

Pokémon Challenges 1.0 By Burkess

Welcome to the world of Pokémon Challenges. Here, you'll experience a variety of Pokémon Challenges in the world of Pokémon.

Can you defeat the Kanto Elite Four using only a Dratini?

How would you face Johto when a Pokémon fainting means they can never be used again?

Would you be able to survive in Unova using Pokémon only of a single type?

You'll be able to do all that and more here.

You'll need these.

1000 Pokémon Points.

Locations:

1. Challenge Hub: A location from which you'll return after each challenge, if you don't immediately start a new one. It gives you access to every Pokémon based universe, both canon and noncanon.
2. Any Pokémon universe of your choice.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Challenge Tokens.

These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Save, Load, New Game, And Reset: Free while you're here! **Costs 500 points to keep it, and cannot be bought with Challenge Tokens.** This is the ability to create a save file, load that save file, and also reset. Starting a new game will cause you to restart the jump from the beginning. In this world, it starts a new run.

You have a tracking program that tells you exactly how long your actions took in previous iterations of the same universe. It tracks all of the data of your previous runs and enables you to compare how you're doing.

What's Your Name? Are You A Girl Or A Boy?: Asking these questions to someone will cause them to shift based on their answers. They'll get to design a new form for themselves, and retroactively make it always have been the case that they looked like this. They can optionally choose to become 10 years old.

Max Encounters: You can attract the attention of everyone and everything nearby with minimal effort. Others will come from where they are in the area, pulled towards you when you wish for this kind of attention.

Few Encounters: You've got excellent sneaking skills and the ability to go undetected while moving around. You're a lot less likely to be noticed.

Gambling Expert: In any game of chance, you have a flat 20% increased chance of victory.

Clear Articulation: You can explain any concept to someone, regardless of how insane it sounds or how complicated it is, in a concise and informative manner. Your certainty in what you're saying makes your words extra convincing.

Pokémon Talk: You can speak to and be understood by other beings capable of thought.

Updating Wikia: Information you learn can be separated into different websites that you can allow other people to browse. You can add other people as contributors, which will automatically include everything they know of various subjects to the relevant sites.

Researching New Ground: When you go looking for it, you can find information from people who have done similar things to what you've done or are planning to do. You'll have excellent luck uncovering secrets that can help with your goals or cut your learning curve.

An Example To Follow: The better your performance during a task, the more it pushes others onward to do their best and follow your example. You can elevate those who work with you to the next level, igniting a fire within them to achieve greatness.

They Don't Want To Make You Sad: If someone has a strong bond with you, it'll enable them to shrug off a variety of status effects and withstand blows that would usually knock them down. If only because they don't want to disappoint you.

Fainted, Not Dead: You can impose logic onto the world that makes beings only pass out instead of dying. People who faint can recover from their wounds with no permanent damage or lingering issues.

Jumper Whited Out!: If you/your crew are defeated in a non-lethal battle, you'll be teleported to the last/closest place where you can receive healing.

Pokérus: Enables the creation of viruses that add themselves to the DNA of their hosts and improve them. Your viruses will permanently leave beneficial biological effects of your choosing in the lifeforms you design them for.

Technical Machine Creator: If you know of a technique or have someone who knows a technique helping you, you can burn it to a CD and create a reusable TM that can teach others these abilities, if they're compatible with it.

No Bike Accidents: Can't crash or get into accidents on bikes or things like bikes. You'll simply bump into something without you, your bike, or whatever you hit being harmed.

Real Time Stats: Can see the exact stats of others, including modifications and changes made to them. You have a readout of updating data that gives you all kinds of accurate info on other people.

Grind It Out: You no longer get bored, and setbacks have no effect on your emotional state.

Raging Out: When you get upset about something, the deeper your emotions, the more hungry for success it makes you. You become more motivated and focused. Getting mad just makes you better, as you use your feelings as fuel for progress.

The Best Job In The World: Your mind treats “work” or “chore” activities the same way it does recreation. You’re energized by such activities and feel excited to continue working.

The Anti-Choke: When the chips are down, you snap to a state of peak performance. You’ll be able to act at the highest level you’re capable of when it’s required of you.

This Is The Run: You gain a precognitive sense that enables you to tell when things are lining up for you, and how best to take advantage of it. This lets you ride the wave and get the most out of any good fortune you have.

The Perfect Specimen: You’ll run across the best and brightest associates and potential friends on your journey. If you were to go looking for talent to recruit, you’ll always find the top candidates after a short search.

Gains From Holding Back: Growth rates increase when intentionally restricting yourself from using your full capabilities. Your self-imposed challenges and reduced abilities only cause the things you can still use to sharpen.

No Cheating: Can place a seal on yourself to prevent you from using certain abilities or tactics unless conditions are met. You’ll force yourself to play by the rules you set.

EV Training: You can devise training methods that alter what stats and how much of them someone gains when they level up. By having them follow your routine, you can shape how they’ll develop.

Change Your Nature: Nature training allows you to have someone look deep within themselves and permanently alter aspects of their personality. They can truly change their nature and reshape themselves mentally and emotionally.

The Move Tutor: Allows you to tutor someone in techniques they have the ability to learn, but do not know. You can also cause people to remember things they’ve previously forgotten.

Necessity Breeds Creativity: Grants ingenuity and problem-solving skills in proportion to how monumental the task is in front of you. You’ll come up with a variety of crazy ideas, some of which might work.

A Second Opinion: The ability to look at things from a different perspective. Can find others who will give unbiased opinions that may give you ideas. When receiving feedback, you'll be able to understand how they came to this conclusion and how their thoughts differ from yours.

Work With What We've Got: You can perform an audit, examining the strengths of what you have and coming up with ideas and tactics to shore up weaknesses. This enables you to form an effective plan and assessment of your resources and know what you'll do going forward.

Speed It Up: Can accelerate the world around you and experience things at higher speeds. Your reactions can keep up at 4 times usual speed, but it gets difficult to understand what's happening if you go higher without supplemental abilities or training.

What Will Jumper Do?: When it comes time for you to make a decision, time freezes for everyone, giving you an endless amount of time to think. Committing to an action causes things to move again.

The Little Pokémon That Could: You're an endless well of optimism and can provide pep talks and motivation precisely when they're needed. Even when situations seem hopeless, you can make others believe that things will be fine and that they can get through this.

Pro Trainer: Those who fight alongside you gain 25% more experience from battles. You can also intuitively come up with training methods and plans that'll best help them improve.

Speedrun Strats: Your mind instinctively provides you details on the fastest ways to do things. When you learn new information, it'll add this to your previous plans to build routes for you to follow. Through study of alternate routes and new possibilities, you can figure out how to shave time off any process.

Battle Genius: You're a modern day Einstein of battle, a genius who understands violence and combat it in ways others don't. You learn anything related to combat 5 times faster than before, and could come up with useful strategies in your sleep.

Geneticists Expert: When examining a life form, you can tell what kind of offspring it could create and what traits they'll pass on. You can also compare the results of dozens of hypothetical breeding pairings and predict the results within minutes.

Blessed By Rng: Luck is firmly on your side, and events that are beneficial to you will happen much more often.

Cursed Enemies: Your opponents will have runs of bad luck that can mess up their plans and causes things to go wrong. It's a string of minor inconveniences that builds up overtime.

RNG Manipulation: You can understand probabilities that the world functions on, and by performing a series of frame perfect actions, can influence randomness and make it consistent. Through extensive study and trial and error, you can figure out how to create a variety of effects and influence events to get the results you want.

Items:

Held Items: A collection of held items, such as berries and leftovers. If it has an effect while held by a Pokémon, you've got one.

Healing Items: This includes potions, fresh water, bitter herbs, and so on. All items that heal Pokémon and restore statuses.

Buffing Items: These are items that improve a Pokémon's stats, including X-Attack and the like, and vitamins.

Pokéballs: You get one of each type of Pokéball except the master ball. You gain a new ball once an old one is used up.

The Master Ball: Using this will let you catch any Pokémon with a 100% catch rate. A new one appears in your warehouse after being used.

Technical Machines And HMs: It's a collection of every TM and HM. All reusable.

Pocket Poke Center: This is a door you can place down that opens up to a Poke center. It has a shop attached to it and a working PC in the corner.

PC Network: This is what you'll need to take Bill's technology to other worlds. It allows you to digitize items and living beings, sending and storing them over the internet. It's a collection of PCs that you can share with others to set up your own network in future worlds.

Bill's Machine: This was originally meant to be a device to enable someone to teleport. Instead, what it does is, it fuses two beings together into a single being. The benefits of this are

self-explanatory. You can undo this process by turning the machine on again with the fused being in the machine.

A Truck: A dependable truck that's good for off-road activities. Mew sometimes sleeps in the back. Doesn't require gas or maintenance.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Starter Pokémon: Free! This gives you a starter when you start a new run. In future worlds, you'll always have the option to decide between three types of uncommon monsters/animals and can keep one of them.

Pokémon Crew: This is a group companion slot that transcends dimensions and timelines. If you invite someone to this group and then reset the timeline, even if they normally wouldn't exist there, you'll drag them with you. This can optionally assimilate them with their counterpart from the new timeline, assuming one exists here.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Challenge tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you complete a single Pokémon challenge. Unless a drawback conflicts with this.

Continuity Toggle: Free! You get to decide what other Nintendo properties this world is canon to.

Be The Main Character: You become the protagonist of any Pokémon world you step into. It's your job to defeat any evil teams in your region and also win Pokémon leagues.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Challenge points as you spent. They don't like you and want to defeat you.

Nuzlocke: If a Pokémon of yours faints, it dies and cannot be revived until the end of the challenge.

Never Faint: If any Pokémon of yours faints, you'll reset the challenge to the beginning.

Only Gifted Pokémon: You can only use Pokémon that are given to you by someone else.

Mono Typing: You can only use Pokémon whose types all match each other.

Level 1 Challenge: Your Pokémon are all set to level 1, and become level 1 if you obtain them at a level that's higher than that.

No Items In Battle: You can't use items while in a Pokémon battle.

No Items Outside Of Battle: You can't use items outside a Pokémon battle.

No Pokécenters: You can't visit a Pokécenter and use it to heal Pokémon, nor can you use the PC box to heal.

No Double Team: None of your Pokémon are allowed to learn or use double team.

No Saving Or Loading: You aren't allowed to create any saves or load them.

No Resetting: You aren't allowed to reset a run if it goes poorly. You can't intentionally reset at all.

No Held Items: Your Pokémon are forbidden from using held items, such as berries and leftovers.

No Sequence Breaks: If you didn't take this drawback and found a Snorelax in the road, you could just climb over it and get past it. But now you're forced to use a Pokémon flute to wake it up, fight it, and then proceed. The answers to problems will be what you find in the games, rather than what your common sense tells you.

Bad RNG: Luck actively works against you, as your opponents will have loads of good fortune while you have average or bad luck during your battles.

Competitive Trainers: The opponents you'll face are experts at Pokémon battling and have bred and raised their Pokémon with the care and attention that goes into building a competitive Pokémon team. You can expect to see all sorts of cheesy and challenging strategies being employed.

Speedrun: Your runs are speed runs, and you're competing with yourself to set a record for the specific category of challenge each time. The run isn't valid unless it beats your previous run.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?