

Pokémon Trainer by Quicksilver

Hey there. Nice to meet you. My name isn't important, but I have a business proposal to offer you.

So, I have this hobby of watching people go on adventures. Unfortunately, with the way the Earth is completely mapped out and the lack of space program funding, the last great adventure I saw was James Cameron's submarine jaunt. Thus, I am beset by an utter lack of good material.

The reason I have approached you is simple: you wish your life could be different. Perfectly normal, by the way. Escape fantasies are a natural part of life these days. However, what I am offering you is an actual chance at escape. Or, at the very least, a break.

Like I said, I am running out of good material. I want to see a story of adventure and excitement. This is impossible in this world. So! What I'm going to do is take your life and send it to a different world! Specifically: Pokémon! Yes, the video game. And the show and the books and the toys and the card game and you know what I mean.

Why send someone from your world to the world of Pokémon instead of following someone already there? Because this way is much more fun.

Here's how it works: if you accept you stay in the world of Pokémon for ten years. During that time, time is stopped in your home universe. Magic Treehouse style. After the ten years are up I offer you a few choices, including going home.

Now, the world of Pokémon is actually rather dangerous, what with the feral creatures of unimaginable power and the roving gangs of criminals that are often pursuing some horrible cause and must be stopped. Therefore, I'm going to give you a budget. Use this budget to buy some supplies and skills before your adventure begins.

This budge won't help you at all once you start your new life, so spend it all now!

You get 1000 Choice Points. Spend them wisely.

Here, you can take these things for free. You can also keep the clothes you're wearing right now. Your wallet and cell phone are fair game, but remember: no cell service and different currency:

- Bag: Bigger on the inside.
- Pokégear: Can be muted.
- Pokédex: Already filled.
- 5x Pokéballs: Standard catch rate.
- 3x Potion: Band-aid in a bottle.
- Hat: A red hat.

So now that you have all that, let's get started on your new life. Lots of stuff to choose from, jump to it.

Section One: Region

Your region is the place in which your journey begins. It changes your starter cost and what Pokémon you encounter.

The Pokémon world you're getting sent to is different from the game. It's similar to the TV show in many respects. Cities and towns are actually cities and towns, with more people and buildings than the games represent. Additionally, routes between towns are longer and more remote. Cars and such are prevalent, civilization is bustling, et cetera. Things are peaceful. Evil gangs are present, but the cops will stop them if you don't want to.

Roll 1D8 to determine your region. Or pay 100CP to choose it yourself.

1-Genwunderland: Kanto: is a region of relative safety and stability. Many trainers begin their journeys here. Though it lacks a wide variety of wild Pokémon, the people are likable and crime is at an all time low. It is located directly to the east of Johto.

2-Radioland: Johto: Is located to the west of Kanto. The two regions are linked via a railway and a cave system. Johto has a wider variety of Pokémon than Kanto, and its central location makes it a good starting point for any up and coming trainer. That would be you.

3-Trumpetland: Hoenn: Is a ways to the southeast of both Kanto and Johto. It sports a tropical climate, and the terrain is home to a different range of Pokémon. Lots of travel is water based, so you might want to get a boat or a Pokémon with Surf. The locals have odd musical tastes.

4-Mountainland: Sinnoh: Is on an island at the northern tip of the same continent as Kanto; Johto; and Hoenn. The Pokémon are numerous and varies, and the region is divided longitudinally by the Coronet Mountain Range. The climate is colder, so you might want to get a coat and boots.

5- Freedomland: Unova: Is on an entirely different continent than the previous four. The wildlife distribution is such that indigenous Pokémon are common while Pokémon from other regions are rare. Unova is fairly urbanized, with Castelia City serving as a hub of trade, food, people, and culture.

6-Baguetteland: Kalos: Is again on a third continent, also very far from all the others. Kalos sports a wide variety of geography and Pokémon, both indigenous and shared with other regions. Kalos has a history that stretches back millenia, and is known as a place of culture, the arts, and snobby connoisseurs.

7-HellonEarthland: Orre: Is a region that is almost entirely desert. Resources and wild Pokémon are both scarce and crime is rampant, but the few bastions of civilization in the region house some of the world's best scientists. The region lacks predefined routes of travel, so get a means of transport and keep your PokéNav on.

8-You lucky son of a gun: Free Pick: From any of the other seen regions without having to pay. I guess Lady Luck wanted to choose your own destiny.

Section Two: Identity

When I say you get a new life I mean it. You can pick the life you lived in the Pokémon world up to this point. But first...

Roll 1D8+9 to determine your age. Your gender remains the same from your old life.

Alternatively... You can choose your own age from 10-17. -100CP.

If you prefer... You can swap your gender, if you're into that. -100CP.

So you also get to choose the history of your new life in the world of Pokémon. Each one has its perks... and its price. Your identity is more than just a resume, it affects your actions too. Each identity besides Drop In gives an extra 10-17 years of experience in the world of Pokémon. Though you are still you, with your old set of memories and your own moral justifications, the new memories will affect your thought process, your reactions, and your instincts. You can overcome the drawbacks each one brings, but it will take time, effort, and willpower to break them.

Drop In: No memory set altering your actions, no history in the world of Pokémon. No history means some things can be difficult, you aren't getting any new skills for free. You wake up on the road just outside the first town in your region. You have no family, no friends, no history. All you have are the clothes you wear, the gear you purchased, and whatever skills or abilities you may have. Looking in your bag, you see a trainer card that will serve as identification in the event that you would need it. You notice a bunch of bird Pokémon harassing something down the road. After shooing them off, you see that their target was a wild Pokémon. As thanks for rescuing it, the Pokémon seems to want to tag along with you. **Free.**

Hermit: You learn a lot about wilderness survival. You tend to be able to approach wild Pokémon better than most people. You have little experience in social activities. You don't "get" people well and become nervous in cities. As an infant, you were abandoned in the middle of the woods. Luckily, you were discovered by a reclusive old man who took you in. You have come to learn a lot about survival skills and you get along well with the wild Pokémon who live nearby. However, you very rarely go into town for supplies, so your social skills are stunted and you have trouble with cities. Deciding to go explore the world, you bid farewell to your adoptive father and set out on the road. As you leave, a wild Pokémon you have been caring for over the past month follows, intent on joining. **-50CP.**

Small Town: You are physically fit and have a small group of very close friends(one of which has a crush). You don't have a lot of wilderness experience besides some camping and you don't have much city experience either. You were raised by your mother in the first town of your region. Your father had to work a lot, so you never saw much of him. The air is clean, the neighborhood is safe, and you have a tight circle of friends whom you would trust with anything. You have lived a very balanced life, and you are very healthy and physically fit. You decide to go on a Pokémon journey like many children your age, with your friends joining you along the way. You bring along the Pokémon companion your parents gave you that you grew up with over the past few years. **-50CP.**

City Life: You are very acrobatic and have become adept in parkour. You have no experience in wilderness survival. You were raised by your mother and father in a modest apartment in one of your region's major cities. Born and raised an urban kid, you have almost no experience living outside the city's confines. However, life in the city brings its own advantages. You have a very powerful sense of navigation and over the course of your life have become an expert freerunner with great acrobatic skills. Like many children, you decide to go on a Pokémon journey, taking along the Pokémon you rescued from a shelter half a year ago. **-50CP.**

Moneybags: You have a lot of money and some top of the line gear most trainers will never get. You have very little real world experience in general, education only goes so far. You were born as the only child of a very wealthy family. You were pampered as a child and did not want for much of anything. You received a top tier education from some of the best tutors in the region. However, you have very little practical experience. Wanting a change of pace from your dull somewhat repetitive life of constant luxury, you decide to go on a Pokémon journey and gain the experience you want on your own, taking along the Pokémon your parents had purchased for your protection when you were just a baby. **-100CP.**

Section Three: Starter

Your starter begins at level 5 as the first stage of their evolutionary line. IVs are 31 for three random stats, random for the other three. Your starter Pokémon will likely become one of your best friends. Make your choice a good one. No Legendaries.

Actual Starter: This applies to any starter Pokémon. Yes, even those not in your region. You want a Chespin in Hoenn? Sure. Also applies to Pikachu(Yellow) and Eevee(XD). **Free.**

In Region, Common: Applies to any Pokémon that can be found easily in the wild of your selected region. Encounter rate: 20% or greater(any route). **-50CP.**

In Region, Uncommon: Applies to any Pokémon that are more difficult to find in the wild of your region. Encounter Rate 10% or 15%(any route). **-100CP.**

In Region, Rare: Applies to Pokémon that have a very low encounter rate in your region. **-150CP.**

Out of Region+Hidden Ability: Applies to Pokémon that can't be caught in the wild of your region. Also applies to any Pokémon with its hidden ability. **-200CP.**

Shiny: Your starter is a shiny Pokémon. It's entirely cosmetic, but it looks nice!
-50CP.

Egg Move: Your starter knows a move it should only be able to know via egg breeding. -50CP.

Advance Move: Your starter knows a move only its evolution should be able to learn. -100CP.

Mental Bond: You and your starter share both emotions and thoughtspeech via an empathic link. -150CP.

Section Four: Skills & Abilities:

Discounts are applied depending on identity. Discounts are 50% off. Certain identities get skills for free, these are clearly marked.

Character customization on steroids. You want superpowers? You got superpowers. Have fun!

Physical Fitness: You gain a body that is healthy and strong. Not Captain America strong, but close. Free: Small Town. -100CP.

Survival Training: You gain an innate knowledge of survival skills. You could survive just about anywhere. Free: Hermit. -100CP.

Freerunning: You can pull off acrobatic feats very few humans and not many Pokémon could match. Free: City Life. -100CP.

Combat Training: You gain mastery of marine hand to hand combat. You can also keep your cool in a fight. Discount: Drop In. -100 CP.

Mechanic: You become much more adept with a toolbox. You can fix or improve most machines. Discount: Small Town. -300CP.

Ranger: You gain insight into the instincts of wild Pokémon, as well as tracking skills. Discount: Hermit. -300CP.

Technician: You are very handy with most forms of electronics, from the PC to the Pokéball. Discount: City Life. -300CP.

Blend in: You can easily blend in to a crowd, hide in plain sight, or lose someone following you. Discount: Drop In. -300CP.

Aura: You gain the ability to manifest your Aura. You can sense emotions, create barriers, and throw Aura Spheres. Your powers increase with training but cap equivalent to a Lucario. **Discount: Small Town. -600CP.**

Pokéglot: You can talk to Pokémon! They're smart enough to hold a conversation, trained ones being smarter, but they don't think the way humans do. You also pick up new languages very quickly. **Discount: Hermit. -600CP.**

Psionics: You gain Psychic powers like telekinesis and telepathy. You still can't understand your Pokémon but can issue them orders via telepathy. No mind reading. Skill cap is equal to a Gardevoir. **Discount: City Life. -600CP.**

Savant: Your mind is enhanced, granting you perfect memory, calculator-like mental math, and better spatial awareness, your aim with a firearm is better than Annie Oakley and Simo Hayaha combined. **Discount: Drop In. -600CP.**

Champ in the Making: You just might have what it takes to catch em all! You're an expert at training both teams and individuals, managing team dynamics, and working out social issues between teammates both Pokémon and Human. You can make teamwork work. **-300CP.**

Section Five: Gear

The same item can be purchased multiple times. Welcome to my humble little shop of amazing gear that you aren't getting anywhere else. Find anything interesting?

3x Master Balls: Catches any wild Pokémon without fail. Can't be sold. **-100CP.**

HM collection: Contains one of every HM. Can't be sold. **Free: Moneybags. -50CP.**

50k Pokédollars: You use it to buy things in Pokémarts. **400k Free: Moneybags. -50CP.**

Bicycle: Collapsible bike, 2 speed. Easily fits in your Tardis Backpack. Can't be sold. **Free: Moneybags. -50CP.**

Motorcycle: Not collapsible, but has infinite fuel. Fast transport method. **-100CP.**

Helicopter: Fastest travel method. Can ferry you to other regions. **Discount: Moneybags. -400CP.**

Parachute: Save your ass from an otherwise lethal fall. Integrates directly into your Backpack. Reusable, but must be repacked. **-50CP.**

Wingsuit: Can integrate with clothes or work on its own. Can be activated while in freefall. Fast but hard to stop so pack a parachute. **-50CP**

Rappelling Rig: Everything you need to rappel down a cliff. Detaches from top automatically for retrieval. **-50CP.**

Rebreather: Breathe underwater. Breathe in toxic environments. Lasts forever. **-50 CP.**

Laptop: Can access the Pokémon world's internet. Includes 4Chan equivalent, /VP/ Only. Solar powered, has top tier parts. **Free: Moneybags. -100CP.**

Thrust Pack: Titanfall style, won't grant flight. Super long wallrun and double jump. **-100CP.**

Medical Kit: For when a potion won't cut it. Stabilizes critically injured Pokémon for several hours. Still need a Pokémon Center. **Free: Moneybags. -50CP.**

Welding Torch: For when the Cut HM isn't enough. Cuts two inches thick. Fuel limited, but regenerates over time. **-50 CP.**

Hypervisor: Sunglasses with HUD that shows Pokémon health. Short burst X-Ray/Thermal mode, sees through walls. Lasts 20 seconds, 1 minute recharge **-200CP.**

Echorecorder: Records immediate surroundings for up to two hours. Can be replayed via hologram or digital screen. Good for battle reviews. **-100CP.**

Headsets: Universal earpieces fit to any Pokémon's head. 10 mile range, can issue orders to Pokémon remotely. Works in reverse with Pokéglat. **Discount: Moneybags. -100CP.**

Capture Styler: Can temporarily capture wild Pokémon. Pokémon captured this way will not battle others. Will aid you once and be released. **-200CP.**

Collapsible Baton: Spring loaded collapsible metal baton. Not much use against Pokémon but good against Humans. Beat the crap out of people who deserve it. **-50CP.**

Flak Jacket: Lightweight kevlar/nomex weave with ceramic plates. Stops small arms fire and many Pokémon attacks. Still somewhat heavy. **-100CP.**

Tranquilizer Gun: Air powered, launches tranquilizer darts. Knocks out Humans and most Pokémon in 10 seconds. 200 dart box free, can buy more. **-200CP.**

Handgun: Glock 17 9mm semi-auto handgun. 2 magazines, each holds 17 rounds. Includes box of 500 9mm rounds. **-200CP.**

Sniper Rifle: M110 SASS 7.62mm Nato Sniper Rifle with scope. 1 magazine, 20 round box. Includes box of 250 7.62mm rounds. **-400CP.**

Snag Machine: Steal Pokémon from other trainers. Its best if you keep this out of sight. Pokémon don't like being stolen. **-600CP.**

Section Six: Flaws & Future

Flaws override skills and identities. You can take up to two flaws. You can take a few flaws to get more Choice Points in return. Only two though. Don't want to be too minmaxed, do we?

Swarmed: A Zubat swarm has taken to following you and attacking at random times. They are easily beaten, but cannot be caught, and no matter how many times you defeat them they come back for another round. **+100CP.**

Crippled: Some accident in your past has left you with a leg amputated below the knee. You have a prosthetic leg to replace it, but it has its own issues. Mechanical prosthetics are decades out no matter what you do. **+100CP.**

Silenced: A birth defect has left you incapable of speech. You can still laugh and make noises, but speaking is no long an option. Sign language would be a useful tool to have here, as would Psionics. **+100CP.**

Scared: A tragic accident in you past has left you deathly afraid of Pokémon. You become nervous around caught and tamed Pokémon, and wild ones can induce fear and the fight or flight response. Your starter is exempt. **+200CP.**

Cursed: A ghost Pokémon has taken offense to some perceived slight and cursed you with eternal bad luck. You're not in mortal danger, but catch rates are reduced and things tend to not go smooth with you around. **+200CP.**

Marked: Something in your past possibly involving your family has caused the local criminal group to mark you as a target. They will relentlessly hunt you down and try to steal away your Pokémon. **+200CP.**

Wanted: For one reason or another you are number one on the most wanted list for every region in the world. If the cops spot you, they will try and hunt you down. Avoid settlements or learn how to stay hidden. **+300CP.**

Hunted: A side effect of my sending you into this world has caused a legendary Pokémon to take notice. If it finds you it will kill you, and it can't even be caught with a Master Ball. You better be able to fend off a god. **+300CP.**

Damned: I don't know what you did but it looks like Darkrai has taken to messing with your mind. Except horrible sanity-distorting nightmares to plague your sleep at least once a week, probably more. **+300CP.**

Like I said, you're gonna be spending 10 years in the world of Pokémon. After that, well, I leave the choice to you.

Homeward Bound: You return back home. You awaken in your bed the day you left at the age you were originally. You can keep your skills, 5 Pokémon plus your starter, and all of your gear as a token of my appreciation. If you feel like taking over your world with that stuff go nuts.

OR

Not Going Back: You elect to stay. You will live out the rest of your life in the world of Pokémon. Adventures, fun, and excitement will last for the rest of your days. In your home world, you have gone missing and will never be found.

OR

The Next Adventure: You move on. If I find the life you lived sufficiently entertaining and to my fancy, I will make you another deal. Ten more years- in a new world. You can keep 5 Pokémon plus your starter, your skills, and all of your gear. Time is still stopped at home.

Once you make your choices, prepare for the adventure of a(new) lifetime! Good luck, have fun, and be entertaining!