there's a 9/10 chance it'll end badly or they'll have some secondary motive for charming you. You can of course choose both options by taking this drawback twice, but that would leave you with a very interesting love life; though I'm sure you'll be able to make a decent soap opera out of it.

Family Troubles (+100CP): You and your family don't exactly see eye to eye. Maybe they want you to spend the rest of your life guarding some stupid old tree you don't care about, they want you to marry someone you absolutely despise, or they treat you like a disappointment for not living up to the family name. Whichever the case, your homelife is rather unpleasant; and should you stay with them you'll have to endure this friction until you find some way to resolve it. Should you leave you'll find your problems following you all throughout your stay; either literally such as your crazed fiancé that tries to hunt you down with the full support of you're your families, or metaphorically as events seem to play out to force you remember and confront your issue time and time again.

Mountainous Expectations (+100CP): Some people are just impossible to please, and it sucks you seem to be stuck with one now. If you're a pokemon than you've been saddled with a veritable drill sergeant for a Partner; seemingly fixated on pushing you to grow as much and as quickly as possible, often by putting you through intense training regimens and facing foes that

are often out of your league. Failing to meet their expectations will leave you feeling crushed, and ashamed at your own weakness. If you're Human, then you've been saddled with a rather demanding Starter; expect to have your leadership frequently questioned and buttons pushed, unless you persistently prove yourself.

In either case, it would take a truly awe inspiring feat to learn their lasting respect; like successfully standing your ground against a monstrous foe to protect them, or nursing them through the night after a near death experience and helping them get even with the one that almost did them in. Of course, running away or discarding them is the furthest thing from your mind; as that would be the same as admitting you will never be good enough, a thought that would haunt you for the rest of your stay.

From the Heart (+100CP): Emotions are power in this world; often offering some unquantifiable quality that can make all the difference in a life or death struggle. However, it's not something you want to your powers to depend on. For the duration of your stay your powers will be subject to the whims of your emotions; individual techniques rising and falling in ease and potency with the tides of your emotions, while some may be completely out of reach if you're not in the proper state of mind. Taking this option while lacking any form of supernatural power will have your emotions burning white hot during your stay; your highs higher, and your lows lower than you ever thought possible.

Eyes on the Prize (+100CP): Friendship? Fun? Who has time for *that* nonsense! You're here to do one thing, and that's to be the best; so, what if you need to step on a few weaklings to get there? If they can't stop you that's just proof they have no right to do so.

Hero of the Hour (+100CP): I'm not sure if you're noble or a bit of a door mat, but you just can't say no to a sad face. Whether they're a pokemon or a human, you can't find it in you to turn away someone in need; happily putting your own plans on hold so long as nothing more urgent comes up. On the bright side, you're sure to make a lot of friends this way.

Hocus Bogus (+100CP): Some people tend to be strange and mysterious; but are you sure you know what you're doing? Maybe it's the way you dress, or how you can never give someone a straight answer without coming off like a weirdo; but there's just something about you that fails to inspire confidence in others. Even if you knew the answers to everything, or had some dire warning about an impending disaster; people are more likely to misinterpret your actions, or discard your advice unless they already trust you or you shove irrefutable proof in there face.

Recess (+100CP): Being a grown up sucks; having to worry about taxes, responsibilities, or the scars of the past. Wouldn't it be nice to return to a simpler time where you didn't have to worry about such things, and simply embrace the childlike wonder of this place? Well now you can, your inner child set free to play and make merry; thinking and acting as a youth your age would.

Think of it as a vacation Jumper. While your schemes are put on hold, and you won't get much 'serious business' done; you might just enjoy yourself more.

> **Regress (+100CP):** There's embracing your inner child, and then there's this; which is frankly a little concerning. Take your age in this world, and halve it; for the rest of the jump you will act as a child of that age would. Throwing tantrums, acting as if the whole world revolves around you, not knowing the meaning of personal space, and other such things. This would be bad enough on its own, but if you have powers as well I shudder to think what someone so immature might do with them.

Strap on Your Boots (+100CP): 'Cause you're going to be walking for most of your stay; if not because of how few vehicles seem to go your way, then because you have some terrible fortune when it comes to riding them for more than a quick lift. Ships get hijacked by pirates, planes crash on deserted islands, and cars getting trapped in ursaring territories. These incidents won't ever threaten your life, but they'll certainly ruin your travel plans. That said, this won't happen every time; happening *just* infrequently enough to convince you it's worth the gamble.

That's the Guy! (+100CP): You've often been told you have "one of those faces", but it's brought you nothing but problems a people keep confusing you for others in troublesome ways. Whether it's a cop locking you up because you look like a perp, or a hundred year old sealed evil throwing a fit because they think you're the descendent or reincarnation of whoever punched their clock. I hope you enjoy cleaning up other people's messes, because it'll come up often.

Warrior's Pride (+100CP): You can't just let others fight for you; you're a big strong warrior who don't need no mon! When faced with danger you make sure you're right in the thick of it; an admirable, if foolish, thing to do around these parts. So slap on a grin, and put up your dukes!

Generation Gap (+100CP): Oh dear, this world isn't quite whole Jumper, and certainly not ready for the likes of you. It's meant to be the magnum opus of a young demiurge who simply adds to it over time; his changes flowing backwards through history to bring the world closer to his vision of what it should be. Don't worry, nothing is being erased outright; but you'll find your stay rather jarring to say the least. You will begin your time here in the land of Kanto in what we'll call "The First Generation" of this world. There are only 151 pokemon in this world, and mundane animals still inhabit it. What lays beyond Kanto? You're better off not knowing.

Each year this world will enter a new "Generation," and the changes and additions brought about by it will be accepted by all; only you will realize how things have changed, even if past events should have happened differently. For your sake *please* don't look too deeply into it. This process will continue each year until the demiurge declares this world finished.

> **Generation Blender (+100CP):** Seems this demiurge is going off the beaten path. While the "Generations" will still come, their order will be unpredictable. Perhaps starting in Kalos

with the Fairy and Steel Type having been a natural part of the world from the beginning, only for Sinnoh and Alola to follow after it.

Generation Puree (+100CP): The demiurge has given up on the idea of "Generations" it seems, but that hasn't made things better. You'll arrive to a land you barely recognize, as elements from multiple generations will be used to craft it; creating a new whole different from any of the "Generations" of the old world. Moreover, rather than coming in waves the Demiurges additions and alterations will come suddenly and often; legendaries and typings springing up without warning, and whole species of pokemon being altered retroactively.

Moreover, be careful of what you show off around here. Show him enough of your exotic boons and toys, and he might take inspiration from them in his works. But look on the bright side; it'll make your stay quite interesting, as all but your most superficial knowledge of this world will do you little good.

Hunter Bait (+200CP): You're really something special aren't 'cha? Now while diversity is all well and good, you might want to be careful of how much attention you draw; as the slightest slip will see you skyrocketing to fame. You're just so special and awesome that people can't leave you alone, and while some of this attention might be annoying or even positive; you're sure to catch the eye of some nefarious elements who would be more than happy to use you for their own ends or pay big money to whomever caught you.

If you're already something exceptional like a **Legendary** or an **Ultra Beast** then I'm afraid it's far too late for you to go unnoticed; having become the primary fixation for someone rather powerful and influential. Whether their plan is something you'd be vehemently against, requires your suffering and/or risk your death to be achieved, or they simply want to hunt you for sport; you can be sure that ending up in their hands is going to be incredibly unpleasant, and that they have the resources to pull it off. If things look grim, perhaps a certain Red Hatted Boy will stumble into things in time to help; but who knows how long that may take, or how far this villains plot will get before he can be stopped. The boy is good, but he can't save everyone.

Legendary Helper (+200CP): Select a legendary of your choice. You'll now have a chance to get real up close and personal with them; namely by being their most devoted servant and companion. Your task this decade will be to assure the health and happiness of your legendary; while aiding them with their appointed tasks in anyway you can. You're sure to be in the thick of any event relating to your legendary, and will no doubt become a target of importance to anyone with designs against them. If you or your allies are a **Legendary** none of you may pick the other as the target of this drawback. Moreover, if you're a **Legendary** selecting this drawback will make you subservient to the legendary you chose; much like how the Legendary Beasts devote their lives to Ho-Oh, or the Legendary Birds bend to Lugia's authority.

Crawling Creepers (+200CP): It seems you've undergone a rather traumatic event Jumper; and while you came out of in one piece, you didn't escape unscathed. Select one Type of pokemon; you now possess a deeply rooted phobia of this Type. Perceiving anything related to them, or hearing they might be nearby, is enough to put you on edge, and you'll do everything in your power to avoid them. However, should you be face to face to one you're equally likely to become petrified in fear, lash out wildly, or flee from the target as swiftly as possible. Alternatively, you may choose to be phobic towards *all* pokemon or humans; but in return experience much weaker symptoms. Though that's certainly a fair trade; suffering pervasive unease that causes your chest to tighten, hands to tremble and prevents you from touching them is certainly better than mind-numbing terror. If this drawback is taken alongside Generation Gap, then you must choose a Type that is present and prolific in that "generation" of the world.

Full Steam Ahead! (+200CP): No stops on this train. Maybe it's lack of impulse control, or because you just *know* this time will be different; but your common sense seems to have taken a bit of a blow. Ruins which were supposedly buried to seal away ancient evils sound like the perfect site for your next archeological dig, that unstable meteorite sounds like *just the thing* your new weather device needs, and how could you possibly skip the chance to test your mettle against Kyurem in honorable combat?! Thankfully for everyone around you this flavor of 'eccentricity' seems to be focused around a particular theme or field your fixated on; containing most of these incidents to a predictable pattern.

Status Quo is God (+300CP): Pick a tangible goal you possess. Something you might call your dream, or an ambition you dearly wish to achieve in this world world. For the duration of your stay, no matter how hard you try, it will be forever out of your reach. Oh sure you can learn from your failures, tackle issues from different perspectives, and seek out ways to overcome your obstacles; but there will always be something else waiting just behind it. The more you push, and the closer you get to your goal, the harder misfortune seems to push back.

Why if your dream were to win a regional pokemon tournament you might endure a gaunter against the greatest trainers in that region, and even a few that came to visit from other ones; only to end up facing off against someone with an entire team of legendaries! However, Fate isn't entirely heartless; should you continue to devote yourself to this cause despite all these setbacks; then on your tenth year you will receive a single opportunity to make your dream come true. Whether you manage to do so or not, is entirely up to you.

A Dream, an Obsession (+300CP): This world is broken; you can feel it in your bones. There is some injustice, some flaw or possible doom you were forced to face when you were young; the cruelty of humanity, the fall from grace of your ancestors, or the death of someone irreplaceable to you. Since then you've devoted all your efforts to fixing or preventing this tragedy. This dream you have for a better world, for a brighter future, fuels everything you do with a zealous drive. You will gather assets and power, unearth secrets, bring nations to their knees, and shake the heavens themselves if you have to in order to set things right; clawing for every inch of progress you can make despite the odds set against you. However, there is a problem with this

noble goal of yours. Either reaching for your dream will incite an unforeseen disaster, you will be betrayed by the person you trust the most who will take your dream and turn it into a tool for their own selfish ends, or the price to achieve it will be almost too great even for you. Which will it be I wonder, and what will you do when faced with it? I can't wait to see.

Cerberus Syndrome (+300CP): Jumper, did you piss off a Victini or something because this is getting ridiculous. Any long-term project you invest yourself in seems to go wrong in spectacular manners; we're talking "the AI you built went rogue, took over the base, and is holding the scientists hostage while plotting world domination" bad in the worst cases. Perhaps you should stick to less… ambitious prospects during your time here?

Along for the Ride (+300CP): Choose Ash Ketchum, or the marvelous team rocket trio. You'll be sticking with them like glue through their misadventures in this world; giving you a front row seat to some of the greatest and most dangerous sights this world has to offer. Of course, this changes your starting location to Kanto so you can be with them every step of the way!

Adventure Awaits (+300CP): You're quite the weirdness magnet. That puppy you found, and decided to help? It's being hunted down by crooks to blackmail her rich owner. Go to a museum? Today happens to be the day the seal on ancient ghost is broken, and it's up to you to team up with the curator to stop it. Meet a cute girl on a cruise? The local Team is after her because she's an undercover gym leader delivering a special McGuffin they want. Go to a circus? One of their performers just got food poisoning, and if you don't help them finish their show they won't have enough money to save the circus. All in all, it seems as if you can't go more than week without something strange and exciting happening in your vicinity; that's all but assured to end badly as far as you're concerned, unless you help out.



End Choice

And so your time here has come to an end; freeing you of the effects of any maladies or drawbacks you may have had. Moreover, Humans who have completed this Jump may choose up to 6 pokemon they've befriended to join them as Followers under their command; this number is separate to any Pokemon you took as Companions. Legendaries may decide to join you, but those closer to forces of nature will make use of self-imposed limits on their powers, just as they do whenever they decide to join a trainer. They're here to share your journey, not curbstomp it for you; though will have no qualms baring their full might should you face a threat worthy of it. Meanwhile, Pokemon may retain their special powers even in other Alt-Forms.

Now it's time to make your choice.

Canceled: Traveling for so long can make you truly appreciate all the things you left behind. If this is the end of your journey, then you may return home; taking with you all you've gained throughout your journey.

Serialization: A world of wonder like this one isn't such a bad place to spend the rest of your life. With this we'll have to part ways, though as a parting gift I'll grant you **1000CP** one last time for all the good times we've shared.

Next Season: Not satisfied with just this are you? I'd thought as much; you've still got a long way left ahead of you. Time to move on to your next Jump; though don't be too glum about it, as you'll have the option to return here for 3 months at the end of each jump. If you're Human you may use that time to switch out your 6 Pokemon should you have left behind any pokepals eager to join you.

Notes

- If you're looking for extra challenges, check the **OVA Supplement** for a set of Scenarios you may take up. These may provide adventures and challenges for you to complete during your time here. You may accept as many Scenarios as you wish; though Companions may only take **Setting the Bar**.
- Regress effectively puts you in Sabrina's shoes at the start of the series.
- Yes. Both you and your Partner can have the Hunter Bait drawback; but expect your troubles to compound in the worst ways, and go to extreme measures if you want extended peace.
- **On Mythical and Legendary Pokemon:** Mythical pokemon isn't a term in the anime continuity. It doesn't matter whether your talking about Mewtwo, Meloetta, Entai or Manaphy; they're all Legendaries and the document reflects this.
- **On Quirky Legendaries**: Yes, Legendaries can have Quirks and we see several examples of them. Mewtwo from the first movie has two Mas; one for his unparralleled intellect, and a second for his overwhelming psychic potential even by the ranks of his species; a power so great he had to use power dampening armor, and undergo extensive training under Giovani to make proper use of it. While the Mewtwo from the Genesect movie has an MA for her ability to Mega Evolve at will, and speds that allow her to go from sea level to high orbit in seconds or move at time stop speeds for brief amounts of time without negative repercussions. We also have a Kyurem capable of switching beteen it's normal form and both Kyurem Black and White at will, and a Celebi capable of such large-scale plant manipulation they could make a plant mech for themselves.

  That said, you may not use Quirks to jailbreak Jirachi, the Unown, or entities with similar vaguely define abilities to alter the world. You can certainly take quirks to make their powers safer or more convenient to use; but nothing that improves it into effective reality warping or a means to godhood.
- **On Transform:** In the Anime transform is a versatile if flawed ability. In the anime it's just the ability to shapeshift; thus, unlike in the games its users have to figure out *how* to turn into a target in a way that grants them its powers, rather than just copying their appearance. As such pokemon with transform tend to have a lot of flaws that need to be worked out (such as Ditto face), have some forms they can just never nail down, or tend to find the use of particular abilities "tricky". They also don't have instant awareness of everything their target can do; requiring experimentation, or waiting for their opponent to reveal what they're capable of.

  This is why even Mew favors a small set of pokemon forms its comfortable with; instead of turning into legendaries, or whatever other pokemon, would perfectly solve its problem even when its life is in danger. A quirk can certainly do much to improve upon it; but even that has its limits. While being able to reliably access the form of a specific eligible legendary would be a great pick for a Mythic Achievement; you MAs won't

grant you lasting access to all legendaries, and cannot allow you to transform into godlike figures and titans like Groudon and Arceus. Using Through the Ultrahole to visit a setting where transform can be used to do so, makes pokemon who can access the ability ineligible as your starting species.

- **On Jirachi's Wishes:** Yes, if you can pay the price you or your Partner can be a Jirachi; but beware, Jirachi has to deal with a powerful instinct/compulsion to grant any wish he hears. Moreover once he starts granting a wish he can't stop until it is completed without *terrible* backlash on itself. Secondly, Jirachi's needs to use its own power, or draw on an external power reserve such as The Comet (which only passes by the planet for a few days once in an age), and doesn't know how much a wish will cost until it starts the process. Trying to grant a wish beyond your means is not pleasant or healthy.

  There are also limits to what wishes he can grant, and forcing the issue makes the wish go wrong; such as the creation or restoration of life producing horrible monsters. These points *can* and have lead to very dangerous situations for both Jirachi himself, and those making the wishes.
- **On Ascension:** Trying to use Jirachi, Unown or similar forces to ascend or otherwise gain ultimate power before you Spark is the same as deciding to Stay in whatever world you're in when you make the attempt should it succeed.
- **On The End of the World:** If an event comes up that would threaten the world and/or reality at large you'll be given the option to accept a lift from Celebi, and be dropped off just out of sight once things have settled down
- **On Gyms per Region:** In the anime the regions have far more than the 8 we're familiar with from the games; they're just usually the most popular ones, the ones he gets recommended, or the ones that form the most convenient traveling route for Ash. Going by the badges we've seen used by other trainers it's estimated that Kanto has around 27 gyms, hoenn has 9, both Sinnoh and Kalos have 11, and Unova has 14; though we have little information on the gyms and gym leaders they correspond to.
- **On Setting Up Your Own League:** Yes, other Human Companions may take Setting the Bar; but keep in mind that likely means they'll be spending most of their time far away from you if you decide to travel or take up that Scenario as well.
- **What does Abnormal Arsenal mean by unique legendary?** Any legendary which is implied to be a single entity or otherwise one of a kind. You can verify which is which by checking their entry in Bulbapedia; though given this is an ongoing IP this can change in the future with little warning. At the time of this writing legendaries considered unique within the setting of the Anime include the Creation Trio, Arceus, the Lake Trio, Jirachi, the Weather Trio, Ho-Oh, the Legendary Beasts, the Guardian Deities, the Forces of Nature, Magearna, Meloetta, Hoopa and Necrozma.
- **On Mega Stones and Mega Wave:** Mega Evolution is something is only recently being studied by the scientific community in the setting, and the justification for adding new mega evolutions each Generation is simply that new stones where recently rediscovered

or Ash is simply running into it for the first time. So yes, if you want to have a Mega Infernape go right ahead.

- **On Evolution:** Evolution isn't a well understood phenomenon in canon, and there are tons of researchers over the world trying to learn about its mechanics and the factors that influence it. There's been more than one occasion where people believed two species of pokemon were completely unrelated, only to realize they were the same line once a trainer managed to evolve it.
- **On Catching them all:** Don't get too catch happy unless you have the means to reliably feed, and care for all of them. That's a thing the League and Pokemon Centers keep an eye out for to prevent negligence.
- **On Dangers and Mishaps:** Despite the occasional Special Episode or Movie, at the end of the day this is a world where 10-year olds can be trusted to travel across countries on their own with squads of formerly wild magical creatures at their beck and call; and their parent's greatest concern is whether they're wearing clean underwear. It's certainly not a perfect place but unless you use the fanfic toggle to modify it, it's a pretty nice one.
- **On Time Travel:** Pokemon operates under paradoxless freeform time travel rules; where only the people who travel through time have any recollection of the original series of events. Curiously even if the past is greatly altered, people in the present never seem to be erased; simply living vastly different lives at worst.
    - Celebi seems to be fond of traveling between the past and future to make sure things turn out for the best (timeline wise at least). It's in your own best interest to let'em do its job, and to listen if it makes a request or undoes your own alteration.
    - Mess with time-space too much and you WILL piss off the Creation Trio.
- **On Moves**
    - Pokemon Moves in the Anime aren't like spells. They're not specific abilities that perform single actions; they're maneuvers applying the pokemon's natural capabilities in specialized ways, much like a triple roundhouse kick or how a singer can shatter glass with their voice. As such there's no all-encompassing list of moves; the moves we know are just labels for the more commonly known maneuvers, much like an Axe Kick or a Backflip. This is also why two pokemon can use the same move in very different ways, and how trainers can help their pokemon come up with new ones.
    - Things considered TMs and HMs in the games are the same things as Tutor moves; highly unintuitive ways of wielding their abilities which a pokemon is *incredibly* unlikely to discover on their own, let alone figure out how to refine it into something remotely useful. This tends to be a key difference between Wilds and Trained mon, as Wilds usually stick to whatever works while humans can take a Trained Pokemon to places they never thought possible.
    - While there is no hard move limit due to being maneuvers; pokemon do have to practice them to keep their skills sharp enough to be useful. Any water type can

spit water; but being able to perform a combat worthy Water Gun takes hard work. Moreover, mastery over a moves is preferred over collecting a bunch; better to have a small set of powerful moves you can leverage creatively, then a broad collection of half-assed moves you can barely use at the level of a novice.

Changelog 2.0

- Typo hunting and perk rewording. Unless noted here any changes where minor and only meant to make them easier to read.
- If you or a Companion already have a pokemon form, they can grab a pokemon background for free. So your starter no longer has to pay a surcharge to start as its original species, or be forced to pick a new species.
- You can now choose Legendaries and Ultrabeasts as a Pokemon option if you're willing to pay the price. Price scales based off the power and importance of the leggie. That said the ones closer to forces of nature or gods such as the Weather and Creation trios aren't on the table.

  This option has a special interaction with several drawbacks. Through the Ultrahole alters the cost to be one if they're more or less powerful in the new setting; with the changes making some species ineligible, or making ineligible ones viable options as appropriate. Taking it with Hunter's Bait guarantees you are, or will be, involved in your own Movie Tier plot line with you at the center. Taking Legendary Helper makes you subservient to another Legendary ala Entei and suicune to Ho-Oh, and you and your friends can't pick each other as the focus of the drawback.
- Added several notes due to rulings and clarifications, the introduction of legendaries and ultra beasts as viable options, and new information from the anime.
- Fabulous Grooming renamed Supreme Service to better emphasize its good for general care services so you can join Brock and James as you're group's designated cook and groomer.
- Secret Art: Butt Whoop modified tot be generally good at integrating special powers and gear into your fighting style; rather than only powers your purchase alongside it in this jump.
- Signature Outfits can be "updated" once per season, though you can switch back to previous versions of your Signature Outfit ~~to milk nostalgia~~.
- Pokemon Training System is usable for non-pokemon Injump.
- Clarified that Mountainous Expectations can in fact be resolved, and you're not stuck with Season 1 Charizard as your partner for the rest of your stay.
- In celebration of access having a tournament victory that's actually acknowledged by canon; Status Quo is God has been modified to have an escape clause. If you share Ash's conviction through out your stay, then maybe you'll be able to reach your goal before your time is up.
- Added multiple Notes in light of changes.