

POKÉMON REBORN

This story takes place in a world struggling with the aftermath of an environmental disaster. In Reborn City, Pokemon are scarce, the lake has more poison than water, plant life consumes whole wards quickly and without warning, and the population rarely ventures outside of the city.

What's more, the local terrorists already have the region in their clutches.

Are you a new trainer hoping to take on the Reborn league, or something else entirely?

You might find yourself caught up in much, much more.



Origins

All origins are free. Choose any gender and any age between 18-30 for free.
You will start in the Grand Hall of Reborn City's Opal Ward regardless of origin.



Drop-in

- You were never a part of this region. In a flash of light, you simply become a part of the world. You find yourself in the Grand Hall, the starting point for most trainers in Reborn, and hear your name being called from the front desk. You've already had your documents approved, and they're ready to bring you into the room where you'll choose your starter. You don't have any memories or a past, so hopefully the help desk can point you in the right direction. You bring in whatever strengths and weaknesses you've carried in from your chain, no more and no less.



Challenger

- You came here from another region. Whether it was Kanto, Johto, or some place no one's ever heard of, you were brought here by wanderlust and a desire to take on Reborn's infamous league challenge. Your starter was brought with you from your home region, and as you enter your jump, you find yourself walking up the steps and into the Grand Hall, ready to sign yourself up. While the smog and toxic water might make you sick, you have the athleticism and the stamina built up from years of training to make your way through the region without being slowed down.



Resident

- You've always lived in Reborn City. For better or for worse, you took the ruined streets and dilapidated buildings and called them your home. You took the thugs and gangsters and called them your neighbours. When you enter your jump, you'll find yourself in the Grand Hall. You received your starter years ago, but it's not too late to go on an adventure.

You're easily intimidated by anyone making a serious threat, but you know how to talk your way out of a bad spot, and you know your way around the region even if you haven't left the city.



Terrorist

- You've always lived in Reborn City. Not the Reborn City most people know, but the one behind the curtain that most people wish they could ignore. Whether you're part of an organization like Meteor, a small gang, or even just out for yourself, you know how to look out for number one. You begin in the Grand Hall, feigning innocence to a gullible public. You already have your starter, but whether it was official or under the table is up for debate. You're not very good at serious attempts at being social or making friends, but you can fake it since you're intelligent and conniving. The pollution in the world has little effect on you.

Perks

You start with **1000cp** total.

100cp perks for each origin are free.

Other perks are discounted by 50% for their respective origins.



Freebie Perks



Pokemon Rejuvenation (Free)



- Waiting for you on the docks of Reborn City is a luxury yacht that will take you to the region of Aevium, complete with its own league, its own villains, and its own share of regional problems. Take advantage of what it has to offer, or lose yourself in its conflicts. This perk is optional if you'd rather avoid Aevium entirely, but Aevium's influence will be felt in Reborn no matter what. You might even find the yacht in future jumps, where it will take you to variants and spiritual successors of the world you're in.



Field Notes (Free)



- A full set of notes about the fields and terrains of Reborn. Of course, this isn't just a travel guide for tourists. The notes pertain specifically to battling in various environments. Examples include the differences between a water's surface field and a murkwater field, ways to take advantage of the filth in a wasteland field, which moves and abilities function best in a dragon's den or fairy tale field, and how to avoid being seared by a corrosive field. The notes update themselves for new fields you discover, even in future jumps.



Ohh, Shiny (Free)



- Shiny Pokemon in the Reborn region are different from shiny Pokemon in other regions, for two main reasons. One, the shiny rate in Reborn is close to one in a hundred, making shiny Pokemon much more common. Secondly, shiny Pokemon appear very different from their counterparts in other regions. Colours seem hand-picked to match a certain aesthetic, or they might appear to be a new form entirely. You can choose either, neither, or both of these effects to be applied. Just keep in mind that these are purely cosmetic and have no physical effects.



Drop-in Perks



Field Ignorance (100)

- Field effects are hard for a lot of newbies to wrap their heads around, and a lot of challengers that end up dropping out of the Reborn league challenge blame the field effects for being too difficult to plan for. You have a very special gift: The ability to completely ignore the battlefield and fight your opponents on a perfectly even field. Neither you nor your opponent will get to benefit from or be held back by the terrain you're fighting on, if you so desire. You might be missing out on some strategic potential, though.



Pokedex (100)

- This model of Pokedex in particular is an advanced model that combines the utility of a traditional Pokedex with the conveniences of both a Pokegear and a modern smartphone. Entries are much more detailed, including stat spreads, movepools, evolution methods, and more. Your field notes can also be stored in your Pokedex, giving you a handy search function and making specific details faster to find and easier to read at a glance. It can also download information on PULSE Pokemon and Rifts, hopefully keeping you from getting caught off guard.



Convenience Mods (200)

- You obtain a set of objects that allow you to alter the world in various ways. First, you can change the weather. However, this only affects the ambient, outdoor weather. If a certain Pokemon only appears during rain, you can make it rain, but you can't summon rain at will during a battle. You can also change the date and time. If a shop only opens on the weekends at noon, you can make it the weekend at noon. This is not time manipulation, it just causes the world to act as it normally would given that day of the week and the time.



Pet Shop (200)

- Finding Pokemon can be hard, and catching them can be even harder. With this, you'll find that Pokemon are a bit of a hot commodity. Rare Pokemon and powerful Pokemon might carry prices worthy of their status, or they might require payment in terms beyond a simple cash transaction, but they'll be available and it'll likely be much faster and easier than trying to catch them on your own. You might even be able to make some money in the market if you have a penchant for catching strong Pokemon.



Bloody Tourists (400)

- The Reborn region is currently undergoing an impressive repopulation experiment, but some tourists from other regions have thrown a wrench into the mix. You might find species from the Urobos region mixed in with the Pokemon you'd normally expect, delta Pokemon from the Torren region taking over previously unnotable caves, and maybe a few new species of Pokemon you've never even heard of before. Pray to God they're not from Fochun. This would be a great opportunity to catch Pokemon you'd never find anywhere else.



Relationship Status (400)

- Before saying something that might have a profound effect on how someone feels toward you, time will stop and you'll know, instinctively, that what you say might have consequences in the future. You can think over the best way to respond to them, but this perk doesn't let you gleam the kind of answer they're looking for. In addition you'll know if the person likes you more or less, but only after you've spoken. You don't have a full understanding of how much a person likes or dislikes you, only if they like you or dislike you more than before.



The Suggesters (600)

- The suggesters are most well known for their prolific "champ battles", in which they offer a set of Pokemon to the one they designate as their "champ" to do battle with. With this, you are the "champ", and each month you will be given six Pokemon by the suggesters, fully trained and ready for battle. The value of these Pokemon vary wildly, and under no circumstances may you change their movesets, but you might be surprised by the few that can carry their weight. Remember: PP stall is a legitimate tactic.



Jools (600)

- Meet Jools. An experienced trainer might take a month to perfectly train a new Pokemon. A master trainer might take a week. But Jools? Jools can do it in a single day, and will do so as many times as you want him to. Perfect EVs, perfect IVs, the nature you want, even the moves and ability you want. And bless his soul, he doesn't even ask for anything in return. He'll show up in Pokemon centers, or just hang around local towns and cities whenever you need him, always willing to whip a Pokemon into shape. Play Ocandian Crusoes. It's a good game.



Challenger Perks



Field Adaptability (100)

- Field effects are easy to abuse, and you'll quickly come to discover that a home field advantage is truly overpowering if you don't come prepared to deal with it. Thus, you'll learn to deal with it. You won't be caught flat-footed when the opponent uses the terrain to their advantage. On the contrary, you might be the first to discover new ways to use the terrain to your advantage. You can't completely overpower someone on their own field, but you'll find it easier to work it to your own advantage, and keep things under control.



Always Someone Better (100)

- You're not the very best like no one ever was. Well, maybe you are, but what this perk does is make it easier to recover from setbacks and losses. If you lose a battle, you won't let it get to you. You'll learn from your mistakes and immediately get to work on coming up with a plan on how to beat it next time. It could be as simple as optimizing the strategy you've been using, or coming up with something entirely new that you might have overlooked otherwise. It's kind of masochistic, but failure might yield more rewards than success in the long run.



Travel Pack (200)

- It looks like a typical backpack. Rugged but plain, and built to last. Furthermore, the backpack itself already comes with the necessary tools for a long journey. Collapsible bicycle, itemfinder, some basic survival tools, a tent and bedroll, rations (human rations and Pokemon rations), and sometimes you might find some specialized gear if you find yourself needing something unusual while stuck in an unusual place. The items inside seem to restock after a week if lost, consumed, or otherwise become irretrievable.



Every Nook and Cranny (200)

- You have a habit of finding all sorts of things in the least likely of places. The more inclined you are to explore, the more often you'll be rewarded. Whether it's finding rare Pokemon or rare items, moving off the beaten path will usually prove worthwhile. And even if you aren't looking, you'll often get little hints towards things you might not have discovered yet. And if you're truly lazy, you can turn on the TV and tune in to On The Hunt, a show dedicated to showing off all sorts of hidden trails that are never too far out of your way.



Small Pouch of Seeds (400)

- Seeds are strange objects that consume themselves in certain terrains, granting the user certain enhancements depending on the terrain. They are rare and valuable, and sometimes powerful enough to completely turn the tides of battle, but are also heavily dependent on the terrain they're consumed in. Can also be used on other beasts and even yourself, if you desire. Your pouch holds three of each type of seed -- Elemental, Synthetic, Telluric, and Magical -- and replenishes each month. Contrary to what the name might imply, planting them does nothing.



Mystery Egg (400)

- A mysterious egg that, with care and time, will hatch. What it hatches into is the mystery, but it's guaranteed to be something strong. In this jump, it will hatch into a Pokemon universally considered to be one of the exemplars of its type or niche. You get a new egg at the start of each jump that could hatch into another powerful Pokemon, or a powerful beast relevant to the jump you find yourself in. Naturally, whatever hatches from the egg will be completely and utterly loyal to you.



Ace Pokemon (600)

- Choosing one's starter is often considered the singular most important decision a trainer has to make. In your case, it was less of a choice and more like fate itself. Your starter Pokemon's abilities are enhanced to the point of being legendary. Its stats are improved, and it might have an ability or moves that others of its species don't even have access to. It even manages to grow stronger at a faster rate, and its strength improves as the bond between trainer and Pokemon grows stronger.



Ace Trainer (600)

- You know how to train a Pokemon. When most people think of Pokemon training, they think of things like physical statistics, abilities, movepools, and other basic attributes. You go beyond that, though. When you train a Pokemon, you train its very soul. The Pokemon under your care and supervision can become greater than the sum of their parts with effort and dedication, in ways that can't be easily described in words. Given time, care, and effort, any Pokemon under your tutelage can enter the top percentage of ability for its species.



Resident Perks



Field Dominance (100)

- Fighting in certain fields can be considered a skill in its own right, and a skill can be mastered. With this, you know the best ways to use the terrain to your advantage, and can quickly push the momentum of battle in your favor if your opponent can't keep things from spiraling out of control. However, this perk works best when you're pressing your advantage. If your opponent can find ways to keep you in check, you might find yourself losing your advantage if you can't come up with a new plan of action on the spot.



Come Back Later (100)

- Gym leaders in the Reborn region are notorious for being unavailable to their challengers, shopkeepers are notorious for keeping their doors locked, and breeders are notorious for going missing. And yet, nobody seems to do anything about it. This perk lets some of their ability to shirk their duties rub off onto you. In this jump and others, you'll be able to avoid your responsibilities until it's convenient for you to actually do your job. Just keep in mind that some things might not be able to wait forever.



EXP Share (200)

- This is not the item that goes by the same name, but rather an innate effect you have on your Pokemon, and even your companions and followers. When you train someone or something other than yourself, others under your tutelage will gain similar experience, as though they themselves had undergone a portion of that training. You can choose which of your subjects gain experience if you'd rather have some of them not gain any, but you cannot determine the individual rates that others gain experience at.



Glitch City (200)

- Everywhere you go, there's a banging techno soundtrack playing just for you. While this has the effect of setting the mood, it also has the effect of giving you a sort of beneficial tunnel vision. In battle, you'll find the music keeps you pumped, but focused, like you're in the zone. While exploring you'll find that it's easier to hop ledges and jump across rocks like you've been through the area dozen times. It's not a physical boost, it just puts you in the zone. This can also apply to other music perks, since swapping music out in Reborn is easy.



Signature TM (400)

- Although it isn't native to the Reborn region, custom TMs are common in some other regions, like Aevium. This perk grants you a special TM, one you can use repeatedly, that teaches your Pokemon a move of your design. Generally speaking a custom TM is a powerful attack with an additional effect, but you can make it a special type of status move, one that boosts your stats or inflicts ailments on the target. You're limited only by your imagination and the types of Pokemon that can learn it. Try to keep it within the realm of balance.



Reborn Restoration (400)

- Things in Reborn City might look bleak, but there's nothing stopping anyone from fixing it. By paying a sum appropriate to the effort entailed, you can restore things in the world to their optimal working condition. Naturally, this isn't purely altruistic, and being a sponsor entitles you to reap the rewards of their work. Fund the repairs for a research center to find stronger Pokemon for you, or fund the repairs for a Pokemon center in an abandoned town to conveniently heal your party.



Mega Z-Ring (600)

- Particularly ambitious trainers in the Reborn region own a Mega Z-Ring, which is effectively a mega ring and a Z-ring combined into one. On top of that, you can choose one mega stone and one Z crystal to have in your possession. You can even own a custom mega stone or a custom Z crystal for one of your Pokemon, giving it a unique mega evolution or a unique Z move. Try to keep it within the realm of balance.



Crests to Impress (600)

- Shaped similarly to bracelets, crests are a type of accessory that contain an energy that resonates with certain Pokemon. So long as a Pokemon is equipped with their crest, they become more powerful in ways similar to a mega evolution, albeit not as drastically. Unlike mega evolution, you can have as many Pokemon on your team using crests as you'd like, though it does prevent them from using other held items. You get an assortment of crests for six Pokemon of your choosing. Worth noting is that crests are stronger when given to otherwise weak Pokemon.



Terrorist Perks



Field Mutation (100)

- When people get used to fighting on certain fields, they unconsciously start to form strategies before a battle even begins once they think they know what field they're going to be fighting on. With this, you become an expert at changing the field to better catch your targets off guard. Set a forest on fire, collapse a building, freeze a lake; Flashy or subdued, you can turn terrains upside-down or inside-out. Your tactics are like an ambush, but be careful that you aren't hoisted by your own petard if the new terrain cripples your own strategy.



The Uniform (100)

- Grunts, admins, and even leaders of a competent evil team have to have a uniform. Something that says to the world that you're large, in charge, and to be feared. When wearing your uniform, thugs and gangsters will respect your hustle and either leave you alone or offer their services. Acts of terrorism will terrify. Self-proclaimed heroes will gaze upon your uniformed self and demand justice, even when it would be foolish to do so. And as a bonus, when not in uniform, you can easily pass yourself off as an ordinary law-abiding citizen.



Those Two Guys (200)

- With this you get a pair of lackeys. Don't bother learning their names; they're not important. What is important is what they're going to do for you. Completely useless in a fight, their specialty is in the mundane. Whether it's picking up antidotes from the Pokemart or manning your secret base's security system, they've got you covered. They can effectively and efficiently do any menial task that you can do, so long as it doesn't directly involve them in conflict. And, of course, you get two of them.



Didn't Do Nothing (200)

- You're an expert at negotiation, monologuing, and setting up a fair fight. Of course, all of those are lies. You're an expert at fighting dirty while keeping up appearances. It might look like you're negotiating, but you're really getting them to lower their guard for an ambush. You're not monologuing, you're just stalling for time while your trump card powers up. And fighting fair? You're not just an expert at fighting dirty; You get your target to think it's a fair fight right until you pull the rug out from under them.



Xen Snag Machine (400)

- Imported from the Orre region and given a few custom adjustments, the snag machine allows you to capture Pokemon that belong to other trainers. This snag machine has one major drawback when compared to its traditional counterpart: This snag machine will instantly and automatically corrupt the Pokemon it catches, turning them into shadow Pokemon that are more immediately powerful, but also making them violent and aggressive. Shadow Pokemon cannot grow stronger unless you find a way to revert them back to normal first.



False Idol (400)

- You receive a Ditto, but this one has a very special power. After being subjected to the religious zeal of the servants of the Lord, it eventually came to understand those words and feelings. As a result, it does not copy the Pokemon in its immediate environment, but has instead become capable of transforming into legendary Pokemon at will. Transforming into a being like Arceus is easily possible, but as but a false idol, it cannot hope to mimic the true Lord's power. In future jumps, it is not limited to solely imitating Pokemon.



PULSE Machine (600)

- A bulky machine that can be hooked up to Pokemon. The machine renders them mostly immobile, but enhances their other abilities exponentially. A Pokemon capable of short-range telekinesis can teleport entire cities at will. A Pokemon capable of summoning vines can turn city districts into forests. Use of the machine is painful and can be psychologically damaging to unprepared subjects. Pokemon with strong feelings toward you will probably be able to endure it, but be prepared to dispose of the ones that don't.



Remote Body (600)

- A mechanical body, completely indistinguishable from yourself, and somehow capable of using your powers. It is not autonomous or capable of independent action, and requires your direct input to control. Take good care of it: You only get one, though it will be restored to perfect condition and returned to your warehouse at the end of each jump. Comes with mechanical wings and a laser arm cannon, and a pod in your warehouse for your main body as you control it.

Supplies

You get 200cp you can spend in this section, and a 50% discount on one special item.

All supplies regenerate after one week if lost or consumed.



Regular Items



Regular items are items that can be readily found in most shops, but will quickly deplete one's wallet.



Candy

Common candy is used in the Reborn region to weaken one's own Pokemon by lowering its level.

Rare candy is a valuable item that can immediately increase a Pokemon's strength by increasing its level.

(Free) 24 Common Candies

(100) 12 Rare Candies



Medicine

Potions help a Pokemon recover from any injuries they might have sustained.

Antidotes counteract poison, while full heals can counteract any ailment capable of being inflicted by a Pokemon.

Revives and max revives don't bring Pokemon back from death: Just from unconsciousness.

(Free) 6 Potions, 3 Antidotes

(50) 12 Super Potions, 3 Full Heals, 1 Revive

(100) 18 Hyper Potions, 6 Full Heals, 3 Revives, 1 Max Revive



Pokeballs

Pokeballs are the iconic tools used to capture Pokemon. Specialty balls are niche and include balls like the heavy ball which works best against heavier Pokemon, or the dusk ball that works best at night or in dark areas like caves.

(Free) 6 Pokeballs

(50) 12 Great Balls, 3 specialty balls

(100) 18 Ultra Balls, 6 specialty balls



Miscellaneous

(100) 6 battle items

Battle items are items used in battle by the trainer, like the X items, dire hit, or guard spec.

(100) 6 single-use held items

Single-use held items are consumable items a Pokemon holds and uses in battle, like an air balloon or power herb.

(50) 12 assorted berries

Berries can be held and consumed by a Pokemon in battle for various effects like healing or status recovery.

(50) 18 assorted gems

Gems are held and consumed by a Pokemon to power up a single attack of the corresponding type of the gem.

(50) 24 Max Repels

Repels keep weak wild Pokemon away from the user, and are very useful for exploring or just traveling in general.

(50) 6 Pokesnax, 1 Gourmet Treat

Pokesnax can function as a meal replacement, but are best used as bait to lure strong Pokemon.

Gourmet treats fetch a high price and are especially popular with extremely powerful Pokemon.



Special Items



Special items can only be found through grand exploration and arduous questing, if they can even be found at all.



Focus Band (100)

- A band that, when equipped, allows its holder to stay conscious when struck by a blow that would have knocked them out. Normally this is random and has a fairly low chance of happening, but this band in particular is rigged to always allow its owner to endure one finishing blow, once per battle. An item like this can be used to pull off tricks that snatch victories from otherwise unwinnable situations, informally referred to as F.E.A.R. tactics. Gimmicks like that rarely work against the same opponent more than once, though.



Tying The Knot (100)

- A guide on the obtuse art of Pokemon husbandry. The guide itself is detailed and goes at length in discussing the variables involved in Pokemon breeding, but is neither monotonous nor difficult to understand. It also comes with a large bundle of cryptic items supposedly involved in the breeding process, like enchanted red string, a plain-looking stone, several jars of incense, and some training gear. Even a portable incubator to keep your eggs warm. If taken with the Pokemon Ecchi Version drawback, the guide includes many photos and illustrations.



Plates & Memories (200)

- A full stock of all 18 plates and all 18 memories. These are items specific to Arceus and Silvally that allow them to change typing in battle, but other Pokemon can use them to power up certain types of attacks. Observant jumpers might notice there are 18 plates when normally there would only be 17. Included in the stock are the secret ???-type plate and memory, allowing Arceus and Silvally to become a type with no resistances, immunities, or weaknesses. There are rumours of a 19th belonging to a "Nuclear" type, but it may or may not even exist.



Amplifield Rock (200)

- Difficult to use and even more difficult to master, the Amplifield Rock is a rare and special type of held item that causes fields created by its holder to become more pronounced and last longer. Making the most out of this item practically demands a certain mindset on the part of the trainer, willing to build entire teams around strategies like trick room, or willing to stack weaknesses and use a full team of a single type just to take advantage of the field their Pokemon summon forth. Not recommended for casuals.



Department Store Stickers (300)

- It seems like an investment scam, but you're basically paying points for the privilege of paying money. Reborn City's department store has a strange system, where certain floors are only available to those with the prerequisite number of department store stickers. Simply put, you have a full set of stickers. Now you won't have to pull your hair out looking for that stone you need for an evolution or that item you need to counter a gym. In future jumps, no merchant would dare hide their stock from you, or restrict your purchasing power.



Eviomight (400)

- A lump of some unknown substance, deemed evolutionary matter. It taps into the stores of energy normally reserved for evolution, allowing a Pokemon that still has the potential to evolve to vastly increase its power. Traditional Eviolite boosts a Pokemon's defenses, but the Eviomight you're purchasing here will increase all of their abilities. Eviomight offers more power to Pokemon that choose not to evolve, rather than ones who haven't met their evolution conditions, and makes it easier to justify keeping a personal favourite from evolving.



Golden Gear (400)

- A full set of golden equipment that allows the user to traverse terrain in a multitude of ways. A golden axe to chop down trees, a golden hammer to smash rocks, golden gauntlets that allow you to effortlessly push boulders around, a golden surfboard to travel across water, and even golden wings to casually soar back home once you've finished exploring the world. Generally speaking, these items can replicate anything a Pokemon could do, so long as it pertains to traveling. They're useless in a fight.



Unstoppable Forces (500)

- A set of three choice items: Choice Band, Choice Specs, and Choice Scarf. These items drastically increase the wearer's physical attack power, special attack power, and speed, respectively. As a drawback, they force the user to repeat the first move they used upon entering battle. In a Pokemon battle, returning your Pokemon to its Pokeball is enough to "reset" the item and allow them to use another move when they return. These are some of the most powerful held items available for offensive teams.



Immovable Objects (500)

- An assault vest that, when worn, drastically increases the user's special defense but prevents them from using non-attacking moves. A rocky helmet that, when worn, causes enemies that strike the target to take damage in return. Black sludge that normally damages its wearer, but instead will slowly heal any poison type equipped with it. While they lack the raw power of some of their offensive counterparts, these items open up opportunities for defensive teams to build themselves up into unstoppable walls.



Lorb & Lefties (600)

- The life orb is an item with a mysterious background, but its effects are clear. At the cost of some of its user's life energy, the life orb will power up its users attacks by a noticeable amount. The leftovers appear as the mostly-eaten core of an apple, and act as both a regenerating source of sustenance, as well as a source of passive recovery for its holder. These are the most sought-after items for hardcore battlers, because any offensive Pokemon can make use of the life orb, and any defensive pokemon can make use of the leftovers.



Blue Moon Ice Cream (600)

- Ame's favourite. With a flavour hard to describe even by jumper standards, Blue Moon Ice Cream is an unimaginably rare treat that few will have the opportunity to lay their hands on within a lifetime. It doesn't have any particularly special effects, but offering it to someone is a great way to make fast friends. If you give this to a Pokemon, even one that despises you with every fibre of their being, you'll be besties before they've even taken their second lick. You can sell it for a small fortune if you'd like, and you'll still receive a new one later.

Companions

All Pokemon caught in other jumps can be brought in as followers for no cost.
Be advised that you may not be able to use them immediately.



Imported & Created Companions



Starter (Free)

- A Reborn-sanctioned starter, given to you either when you arrived as a drop-in or received at some point during your origin story. This can be any of the fire/water/grass starters from the main games. You can also choose for your starter to have their hidden ability right from the start for no extra cost, because hidden abilities are common in Reborn.



Jackpot! (50cp) (Replaces Starter)

- There used to be a machine that would randomly pick a starter Pokemon for you. What a lot of people didn't know was that there were several extremely rare jackpot starters you could get from the machine. Since you're paying at a premium, you can have a free pick of Eevee, Pichu, Gastly, Riolu, Ralts, or Gabite to be your starter, instead of what you would have normally received from the starter selection.



Friends, Rivals, and Friendly Rivals (100)

- Import or create up to eight companions, each with an origin of your choice and 600cp to spend on perks. Companions cannot take companions of their own, nor can they take drawbacks.

If you want to import a companion as a Pokemon, use the Create-a-Pokemon option below.



Create-a-Pokemon (100)

- Import a non-Pokemon beast or create an entirely new Pokemon as a companion. One Pokemon per purchase. Use the CAPmons supplement to determine their strength.



Friend Finder (100)

- Is there a person in Reborn that you came to like (somehow)? You'll meet them in friendly (or at the very least, less-than-hostile) circumstances, and will have multiple chances to get to know them better. You can offer to let them join you and if they accept, they become a true companion.



Special Companions



Tour Guide (100)

- You don't receive anything. Rather, you'll randomly be visited by a friendly Mew that wants to guide you on your journey. If you're lost or in a pinch, it'll give you a helping hand or an emergency teleport. If it's just bored, it might start showing you paths toward treasure, or it might be leading you towards conflict if it's feeling especially playful. If you're backed into a corner, it might even show up prepared to defend you, but it would be foolish to rely on its whims. It won't let itself be caught. Not immediately, anyways.



Corrupted Pokéball (200)

- You receive a Pokéball containing a modified Silvally: the Type-Full. A masterpiece of science, the Type-Full can be considered a perfected Silvally. Slightly stronger in all respects, it also learns some additional moves like Extreme Speed and Recover, and gains the ability Protean. It's a Pokémon truly worthy of being compared to the legends that Silvally was designed to replicate. However, as the name implied, the Pokéball itself is corrupted and won't open. You'll have to find someone who can repair it, which is a lofty task on its own.



Gather Cube (300)

- At first, all you receive is an empty cube. Scattered around the region, you can find cells. These cells don't do anything on their own when inserted into the cube, but with the right application of science, those cells can form a powerful and legendary Pokémon known as Zygarde. With as few as ten cells, you can claim a Zygarde-10% for yourself, or collect fifty cells for the powerful Zygarde-50%. If you manage to find all one hundred cells, you can summon forth Zygarde-Complete, a true titan of a Pokémon, but a search like that could take years.



Legendary Pokémon (400)

- Every known Legendary Pokémon is available in the Reborn region, albeit all of them are elusive to the point that most people aren't even aware of them. The reason this is in the companion section instead of somewhere else is that there's a difference between catching a legendary Pokémon and truly having one as a companion. Catching a legendary Pokémon is akin to catching an avatar that holds only a fraction of its power. With this perk, you can meet the legendary Pokémon and, if they offer to join you, truly bring them with you on your chain.

Taking Arceus as a companion requires completion of the scenario Where Love Lies.



Ultra Cruise (Free, Challenge)

- Once upon a time, a mysterious stranger would offer a Poipole to trainers who truly dedicated themselves to the task of catching every Pokémon in the region. If you can catch every native Pokémon in the region, including the avatars of each legendary Pokémon but excluding the ultra beasts, you will meet this stranger. Instead of offering you a Poipole, they offer you the chance to visit the realms of the ultra beasts. What happens next is up to you, for better or for worse. Exploring ultra space may result in some lifeforms becoming perceptive of you. If you're lucky, you'll be able to capture them just like the ultra beasts. Be extremely cautious of those you can't.

Drawbacks

Max **800cp** gained from drawbacks.

No limit if you take the Interceptor drawback.



Interceptor (+0)

- You become the interceptor. This removes the drawback limit. You cannot die from non-ritualistic means. Even if you were to die, time would revert to the last point your Pokemon were fully recovered (typically a Pokemon center). However, this comes with several drawbacks. Firstly, you become unable to use any out-of-jump powers for the duration of this jump. Secondly, you cannot do battle with your own body, and must use Pokemon to fight in your stead. And finally, the very existence of an interceptor implies that the world is in imminent danger, and it is up to you to cast the world into the light, or into the darkness. What this means will become clear to you as you near the end of your journey. Failure will cause this jump, and all progress you've made within it, to revert back to the moment you first arrived in Reborn. Until you are able to succeed in your goal as Interceptor, you will be unable to leave this world.



Level Cap (+0, Default) (Mandatory if taken with Interceptor)

- Pokemon here are defiant, and start to become disobedient if their trainer isn't worthy. Over time, your Pokemon will begin to disobey you, or may stop increasing in power, unless you can gather enough badges to warrant their respect.

If you took the Interceptor drawback, this drawback is mandatory.

Otherwise, this drawback can be disabled, but all other drawbacks will only provide half of their listed value.

Note: This drawback will not make any battle unwinnable. It just means you have to strategize more efficiently.



Pokemon Ecchi Version (+100 or +0)

- Pokemon you catch are immediately sexually receptive towards you and Pokephilia is also considered perfectly accepted in society. They will become extremely affectionate or even outright demand sex if they prove to be the MVP in an important battle, and will refuse to battle for you until you physically reciprocate their feelings.

By forfeiting the 100cp bonus, the first sentence of this drawback can become a jump-wide perk, allowing you to fuck all sorts of Pokemon and other beasts at your leisure you sick fuck.



Bad Fanfiction (+100)

- No matter your gender, people will refer to you in they/them pronouns. No matter your sexuality, people will assume you're bisexual (or if you're unlucky, pansexual). No matter how often you speak, and despite people clearly hearing and understanding you, they will state that you are mute and often make jokes about it. People around you will attempt to break the fourth wall despite this being an actual world, and the delivery will always be stiff and uncomfortably awkward. Expect some out-of-place references to certain other settings, too.



Item Ban (+100)

- Items will not be allowed in trainer battles. Items your Pokemon bring into battle with them, like berries and held items, are allowed. You as the trainer are not allowed to use items such as potions or revives. This means you will need to prepare in advance and teach your Pokemon how to heal themselves, avoid status, and empower their abilities in battle without your intervention. There is one silver lining: It goes both ways, and your opponents will also refrain from using items in battle.



The Waiting Game (+200)

- After each gym, there will be a one-year waiting period before you can challenge the next. During this year, no major events will happen. Locked doors will stay locked. Blocked-off areas will stay blocked-off. It will be incredibly boring and every day will feel the same, with little to do outside of some minor training. It's like you're waiting for the world to update, for a new episode of your own adventure to be released. Years spent waiting do not count towards your ten year stay.



The Super Melia Super Show (+200)

- You are not the main character. At least, that's how it might feel at times. An acquaintance of yours will be the one receiving all the positive attention. Everyone will praise them for their accomplishments. Everyone will listen to them and adore them and they will lead whatever groups you find yourself mingling with. Even if you do manage to take charge or accomplish great things, your acquaintance will take all the credit for it without even trying. You still receive all negative attention and criticism as usual.



Nuzlocked (+300 or +500)

- You won't have to release every Pokemon that faints, but opposing trainers will be noticeably less inclined to hold back in battle, and Pokemon being killed in what would normally be a playful sport isn't considered taboo or even unusual. To say nothing of what the terrorists in the region might do in the efforts of getting you to withdraw your Pokemon or surrender.

Optionally, for the full 500cp total, you really will have to release any Pokemon that faints in battle. It becomes an irrepressible compulsion.



I Am The Champ (+300 or +500)

- By the end of your ten years, you must be the regional champion. If you are not the champion at the end of your jump, it will be treated as failure and you will exit your jump without retaining any of your perks, items, or caught Pokemon.

If taken alongside the Pokemon Rejuvenation freebie perk, you may choose which region you will be the champion of, Reborn or Aevium, or choose both and gain 500cp in total.



Ow The Edge (+400)

- Pokemon Reborn is known for being edgy. Laughably edgy at that. With this drawback, you can expect to bear witness to the worst that this setting has to offer, and then some. Your friends will be thrown into volcanos (yes really), poison types will gas people to death (yes really), lesbians will lock people in underwater prisons and wait for them to either drown or starve to death (yes really), and masked villains will go on murder sprees with samurai swords (yes really). You might find these things less humorous when you're on the receiving end of them.



Secret Sorcerer (+400)

- Magic is real and also really dumb, especially in this world. Expect to be accosted by ghosts, sent through portals into alternate timelines and alternate universes, enter rifts containing incredibly powerful (and uncatchable) Pokemon tormented by their own personal hells, wander around literal nightmare dreamscapes, get sucked into computer worlds where everything is exactly how you remembered it ("it" being Pokemon Red & Blue on the Game Boy), and then get spat back out just in time to watch some crazy lady encase an entire island in nevermeltice.



Insurgence (+500)

- Cults. It seems like every region has one, but Reborn is going to have a bit of an infestation thanks to this drawback. Every major legendary Pokemon has a cult around it now, and somehow, each cult decided that you're the secret ingredient to bringing about the apocalypse or ragnarok or whatever hell-on-earth their god is promising them. They're not bound by any sort of honour, so don't expect a fair fight from them. And if they manage to nail you to their altar and sacrifice you, that might just be the end of your entire chain.



Field Incompetence (+500)

- You just can't wrap your head around these stupid field things. When you know your opponent uses fire types, you're going to bring water types. It's the obvious response. Then you're going to discover that a superheated field in harsh sunlight makes water types comically inept at fighting what's supposed to be the paper to their scissors. With this drawback, all perks related to field effects are disabled. You even lose your field notes. Expect to rage a lot when things don't go as planned, but don't expect to learn much from your mistakes.



Pokemon Reborn Hardcore! (+600)

- In a word: Intense. Expect gym leaders to use moves you've never heard of before. Pokemon you'd have no feasible way to prepare for. Legendary Pokemon with all the strength you'd expect, and used against you in ways you didn't. You'll think things won't be able to get any harder without simply becoming unfair, and then things will simply become unfair. But who knows? Maybe it'll be the push you need to truly improve your skills and master the art of Pokemon battling.



Techie Johnathan (+600)

He's a guy with a Mega Rayquaza and if you take this drawback, he's out for your blood. Good luck!

Scenario



Where Love Lies



Instead of finding yourself in the Grand Hall at the beginning of your journey, you find yourself seated on a train. Looking out the window shows an endless expanse of sand and desert, a perfect example of the kind of lifeless wasteland the region has become.

Pondering this, someone sits across from you, and tells you that it wasn't always like this.

As you turn to look at them, you hear a loud crash, and everything goes black.

When you come to, you'll find yourself in a beautiful city filled with happy inhabitants. Luscious green forests and wildlife, crystal clear water teeming with aquatic Pokemon. A true utopia of a city. And then, as you try to take a deep breath in, everything goes black once more.

You wake up later in the Grand Hall. The train you were riding was destroyed in a terrorist attack, and you were knocked unconscious. What you saw was too vivid to be a dream. It was a vision of the past, and it's a goal for the future.

Your time in this world won't end until you've returned Reborn to its full former glory. Not only will this require obscene levels of hard work and dedication on your part, this isn't an undertaking that can be completed alone, no matter how well-suited your perks are to the job, because the citizens are what made Reborn City the way it was back then, and the way it is right now. You'll have to unite people and work together, and only when you've completely restored the region will your task be complete. There are groups that would actively seek to undermine your attempts, either out of greed or with the desire to evict all human life from the region. Even they will have to be convinced to join your side, or be removed.

And then, once all is finished, you must find a way to enter Reborn's core and summon Arceus to truly create a region reborn.

Your rewards for completing this task

Your first reward for completing this task is a capstone booster, upgrading all of the following perks you own.



The Suggesters

- You've become a bit of a fan favourite in their eyes, and now they're working harder to give you Pokémon you'll like. You'll end up with entire boxes of niche but powerful Pokémon with creative but useful sets you'd never come up with on your own.



Jools

- Jools himself joins you as a companion. He's pretty good in a fight, and this will make it much easier to find him since he'll be in your warehouse whenever you need him. In addition, he no longer needs a full day, and can perfectly train any Pokémon you'd like instantaneously.



Ace Pokemon

- You learned that there is no "I" in "team", so why would you settle for a single ace? Choose one more Pokémon to be considered an ace. Both of your aces become even stronger, surpassing their limits and going further beyond, even past the point of being considered legendary.



Ace Trainer

- You've come to fully appreciate the rewards of hard work. You can train Pokémon beyond their limits, to the point where a Pokémon you've trained would be considered a perfect ace Pokémon by any normal person's standards, standing on par with legendaries in their own rights.



Mega Z-Ring

- Your Pokémon saw the efforts you were making to help them, to help everyone. Their feelings for you reached the point where they could mega evolve on their own, and even without holding their mega stone. With training, you might even be able to control multiple megas at once.



Crests to Impress

- Reconstruction efforts unearthed a massive collection of crests. There's probably a crest for every Pokémon out there. And they even unearthed the tools used to make crests, meaning you can take the time to craft crests for monsters other than Pokémon with some trial and error.



PULSE Machine

- Working alongside Pokémon inspired the creation of a one-of-a-kind improved PULSE machine. This enhanced version is small enough to be worn like a suit of armor and does not completely restrict their movement. It's also no longer torturous for the wearer, but still painful.



Artificial Body

- Through sheer stroke of luck, you found the key to unlock the body's extra functions, and with the flip of a switch you've activated its autonomous control. When not being piloted, it loses access to your jumper powers, but remains a powerful machine with Pokémon-like intelligence.

The lord himself

Your second reward is bestowed upon you personally by Arceus, and depends on how you handled the terrorist threat in the region.

The reason terrorists were trying to force people to flee the region is because the area now known as Reborn City was once the home of Arceus. However, their methods and their mentality saddened the god they worshipped but could never summon.

If you destroyed or disbanded the terrorists in the region by force, Arceus will rise and reclaim the land that belongs to him. Magnanimous and benevolent, the region will prosper under his guidance, and you will be leaving the region in good hands. As thanks for returning his home to him in the condition he most fondly remembered it, he'll impart a small fraction of his power to you in the form of an extra 500cp you can spend before leaving.

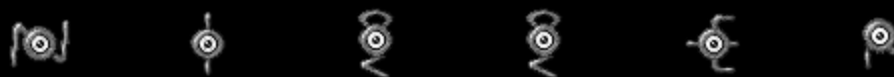


If you were able to work together with the terrorists in the region and truly convinced them to work with you instead of against you, Arceus will be pleased. Leaving his teachings with the reformed group, they will be able to guide the region in his place. Having no reason to stay behind, Arceus will offer to join you as a companion. His powers may have been exaggerated in the stories passed down, but he is still worthy of the realm of gods.



Notes:

- "Fields" are effectively the type of terrain you're fighting on. Fighting in a volcano would necessarily be different from fighting on a grassy plain, for example. Pokemon Reborn, the game, incorporated field effects as additional properties some types and some moves would have on certain fields. Fire moves would get boosted in a volcano, but moves like Lava Plume or Eruption would get even larger boosts. For the purposes of a jump, just think of "field effects" as being practical and using the environment to your advantage.
- For future jumps, perks that affect Pokemon can affect any beast, and catching a Pokemon is synonymous with taming a beast.
- Despite all of its faults, Pokemon Reborn is still better than any of the official Pokemon games.
- If you have any questions, ask in the thread. It'll help me figure out the stuff that doesn't make sense to people who haven't played Pokemon Reborn or Pokemon Rejuvenation, or the half-dozen other fangames referenced in various perks and such.
- Die Ame



The CAPmons supplement is below.

CAPmons

A CAPmon (Create-a-Pokemon) has **600cp** to spend in this section.

The CAPmon you make here represents the height of their ability.

If your CAPmon can evolve, this supplement represents their final evolution.

If you'd like, you can donate your own cp from the main jump towards your CAPmon, with each 100cp you donate granting an additional 200cp here.

Stats

HP - Health points. This helps them shrug off weak or resisted hits.

Atk - Physical attack. This determines the strength of their physical attacks.

Def - Physical defense. This helps them survive powerful physical hits.

SpA - Special attack. This determines the strength of their special attacks.

SpD - Special defense. This helps them survive powerful special hits.

Spe - Speed. This determines whether they or their opponent strikes first.

BST

Each point of bst (base stat total) represents one point you can put into the above stats.

A CAPmon's lowest stat must be no less than 1/2 of their highest stat.

(Free) 400 bst - On par with most low-tier Pokemon.

(100cp) 500 bst - On par with most high-tier Pokemon.

(300cp) 600 bst - On par with the avatars of some legendary Pokemon.

Typing

A Pokemon can have one or two types. Purchasing a tier lets use types in that tier and below.

For example, purchasing the 200cp tier is enough to create a Steel+Fairy typed Pokemon because both types are within the same tier, or a Steel+Fire typed Pokemon because Fire is in a lower tier than Steel.

(Free) Normal, Fighting, Flying, Poison, Ground, Rock, Bug, Ghost, Electric, Psychic, Ice, Dark

(100cp) Fire, Water, Grass - The easiest types to synergize and form a team core around.

(200cp) Steel, Dragon, Fairy - Generally considered the strongest types available.

Movepool

A Pokemon can technically learn any number of moves, but can only memorize four at a time.

(Free) Any existing moves.

(100cp) Signature Move. Try to keep it balanced. One per purchase.

Purchasing the 100cp Signature Move lets you fanwank one custom move for your CAPmon. It can be an attack or a status move. You can purchase it multiple times for multiple custom moves, and your CAPmon will learn these moves naturally either from the beginning or as it grows in power.

Ability

A Pokemon can have up to three abilities, but only one ability is active at a time.

(Free) Any existing ability, minus the exceptions

(100cp) Signature Ability. Try to keep it balanced. One per purchase.

(500cp) Huge Power, Pure Power, Wonder Guard

Purchasing the 100cp Signature Ability lets you fanwank one custom ability for your CAPmon. You can purchase it multiple times for multiple custom abilities, but remember that a Pokemon can only have one ability active at a time.

Special options

Minmax (100cp)

- Your CAPmon's lowest stat can be no less than 1/4 of their highest stat, instead of 1/2.

The Kindred Fates Treatment (100cp)

- Your CAPmon gets a makeover. No matter what kind of beast you imported into the CAPmon role, or what general concept you had in mind when you were making it from scratch, the appearance of your CAPmon will be finely tuned so that it perfectly matches the Pokemon aesthetic. What the Pokemon aesthetic looks like is up to debate, so consider this a subjective opinion. Your CAPmon will look just right, nothing more and nothing less.

Mega Evolution (100cp)

- Your CAPmon has a mega evolution. A mega evolution requires the corresponding mega stone for the Pokemon as well as a mega ring for the user. This perk does not give you either, but you can purchase them in the main jump or otherwise acquire them through other means on your journey. A mega evolution grants an additional 100 BST, an ability that is active during the mega evolution (can be new), and possibly a new typing (can only change one pre-existing typing, or add an additional typing if the CAPmon has only one type). Something to keep in mind is that a Pokemon requires a trainer to mega evolve, and a trainer can only control one mega evolution at a time. Fanwank appropriately.

Legendary (500cp or 600cp)

- Your CAPmon is a legendary Pokemon. Do not purchase tiers for BST or Typing: This CAPmon has a BST of 750 and can be any typing. However, in exchange for this massive boost in power, you do not start with this Pokemon as a companion. It becomes feral and will abandon you in favour of choosing to rest in a place where no one will find them. If you fail to find this CAPmon before your jump ends, you run the risk of losing them forever. Paying the full 600cp cost grants you a safety net: If you fail to find and capture them before your jump is complete, they will return to you before your next jump but will not keep any of the powers gained here.

Aurumoth



Type: **Bug** **Psychic**

Abilities: **Light Metal**
No Guard
Weak Armor

HP: **110**
Attack: **120**
Defense: **99**
Sp. Atk: **117**
Sp. Def: **60**
Speed: **94**

Move 1: **Tail Glow**
Move 2: **Psychic**
Move 3: **Focus Blast**
Move 4: **Thunder**

Item: **✦ Fightinium Z / ✦ Electrium Z**
Ability: **No Guard**
Nature: **Timid**
EVs: **252 SpA / 4 SpD / 252 Spe**

Drawbacks

Useless Ability (+100) (Cannot be taken with Detrimental Ability)

- Your CAPmon effectively has no ability, and can only have abilities regarded to have no competitive use, such as Illuminate, Run Away, or Honey Gather.

Detrimental Ability (+200) (Cannot be taken with Useless Ability)

- Your CAPmon can only have abilities that actively hinder them, such as Klutz, Truant, Defeatist, or Slow Start. You can potentially use this to your advantage with moves such as Skill Swap, but the effort involved means the loss of a move slot and giving your opponent free time to set up or attack, and can make your plans backfire incredibly.

Wild Child (+100)

- Instead of being on friendly terms, your CAPmon acts like a freshly caught feral, with no affection toward you, and will mature much more slowly until you can convince them to work hard for you of their own volition.

If taken with Legendary, your CAPmon will outright hate you and try to kill you if you can't make a strong first impression when you find them.

Fakemon (+100)

- Your CAPmon turns heads, but not in a good way. Whether you imported something particularly strange or you made something that's not quite right, people are going to look at your CAPmon and say to themselves, "That does not look like a Pokemon." Even if your CAPmon looks great, you're probably the only one that thinks so.

Worst Gen (+100)

- What's your least favourite Pokemon design pattern? The angry Toriyama eyes of gen 1? The random spikes and stripes of gen 4? The tropical waifufaggotry of gen 7? Well I've got bad news for you: You're going to have to add your least favourite Pokemon design trope to your CAPmon.

As a silver lining, this makes it blend in with other Pokemon a bit more easily.

DJ Khaled (+100)

- Your CAPmon loses its ability to speak, if it had one, and can now only say its species name. If your CAPmon never had the ability to speak, even its growls and other animalistic noises will involve it unintentionally saying its own name more often than not. Even if you're a Pokeglot, understanding it will be difficult, like it has a heavy accent of some sort.



Supplement Notes:

- Making a broken CAPmon with the supplement is easy, but that shouldn't be the goal. Make something you like.

If you what you like is broken Pokemon then be my guest and make them. Just remember that if you want them to be truly broken, there are much better jumps with much higher power levels you could bring your CAPmons into.