

NPCs of Pokémon

Inspired by the song "[Try to Catch a Few](#)", by Smooth McGroove and Dookieshed

Jump by dragonjek

Version 1.2

Welcome to the world of Pokémon!

There are plenty of great legends in this setting. Legendary Pokémon who encounter legendary heroes, and the legendary trainers who manage to catch them. You may even have been one of those Pokémon, heroes, or trainers before.

But in this jump, you're unlikely to ever meet them, unless it's to be stomped on when the protagonist shows up to fight your Weedle with their shiny, max IV's, EV-trained Moltres.

That's right, you aren't the hero of the story this time. You're one of the multitudes of normal-ish people out there, just trying to get by in a world of superpowered creatures.

You have **+1000 Choice Points** to begin your life as an NPC.

Location

Don't worry, you won't be required to stick around one place and wait for someone to show up and battle you. You have freedom! Quite a lot of freedom, actually, especially when it comes to picking where you start. You can pick any region in the Pokémon franchise to start off; this includes starting at some point in the past, such as the Hisui region. Furthermore, you can pick any location in your chosen region, although you should keep the strength of your Pokémon in mind in case you're thinking of starting off on Victory Road.

Trainer Class Categories

What sort of Pokémon trainer are you? Now, there are quite a few trainer classes at this point, so for convenience's sake they'll be sorted into Categories. Some classes qualify for more than one Category; however, you must still choose only a single Category that your class qualifies for. You may be a drop-in, or you can choose to have a history in this world.

Junior (Free):

A young Pokémon trainer, you're just setting out on your Pokémon journey... and statistically speaking, you probably aren't going to go very far, in both the metaphorical and literal sense. This is the category where you find classes such as the Bug Catchers, Campers, Lassies, Picnickers, Ninja Boys, School Kids, and the ever-popular Youngsters.

High Class (Free):

Maybe it's wealth. Maybe it's beauty. Maybe it's something else. The cause doesn't matter—there's something about you that places you above other people. At least, above them outside of a Pokémon battle... In this category you'll find classes like Beauty, Gentleman, Idol, Rich Boy, Lady, and Socialite.

Competitor (Free):

You live to compete, both with a Pokémon and without. You're involved in some kind of sport or other form of athletics, and are always looking to improve over

the person you were yesterday. This category also includes various kinds of combatants. When the protagonist kicks your ass in a Pokémon battle, at least you have the consolation that you'd probably win in fisticuffs. This category contains classes like Battle Girls, Cyclists, Black Belts, Ninja Boys, Roller Skaters, Infielders, Hoopsters, Swimmers, and Athletes.

Traveler (Free):

Why would anyone restrict themselves by living in a single location their whole lives when there is a whole wide world out there waiting to be seen? You are fond of traveling, and have probably been to at least one other region before. At least you can hold that over the head of the superior trainers when they beat you—*they* probably haven't been to half the places you have. Numbered amongst this category are the Hikers, Backpackers, Tourists, Sailors, Swimmers, Cyclists, and Honeyymooners, to list a few.

PKMN Lover (Free):

Pokémon are amazing, aren't they? You love Pokémon so much, it's just bursting out of you! Maybe you love all Pokémon, a certain type, or maybe a single, specific Pokémon, but you're someone whose life revolves around Pokémon to a greater degree than an ordinary trainer's. It doesn't matter if someone defeats you as long as you still love your Pokémon in the end, right? Included in this category are the Bird Keepers, Bug Catchers, Fishermen, Pokéfans, Ace Trainers, Poké Maniacs, Scientists, Dragon Tamers, Pokémon Rangers, and Pokémon Breeders.

Criminal (Free):

All these chumps following the law... don't they know that they're just going to get screwed over by people who are more open-minded? That'll never happen to you. You're a criminal—maybe a petty thief, maybe a career criminal, but one way or another you're breaking the law. Just stay away from anyone who seems like they emit a "protagonist" vibe, okay? Historically, fighting them doesn't end well for your type. This is the type of category for the Burglar, Grunt, Roughneck, Punk, Street Thug, and Hooligan.

Supernatural (Free):

There is more to the world than what you can see with your own eyes. There are great powers out there, divinities who work in mysterious ways, and strange

energies that can only be wielded by those who open themselves up to it. You have allowed power to enter you, and have become greater for it. Maybe your skill in Pokémon battles doesn't equal that of a devoted Pokémon trainer, but at least you have powers! Classes in this category include Mediums, Psychics, Channelers, Fairy Tale Girls, Ninja Boys, and Hex Maniacs.

Intelligentsia (Free):

You are a learned man (probably in the field of Pokémon), and smarter than the average man. Or at least, you know more, which is probably more useful in the end compared to raw intelligence, anyway. Maybe you can engage the protagonist in a battle of wits instead of a battle of Pokémon? You might win that way. Scientists, Super Nerds, Engineers, Nurses, Poké Maniacs, Ruin Maniacs, Executives, and Teachers all count as members of this category.

Content Creator (Free):

You know how to put on a show! Maybe it's a hobby, or maybe you've hit it big and are doing it as a job, but you've got the hang of some kind of art or craft. Fortunately, you're good enough at it that you'll be able to earn your money back after the protagonist beats up your Pokémon. This category includes Musicians, Dancers, Artists, Idols, Beauties, Aroma Ladies, Chefs, Gardeners, Firebreathers, Kimono Girls, Jugglers, and Clowns.

Wage Slave (Free):

You're just a person with a job. Maybe it's actually an interesting job, but ultimately, you have a role to play in society, and without the time to put in your hours training your Pokémon you probably aren't going to win too many fights. This category includes Teachers, Cameramen, Janitors, Ranchers, Reporters, Maids, Butlers, Waitresses, Garçons, and Office Workers.

Serious Trainer (Free):

Now, someone who might not lose once they encounter a challenge! You're someone whose life revolves around Pokémon battling, and you've put in all the work to be the best that you can be. But honestly... you don't have much of a life outside of battling. You're probably a member of a class like an Ace Trainer, Rising Star, Gym Trainer, Dragon Tamer, or Veteran.

Perks

Time to put that CP to use on special abilities! Perks are discounted to their respective Category by 50%, and discounted 100 CP perks are instead free.

General Perks

You gain **+100 CP** to use for General perks only.

“I work here.” (Free):

It would be weird if you were a Dancer who didn’t know how to dance, or an Engineer who couldn’t do engineering. This perk has you covered—you know all the basic skills required to be a member of your chosen trainer class.

“For some people, Pokémon are pets.” (Free):

And for you, pets are Pokémon. Any item, perk, or ability from a jump document that is meant for “Pokémon”, can also be applied to your other pets (or if relevant, to animals or monsters you’re trying to make into a pet) or a sufficiently pet-like battle buddy. If you take the right perks or items, a pet wolf could do EV training, a dragon could be caught in a Pokéball, or a hamster could use Mega Evolution.

“I like shorts! They’re comfy and easy to wear!” (-50 CP):

Select a specific type of clothing. While wearing it, you and all of your followers, pets, and companions receive a boost to your morale, as well as a minor boost to your luck. It’s nothing big and won’t make a difference in battle, but you might find some Pokédollars in the cracks of your couch when you’re looking for change.

“Dropped my balls!” (-50 CP):

Don’t worry, that will never happen to you. You’re extensively trained in the fine art of throwing roughly-spherical objects. You could hit a Spearow out of the air with a rock, or nail a Joltik with a Pokéball from as far away as you’re able to throw. You’re also strangely good at juggling.

“Yo! Champ in making!” (-50 CP):

When you see someone who is in need of advice, and you have the knowledge that could help them, you'll know right away. You'll know what they need to hear, and why they need to hear it (so don't worry about accidentally convincing someone to commit a crime).

"... All alone in the world." (-50 CP):

It can be really boring in the wilderness, can't it? Especially so if you're forced to wait hours upon hours without end for a Pokémon or another person to show up. Well, not anymore! With this perk, you are now immune to boredom. No matter how much time, loneliness, or mind-numbing tasks weigh you down, you never carry any mental damage or degradation due to said influences.

"We're all named Grunt!" (-50 CP):

You are always distinctly identifiable as yourself. Even if you looked identical to another person, people can always pick out which one is actually you. If you and another character had the same name, other people could always know which [insert name here] is actually you if someone talks about you, and which is someone else.

This benefit also applies to your interactions with other people. If you knew three identical people who were only known as "Fisherman", you'd be able to pick out which Fisherman someone was talking about when they come up in conversation, and could pick out each one individually.

"I'm a heartbreaker. My name... Jumper." (-100 CP):

You're smooth, man. Like, wow, how do you handle all those love confessions? You easily become popular, and you always know the right thing to say to catch the attention of attractive people of your preferred gender. You've got skill and knowledge when it comes to flirting, and you have great pick-up lines that don't sound cheesy or trite... unless a cheesy line would work better on the particular person you're trying to flirt with, in which case you could come up with corny jokes by the dozen.

"I'm a cool guy, I have a girlfriend!" (-100 CP):

Well, maybe you do, maybe you don't. What you do have is all the skills needed to keep a girlfriend. You're sensitive to other people's feelings, can always tell when and why an argument is about to start, and you know when people are starting to

feel unappreciated. You're good at finding meaningful gifts that someone will enjoy, and you have a perfect memory for names, dates, and birthdays. You know when to listen and when to talk, and you're competent at any and all household chores. You know how to make romantic gestures without being overwhelming or cheesy; in short, you may not be special at getting in a relationship, but you excel at staying in one.

“We hope to see you again!” (-200 CP):

You possess comprehensive knowledge of how to provide medical care for Pokémon, from the nearly-human bodies of Machop to the slushy body of a Muk. Many Pokémon have unique anatomies, but you still know how to patch up their wounds and treat them for sickness. Furthermore, your medical treatments are super effective, capable of curing any status ailment after a single hour, and fixing even the worst of wounds after no more than a day... although do note that your medical techniques don't apply to *actual* humans.

Finally, you know how to maintain a positive bedside manner without reaching the point that you seem creepy or fake, and are skilled at providing a hospitable and welcoming environment.

“We don't know where it came from.” (-200 CP):

You have a peculiar ability to allow normally incompatible creatures to reproduce with each other. In this world, it might be Pokémon of incompatible genders or Egg Groups, while in the world of Monster Hunter you might get a Rathalos to reproduce with a Kirin, or something even stranger. It doesn't even require fertility on their part. The most peculiar thing about this ability is that all it seems to require is that the creatures get along with each other; no physical intimacy is needed. Instead, an egg containing the creature's offspring just... appears one day. You'll never see it happen, no matter how hard you try to keep track of matters.

You can choose which parent the baby has the species of, but it will possess some features of the other parent, even if not necessarily physically; it might possess abnormal special powers, although these will never interfere with what powers a creature of its type might naturally develop.

“Teehee... Woman's secret!” (-200 CP):

Where *do* you put your Pokeballs, anyway? You have some sort of extradimensional pocket from which you can pull out any small object you possess. Even if you left your Pokéball at home, you could reach behind you and pull it out, or reach into a pocket and draw out the phone you forgot in your car. This only helps you for objects you undeniably possess; if it was stolen, or if you lost it somewhere, you can't retrieve it. From an outsider's perspective, it just looks like you pulled something out from someplace they couldn't see, which could raise some serious confusion.

“Pokémon and humans take each other to greater heights.” (-200 CP):

You and your Pokémon may selectively share the benefits of your Perks, each of you serving to make the other better. For instance, if you possessed the perk **Cultivated Power**, both you and your Pokémon would be able to use your special powers, and both you and your Pokémon would develop an immunity to curses. This applies to both perks here, and in other jumps.

“Remember my super cool [Pokémon]?” (-300 CP):

Your Pokémon are different from regular Pokémon. It's like your Pokémon are in the top percentage of Pokémon... because they are! Every Pokémon you possess is augmented to become the very pinnacle of its species. They're as strong as it's possible for them to become, as fast as that species could possibly be, and as intelligent as a member of their species could dream of being... well, for a Pokémon of their level, at least. You still need to train for them to excel, but in gaming terminology it would be like they had max IV's in every category.

“Technology is incredible!” (-400 CP):

It sure is. And now, you hold its secrets. You know how to create all of the technology shown in the Pokémon series, from Pokeballs to TM's to Pokémon and item storage devices. If you tried hard and put in the time and effort, you could even make a Porygon! Evolve it into a Porygon2! And who knows, maybe you'll even create the program that would properly evolve it yet again, instead of the glitched form of Porygon-Z?

“And make it double.” (-400 CP):

What's better than two Pokémon fighting each other? A four Pokémon fight! But it can be hard to do double battles on your own, so here's a bit of help.

Upon your arrival in this world, your body doubled, and your mind expanded. You now have two bodies, which share a single mind which is capable of genuine multitasking, allowing you to direct both bodies completely independently of one another. Whether it looks like you are twins, or if you have different appearances, is entirely up to you.

As there are now two of you, you are capable of selecting an additional trainer class. You may select another class in the same category to improve your category discounts to a 75% reduction in cost, or you can select a class in a different category to have both categories receive a 50% discount. This can allow you to become a combined class, like how the Capoeira Couple class is made of a Black Belt and a Dancer (this is purely thematic, and does not further affect your discounts). Furthermore, as you have two bodies, you may select two different locations to arrive in this world.

The exception is if you are a Junior and a Junior, which can allow access to the Twins trainer class. The Twins class is used for solo battles rather than double battles, and require both of your component bodies to be... well, twins, with shared ownership of your Pokemon. If you're of the Twins class, you only get a single Pokémon Companion for free, and can have up to 6 Pokémon in your party. If you're of any other combination class or mix of classes, then you are required to spend **-50 CP** to get a second starting Pokémon so you can qualify for double battles, and each body can only have 3 Pokémon; you will find that you are incapable of carrying more active Pokémon with you.

In future jumps, you can determine at the beginning of the jump if your second body is present or not. You do not receive a second class or origin in future jumps; that was exclusive to this world. However, if you already had a method of taking multiple backgrounds or races at once, then at your discretion you may elect to enter the world as two people (or more, if you have another duplication perk from another source), each living the life of a separate background, rather than as one individual with multiple origins. Although you may choose to enter into two different locations in future jumps, you only have to pay any fee for choosing a location a single time; likewise, if the jump offers you points for rolling your location, you only receive those points one time.

Junior Perks

Cute Kid (-100 CP):

Young people are just cuter than adults. Genetically speaking, most species have evolved to consider their young to be cuter, which increases the protective instincts of the adults and increases the likelihood that the child will survive.

You're a prime example of cuteness, being completely adorable in just about everything you do. This is a trait shared by your Pokémon, which are themselves fantastically cute, even if they aren't a Pokémon conventionally considered to be such.

Childhood Innocence (-200 CP):

Children are innocent—not always good, but ignorant to all the dark, dirty, and dismal truths that adults are forced to confront. With that ignorance, comes a purity of heart that few people retain after adolescence. Fortunately, you are one of them; whenever it would be beneficial to you, you are considered to be “pure of heart” for various purposes, such as qualifying to wield a magical item or winning the affections of a Togetic.

Rapid Learning (-400 CP):

Kids learn faster than adults—and now, you do too. When it comes to learning new things, you learn them at three times the normal rate. This is especially prominent for picking up new languages and systems of writing. What's more, your Pokémon share in this learning speed, causing them to grow in EV's quicker, although this doesn't improve their rate of experience gain.

Just be careful... learning a lot of new skills is great, but you'll still lose out to raw power or someone who's mastered a given technique to its fullest potential.

Just a Little Kid (-600 CP):

You're too young for that sort of mushy stuff! Children are meant to be oblivious to adult means of display one's affections. Perhaps that's why you and your Pokémon are immune to any hostile attempt to reduce your Special Defense stat.

Furthermore, your Pokémon receive a blanket immunity to effects that would artificially infatuate them, such as the Attract move.

High Class Perks

The Beautiful People (-100 CP):

You might not be a Beauty, but you are a *beauty*... or maybe a handsome. Regardless of the precise details of your appearance, you look fantastic—and your Pokémon do, too, easily appearing to be some of the most gorgeous examples of their specific breed of Pokémon.

Wealth Breeds Wealth (-200 CP):

Whenever you obtain money from any source, you receive +10% as much wealth as you otherwise would have (rounded up, if necessary). Beat someone in a Pokémon battle? They might pay you 50 Pokédollars, but you'll receive 55. Pick up a bill for a hundred you found on the ground? You just got 110. This extra money is created ex nihilo.

Furthermore, unless you are deliberately attempting to crash the economy, you'll find that no amount of spending or buying on your part is capable of negatively affecting the state of the economy, so you don't have to worry about this extra money causing the currency to devalue. Finally, this extra income will never be noticed by the government or similar agencies, so you don't have to worry about being taxed for it, or being harassed over having untaxed income.

Acquiring Rarities (-400 CP):

Collecting is a common hobby, but the only people who can engage in high-quality, serious collecting are people with vast amounts of wealth to blow on minor matters. People like you. You find that whenever you are attempting to find something—or someone—rare or valuable, you will have increased luck in finding it, and circumstances will rearrange to make acquiring it a possibility (although by no means a certainty).

But it seems you've already acquired something quite valuable; for any Pokémon you possess, you may transform to and from a "shiny" state, altering their appearance into something that is technically possible for their species, but very rare.

Money, Dear Boy (-600 CP):

With enough money, you can accomplish anything. For you, this is a little bit more direct than for most people. As long as you have the money to pay for it, you can purchase things that are available for purchase in the jump you're currently in (or in a Pokémon setting), summoning it to you even without anyone nearby to buy it from. For instance, in the middle of a Pokémon battle you could sacrifice some money to buy an Antidote to cure your poisoned Pokémon, even if you're in the middle of a cave of Zubats with nobody else around. However, anything purchased in this manner costs twice the average price for an item of its type.

Only items can be purchased in this manner, not services, fertilized eggs, or living creatures, although non-intelligent plants are fine. Your purchases are all taken from actual stocks being sold, but only from people who are willing to sell in the first place. No one will ever find the item disappearing to reappear somewhere else as odd, and the money given as payment will be converted to a viable currency for the seller.

Furthermore, your Pokémon are immune to hostile attempts to remove items they may possess, such as the Thief attack.

Competitor Perks

Rematch (-100 CP):

So what if they beat you the past five times? You're sure that if you just call them for another rematch, you'll win this time. You're stubborn enough to push yourself long past the point anyone else would have given up, and with have the determination and willpower to overcome even Psychic effects on your mind, given time. This strength is shared with your Pokémon, giving them the resolve needed to keep up with you.

You can dial back your stubbornness to prevent it from getting out of hand.

Punch Out (-200 CP):

You know how to fight—more than that, you're *good* at fighting, beyond what “**I work here**” is capable of giving you. You don't even need a Pokémon to accompany you into tall grass, because the chances are that—as long as it isn't something like a Machamp—you'll be able to knock it unconscious with your own

two fists. You know enough about combat that you could probably train a fair number of Fighting-type Pokémon to refine their technique.

Body Building (-400 CP):

Training your body is important, even in a world where all the real fighting is performed by Pokémon. You don't only know how to work out effectively to strengthen every part of your body, but you're able to adapt your workout plans to work with any body type. Furthermore, all physical training you do provides gains at three times the regular rate. This bonus to your physical growth also applies to your Pokémon, although it explicitly does *not* increase the rate of their experience growth... although it does help with EV training.

Be careful not to fall in the trap of thinking physical prowess is everything—enough skill and coordination can beat even the strongest of Pokémon.

Power Overwhelming (-600 CP):

The best defense is an unstoppable offense, and that's what you bring to the table! You and your Pokémon are immune to any hostile attempt to reduce your physical Attack stat.

Furthermore, your Pokémon receive a blanket immunity to all unwanted recoil or crash damage.

Traveler Perks

Sightseeing (-100 CP):

There is so much of the world to see—it would be a shame for the limitations of your own eyes to keep you from seeing much of it. Your senses are all twice as sharp; any downsides to this, such as sensitivity to light or bad smells, are all negated, leaving you with only the beneficial aspects of your improved senses. Your Pokémon also benefit from these improved senses.

Cross-Cultural (-200 CP):

As you travel to different places, you will find that no two cultures are completely alike; and this is especially evident when it comes to languages. Fortunately, you have a supernatural gift for languages; after listening to someone for only a few minutes, you will gain a complete understanding of their language as well as their

dialect, and are capable of perfectly reproducing their accent. This also helps with other aspects of culture, and you can intuitively realize when you're about to do something that other people present would find offensive.

Wayfarer (-400 CP):

Where to go... where to go... perhaps that way? You have a sixth sense for where you need to go to get to your destination or find a specific person. This isn't precise, and it may lead to you wandering off in the wrong direction occasionally to see a pleasant sight, but eventually you'll always manage to find your way home... or wherever else your destination is. And don't worry about your Pokémon getting lost on you; your Pokémon will also benefit from this perk.

Don't Stop Me Now (-600 CP):

After traveling so far, it would be a shame to give up now, wouldn't it? But nothing will ever slow you down, because you and your Pokémon are immune to hostile attempts to reduce your Speed stat.

Your Pokémon are also immune to any unwanted effect that would prevent them from switching out or escaping, such as Arena Trap.

PKMN Lover Perks

It's Natural to Love Pokémon (-100 CP):

And because it's natural, nobody should be surprised just because you decided to start petting the wild Pokémon as soon as you meet it. Wild animals and Pokémon are all too willing to let you pet and cuddle with them, even if they'd normally be opposed to it... although this makes no guarantees as to how they'll act once you're done petting them. As long as you aren't trying to take advantage of it, you'd even be protected from the spikes, heat, or other dangers of trying to hug a Pokémon such as Magcargo or Cacturne.

And because it's natural to love Pokémon, it's also natural to *have* Pokémon, so no matter what Pokémon you may possess, they'll never be considered odd, unnatural, or aberrant, regardless of what world you're in. This only applies to those that you own, not those you may have released into the wild in other settings.

Egg Guardian (-200 CP):

It can be hard to take care of a Pokémon egg, especially in a dangerous world. Fortunately, nothing in your possession will ever be harmed by accident; this also applies to living things you are holding or nearby. It doesn't protect things from deliberate violence against them, but accidents will never break anything of yours or anyone in your care. Furthermore, you excel at keeping things in their ideal condition; you can produce a stasis effect that keeps something in a specific state, such as its temperature, wetness, exposure to light, etc. You could keep an egg warm in winter, keep a wet Pokémon from drying out in the desert, or reduce the sunlight a specific plant is exposed to if it requires darkness to function.

Sharing the Love of Pokémon (-400 CP):

When you love something, you're good at making others not only understand your affection, but you also know what to do to get people to share in your passion. These people also benefit from this perk for whatever passion you shared with them, allowing you to rapidly spread your interests across the land. Soon everyone will love Pokémon as much as you do!

Your Pokémon are particularly responsive to your affections; the friendship levels of your Pokémon rise up higher than they really should. Unfortunately, your Pokémon don't receive any combat or EXP benefits from having a high friendship rating, as that particular trait is reserved for the protagonists of the Pokémon world... which in this jump, you aren't.

Type Specialist (-600 CP):

There's a reason gym leaders focus on a single type of Pokémon; if you focus on one type, you'll excel at bringing out their full power! You're internalized this, and devoted yourself to mastering a specific element of Pokémon. You become completely immune to harm from attacks using that element (e.g. if you chose water, it won't protect you from drowning, but you could take a Hydro Pump to the face without being hurt).

Furthermore, if your Pokémon use moves of your chosen type (or the equivalent, empowered by other elements from non-Pokémon jumps), they will be unusually effective against enemies that would normally resist or even be immune to damage from that type. Pokémon that align with your chosen type will take reduced damage from super-effective moves as well; super-effective attacks deal

only x1.5 damage, while doubly super-effective moves are reduced to x2 damage. Your Pokémon are even more resistant to that specific type, which in the case of types such as Dragons and Ghosts, stacks with the resistance they have to super effective techniques.

Finally, your Pokémon are immune to hostile attempts to change their type or element.

You can take this perk multiple times, if for some bizarre reason you want to specialize in multiple types. All such purchases are discounted to PKMN Lovers.

Criminal Perks

Tough as Nails (-100 CP):

If you want to be a criminal, you gotta be tough. Strong in body to survive, and strong of will to keep going and not give up. Fortunately, you're one tough dude. You can withstand a tremendous amount of punishment before being knocked unconscious, and you can stay up without sleep for days at a time before you get sleepy.

Your Pokémon share in some of your toughness; they aren't any better at resisting damage, but they can easily resist falling asleep for days at a time, as long as they aren't targeted by a sleep-inducing technique such as Sleep Powder or Sing. What's more, their toughness is immediately apparent to everyone who sees them, which may help you avoid a fight. Maybe they'd just give you their money without you having to beat it out of them, first?

Ill-Gotten Goods (-200 CP):

Of course, it hardly matters if you steal something if you can't find anyone to sell it to, does it? No matter what goods you're trying to sell, no matter how dangerous or illegal it is, any merchant who is willing to make purchases rather than just sell will be willing to buy those goods off of you. For one reason or another, they will always have enough money to pay you a fair amount for what you're trying to sell them, be it a stolen watch or a stolen Pokémon.

Sneaky (-400 CP):

Learning how to sneak around should be Crime 101; if you do something bad, don't get caught doing it. If you're *about* to do something bad, don't do anything that could attract attention. Fortunately, you're good at avoiding calling attention to yourself. Not only do you easily fade into crowds, but when it comes to sneaking through the shadows, you're a match for a ninja; you might as well be invisible. You don't make noise unless you intentionally mean to do so, be it through your footsteps or breathing.

What's more, your Pokémon share in your stealthiness, and are easily able to stay hidden with you (although for some reason, all of you are quite capable of seeing and hearing each other clearly, even at your sneakiest).

Wait, if it should be Crime 101, why isn't it the first perk in this perkline...?

Underhanded Tricks (-600 CP):

What's the point of a fair fight? What matters is winning, and for that, you've turned to status effects. Although they can still be dodged or resisted normally, your and your Pokémon's attacks that inflict status ailments pierce through any immunities the target may possess. Status attacks with a low accuracy are increased to being as accurate as your or your Pokémon's most accurate means of attack (disregarding guaranteed-hit effects).

Furthermore, your Pokémon cannot be targeted by hostile effects that would copy or duplicate them or their abilities, such as Synchronize, Mimic, or Transform.

Supernatural Perks

Open the Third Eye (-100 CP):

You have awoken to the spiritual nature of the world, and it has allowed you to see that which once went unseen. You can now perceive that which is invisible, and can see through distortions or shadows that cloud the true appearance of something (although you wouldn't see through a full-fledged transformation). This also allows you to perceive energies such as Aura or psychic power, and see those lingering ghosts of the departed who remain in this world.

This greater awareness is shared with your Pokémon.

Speak Without Speech (-200 CP):

You have mastered one of the arts of telepathy, allowing you to speak to others using your thoughts alone. You still think in words, so your target must still be able to understand you, but with a bit of focus you can communicate in images and emotions, which—although more difficult to convey complex concepts through—are universal to all recipients. You can even use this to mentally command your Pokémon without speaking out loud, which is sure to be an advantage in battle.

Wellspring of Energies (-400 CP):

Your body and soul are suffused with power. This doesn't make you directly mightier; instead, you have the gift of eternally replenishing power. Whatever energy reserves you possess will refill as quickly as you can use them... at least, at first. The more your powers replenish, the slower this refilling becomes until you've had time to rest.

This benefit is shared by your Pokémon, whose own energies and PP no longer need to be concerned with going empty.

If you'd like to run out of energy for some reason, you can toggle this off, be it for yourself or your Pokémon.

Cultivated Power (-600 CP):

It has happened. You have truly grown beyond the limits of normal humans, and have access to powers that would normally be beyond you. You must select one of the following sources of energy, and you gain special powers relating to them

Your Pokémon are affected by your awakening to a lesser degree, as your energies now protect them; they cannot be targeted by hostile curses.

Fighting:

You have mastered the power of Aura, the living energy emitted by all things. This allows you to sense other living beings, especially those with powerful aura, as well as weaponize this energy in combat to produce attacks or enhance your body. In practice, its usage is similar to what you'd expect of "chi" in other worlds.

Psychic:

You gain great psychic powers, allowing you to read minds, teleport, and manipulate objects via telekinesis.

Ghost:

You know how to lay curses on your enemies, and can manipulate shadows as though they were solid objects. You can commune with and summon the spirits of the dead, including Ghost-type Pokémon, as well as banish them if needed.

Fairy:

You can wield strange powers over light, and can easily inflict all sorts of status ailments and effects which reduce an enemy's "stats".

Intelligentsia Parks

Quite Clever (-100 CP):

Let's face it, you're probably the smartest person in the room, and it's high time people acknowledged that. Not only do you receive a boost to your intellect, roughly enough to put a regular joe in the top percentage of humans, but as long as you aren't trying to hide your wit, people will be able to automatically tell how smart you are in comparison to them.

Some of your brilliance rubs off onto your Pokémon; not only do they become smarter, but everyone who sees them can tell that they're more clever than is normal for their species.

Fine Tuning (-200 CP):

You possess remarkable skill at teaching Pokémon; not only are you able to teach a Pokémon any move they're capable of learning, but you can even instruct people and Pokémon on how to forget a specific thing, letting you modify their memory (with their permission). Furthermore, you know how to teach people, animals, and Pokémon to respond to a different name as naturally as the one they grew up using, and can even teach them to like a new name over the one they had previously.

While the Move Tutors, Move Reminders, and Name Raters can use their abilities instantly, your methods are slower; you need to establish a training plan (which

could take up to an hour depending on how much information you have about the subject), and then put your student through it. Depending on the power of the move, this could take several days to complete.

Always Something New (-400 CP):

No matter how much you learn, there's always something new to discover. For instance, utilizing your finely-focused super-brain, you have discovered how to apply Gigantamax transformations to Pokémon that would normally be incapable of it, and know how to induce Mega Evolution without the use of a Mega Stone, allowing for any of your fully-evolved Pokémon to Mega Evolve.

These benefits apply not only to your Pokémon, but to your other pets, as well. Additionally, your non-Pokémon pets are capable of utilizing Z-Crystals and Terastallizing.

Unswerving Focus (-600 CP):

A dedicated mind will only permit itself to experience success by virtue of keeping a razor focus on one's goals. You're internalized this concept, which will ensure that no hostile effect is capable of reducing the Special Attack stat of you or your Pokémon.

Furthermore, your ability to concentrate on a task has conveyed itself to your Pokémon, which are now immune to becoming confused, in both the classical sense and in regards to the status ailment.

Content Creator Perks

Appealing (-100 CP):

No matter if you're cooking food, making a painting, or dancing, the most important part of creating or enacting art is making sure that it appeals to your target audience. This doesn't directly make you better at any of your skills, but it does ensure that you know how to make your creations and performances more endearing and desirable to those who see them. Your food might not taste better, but it'll look delicious. Your painting might not be perfect, but a special charm comes through even from your flaws. Your dance might not be flawless, but your mistakes become endearing.

This also affects your Pokémon, and they can easily maximize their appeal, becoming more impressive to everyone who sees them. They also gain peculiar skill at using their Pokémon moves in constructive and artistic ways.

Soothes the Savage Pokémon (-200 CP):

Not necessarily music—you know how to imbue emotion into any of your creative or artistic endeavors, allowing you to invoke specific feelings in those who perceive them. You might make food that evokes nostalgia, music that provokes peace, or a dance that induces happiness.

More Than Aesthetics (-400 CP):

There are numerous differences to the art and culture of different regions. The styles of Galar, Sinnoh, Johto, and Unova are all distinctly unique, affected both by the regional history and by the Pokémon that live there. Fortunately, you can easily adapt to any audience; with a touch, you can alter the aesthetics of any object, and you understand how to change your performances to fit different cultural styles.

Furthermore, you can apply this to your Pokémon; if they have some sort of form difference—such as the many hairstyles of Furfrou, the various flower colors of Floette, the seasonal colors of Sawsbuck, the environmental changes of Burmy, or the different letters of Unknown—you have the ability to induce a change into a different form, even if that transformation would normally require specific environments or items, or even if that Pokémon never actually changes its form. This cannot replicate being a shiny Pokémon, cannot switch its gender, and as you aren't actually changing what Pokémon it fundamentally is, you aren't capable of inducing a change into a regional variant of a Pokémon.

Rapid Construction (-600 CP):

The best art takes time, but sometimes you don't need your best work, you just need something *now*. For a small sacrifice in quality, you are able to rapidly speed up the creation time of any crafting or art project, to the point that you could build an entire house by yourself in a single day. Although this helps less with performance arts, especially in this jump, in future jumps it does have some application; if you have the ability to convey supernatural effects through a performance of some such, such as a magical song, you can complete your

performance nigh-instantly, and still convey the full effect the performance would normally provide.

Your Pokémon are also hastened; although they don't gain any increased Speed, they are capable of using techniques that normally require a charge-up time, such as Solar Beam, without needing to wait. Furthermore, when targeted with a move that normally provides increased priority, such as Quick Attack, the move instead functions like a normal technique instead of having increased priority.

Wage Slave Perks

Sixteen-Hour Workdays (-100 CP):

It can be hard, being an adult. Sometimes you can't quit a job because you need the money, even if it's horribly exploitative. But you have the stamina to keep up with the demands of your career; you never get physically or mentally exhausted, no matter how much effort you put in. Sleep is now more of an act you willingly allow yourself to do, rather than a biological imperative... that said, this does nothing to protect you from special abilities that *force* you to sleep.

Your Pokémon also benefit from this, and will likewise never feel exhausted no matter how frequently they battle or how hard they're pushed... although they still lose PP after using a move.

Promised Payment (-200 CP):

It's all-too-often for greedy bosses to short their employees their wages, prevent them from taking sick days, or renege on agreements that aren't written down on paper. Fortunately, you'll never have to deal with that. If you perform a job, you will always be paid in accordance to either the quality of your work or any pre-existing agreement as to your pay, whichever of them is the highest within their means to pay. If you're genuinely ill or unable to come to work for important reasons, your higher-ups will never force you to attend, and will still be paid despite your absence. If you have an informal deal with someone, the other party will treat it with the same respect as if they had signed a formal, legal written agreement.

Drudge Work (-400 CP):

Sadly, a lot of having a job can wind up being working on minor, menial tasks, only occasionally interspersed with actions that require real interest on your part. But you still get paid for it, all the same. This now applies to your other endeavors; as long as the enemy is something that would provide experience points in the first place, you and your Pokémon all receive experience (and other benefits) from battles as though your opponent was at least as strong as you are.

Stand Tall and Endure (-600 CP):

Great people can forge their own path in the world, and accomplish magnificent things. The rest of the world, however, just has to try to survive, endure the trials of life, and do their best to live to see tomorrow. This attitude of endurance has imbued you and your Pokémon with the ability to be immune to any hostile attempt to reduce your Defense stat.

Furthermore, your Pokémon gain a complete immunity to sleep-inducing attacks and any instant-defeat effect, such as that caused by Sheer Cold or Guillotine. This doesn't prevent them from being knocked unconscious from massive damage, just stops non-damage-based one-hit KO moves.

Serious Trainer Perks

Awesome (-100 CP):

There's a reason Ace Trainers used to be known as Cooltrainers. Devoting your life to Pokémon battles is wicked cool, and that's something that people can instinctively tell as soon as they see you—an aura of "cool" seems to come off of all your actions. It wouldn't be hard for you to get very popular with this.

Your Pokémon benefit from this as well, with their coolness being off the charts.

Earned Loyalty (-200 CP):

Part of being a good trainer is earning the devotion of your Pokémon, and you excel at that. As long as you're given a little time to get to know each other, no Pokémon will ever disobey you due to you not having the qualifications to train them, such as not having enough badges. You're highly skilled at earning the loyalty of pets and subordinates, and it won't take you long at all before your Pokémon are completely devoted to you, as befits a trainer who invests as much of themselves into their Pokémon as you do.

In the Fog, in the Rain, in the Snow (-400 CP):

A good Pokémon trainer is willing to go wherever is needed to train their Pokémon or capture more. Sometimes, this means places with inclement weather or environmental conditions. Fortunately, that's never been a problem for you. You never experience negative effects due to your environment or the weather conditions.

This has crossed over to your Pokémon to a lesser degree; while it provides no protection from ordinary environmental effects, it does work to prevent the Pokémon from experiencing negative effects due to weather. Your Fire-type Pokémon will be just as strong in the rain as they are without it, and a Sandstorm will never pose a risk to your Pokémon's health. Just don't bring your Pokémon into space expecting them to be able to breathe with you.

No Limits (-600 CP):

Like any hardcore trainer, you know all about EV's and how to maximize them, including knowing what effort values an enemy will provide when you defeat them, even in universes without Pokémon. Furthermore, you will find that for yourself and your Pokémon, your "effort value" limits increase with each new jump. This lets you do EV training all over again to increase your stats to even greater heights.

Furthermore, your Pokémon will find that attempts to reduce their accuracy will fail to work.

Items

You may purchase items from your chosen Category at a 50% discount; discounted 100 CP items are instead free. If lost, destroyed, or stolen, items are replaced after a week. You may import pre-existing items into newly purchased items, allowing your items to gain the features of the new item. Furthermore, you receive a **+200 CP** stipend to be spent on items alone.

General Items

Pokéballs (Free):

You start off with a set of 5 Pokéballs. If you want to have a supply of better Pokéballs, you can pay **-50 CP** to instead have Great Balls, and another **-50 CP** on top of that to start off with a supply of Ultra Balls. Used balls are replenished once per week.

It's Like Kibbles for Pokémon (Free):

You gain a bag of Pokémon food. When emptied, it will mysteriously fill up again. This food is nutritious and tastes decent enough, but it isn't the sort of thing anyone would call their favorite food. It is edible by all types of Pokémon. Most humans can't stand the flavor, but it still provides needed nutrition if your starving.

Class Uniform (Free):

You have a set of clothing suitable for your trainer class. A Scientist might have a labcoat, a Grunt would have the uniform of the Team they work for, and Black Belt would have a martial arts gi, for example.

Phone (Free):

An important device to call your friends so you can tell them about how your Pokémon have gotten stronger! Maybe you could even ask them to battle again? You can store a limitless amount of information in this phone, and it updates to be the most up-to-date phone on the market in each new jump. It never requires charging, and only updates, never downgrading in lower-tech jumps.

For another **-200 CP**, your phone also includes all the features and apps of the PokéNav Plus, Pokétech, Pokégear, C-Gear, Rotom Pokédex, and Rotom Phone... although it doesn't actually come with a Rotom, instead having a minor virtual intelligence that replicates its functions.

In future worlds, the Pokédex function will update to include information on wild animals and monsters that you encounter.

Incenses (-50 CP):

Certain Pokémon are a little iffy about reproducing in captivity; special incenses are needed for them to properly produce an egg containing the baby Pokémon of their evolutionary line. You have a supply of all known incenses in the Pokémon world, which in future worlds will also be able to prompt creatures that are reluctant to procreate in captivity to do so, like pandas.

These incenses can also provide additional benefits to those who inhale their smoke, such as improving the power of certain types of moves.

Best Rod (-50 CP):

A fishing rod of the highest quality, it is notable for the complete inability of the rod or the line itself to break. Oh, you—and you alone—can deliberately cut the line, but even if you fished up a Wailord, that line would stay intact. Comes with a tackle box full of different hooks and bait; as long as you know what specific creature you're trying to hook, you can find a hook and bait combination that would be most effective at attracting and catching that specific fish. This tackle box refills each night. With an act of will, you can also control how deep this fishing line can extend; it could reach all the way to the bottom of the ocean if you wanted to catch something from the depths without the use of Dive.

Should you ever encounter a worthy angler-to-be, you can assign them a challenge of some sort; if they succeed at it, then they will have proven themselves worthy of the Best Rod, and you can duplicate this item in order to give a copy to them.

Overcharged Tera Orb and Tera Shards (-100 CP):

A Tera Orb is a special tool that can be used to change a Pokémon's type, improve the effectiveness of same-type moves, and grant it a crystalline appearance, a process known as Terastallizing. Normally, a Tera Orb would need to be charged, but yours seems to have been pre-empowered by Terapagos, and it recharges once each battle is completed. Being thus overcharged, it can even be used in environments without Terastal energy.

Normally, each Pokémon is locked to a single "Tera Type" that they turn into when Terastallized, but by making a Pokémon hold a Tera Shard, you can instead cause that Pokémon to Terastallize into the type determined by the Tera Shard. You

receive one Tera Shard for each type of Pokémon you encounter, both in this world and in future worlds which may have more Pokémon types.

Devolution Spray (-200 CP):

It's just what it sounds like—when used on a willing Pokémon, it will de-evolve them to a pre-evolved form. Or, to be more exact, it turns their pre-evolved form into an alt-form that they can switch to at will. But because they've already evolved, their pre-evolved form is not itself able to evolve a second time, and any changes to their pre-evolved form do not affect their evolved self.

For example, if you used the Devolution Spray on a Trash Cloak Wormadam back into a Burmy, and that Burmy battled in a natural environment to shapechange into Plant Cloak Burmy, it would not be able to evolve into Plant Cloak Wormadam, nor would it become a Plant Cloak Wormadam when it returned to its fully evolved form.

It can be used on more than just Pokémon, too; even animals and humans can be affected, giving them the alt-form of their previous evolutionary state, even if evolution for humans and evolution for Pokémon function in entirely different ways. Ever wanted to turn into *homo heidelbergensis*?

Fossil Reviver (-200 CP):

This is a complicated device that is capable of taking a Fossil, and using it as the basis to reconstruct the creature as it was when it was alive. You can use a single Fossil to recreate a single creature, or you can combine two different Fossils to create one, probably-monstrous hybrid. This process does destroy the Fossil in question, however, and the resulting creature will always have the Rock type if a Pokémon, or be elementally aligned with the Earth if otherwise.

For **-50 CP** each, you may also begin your jump in possession of a Pokémon Fossil.

Healing Machine (-200 CP):

A staple in any Pokécenter, this is a large machine designed to operate on up to 6 Pokéballs at once. By placing Pokéballs containing an injured or unwell Pokémon within, it is capable of curing them over the course of several hours. However, if this item is taken with **“We hope to see you again!”**, then the effect is accelerated, letting it heal status effects in seconds and even the most serious of

wounds in minutes... although if they Pokémon has actually died, there is nothing this machine can do for you.

Superior Dynamax Band (-300 CP):

A special bracelet capable of channeling the power of Eternatus, allowing for you to cause a Pokémon to undergo a Dynamax transformation (or a Gigantamax transformation, if applicable).

But this Dynamax Band is special, more closely entwined with the nature of Eternatus. As such, so long as you have it on your person, every location is considered to be a Power Spot for purposes of Dynamaxing. Furthermore, should you somehow acquire a Pokémon capable of performing it, you will be able to use the Superior Dynamax Band to the Eternamax transformation.

Z-Power Ring and Z-Crystals (-300 CP):

This is a bracelet is refined from a Sparkling Stone, and has a number of slots on its surface to insert the numerous Z-Crystals you receive with this purchase. By touching one of these Z-Crystals and focusing, you can create one duplicate of it for each Pokémon you possess.

By performing a specific dance, you can empower a single type of Z-Crystal on your Z-Power Ring, building a connection to its duplicates and allowing the Pokémon holding the Z-Crystal copy to utilize an extremely powerful Z-Move. You receive a set for all Pokémon types (in this and future worlds), as well as a Z-Crystal for each Pokémon that has its own unique Z-Move.

Duplicates you don't need anymore can be absorbed again by the original Z-Crystal.

Key Stone Accessory and Mega Stones (-300 CP):

A Key Stone is a special gem that synergizes with the energies released by Mega Stones to allow a qualifying Pokémon to Mega Evolve. By focusing on your bond with a Pokémon, you are able to imbue them with a burst of energy, temporarily evolving them to a new and more powerful form, as long as the Pokémon is holding the correct Mega Stone.

This comes with a case full of all known Mega Stones, as well as a piece of jewelry or an accessory of your design into which is inset the Key Stone.

Junior Items

Shorts (-100 CP):

A pair of comfy shorts that are easy to wear. What's more important is that while you wear these shorts, you'll be protected from accidental harm. Even if you're rolling on the prickly grass, you won't be uncomfortable, and if you trip and bash your knee against a rock, it won't hurt. This doesn't protect you against malevolent action or actively dangerous environments, such as lava or the void of space.

Roller Skates (-200 CP):

Are you from Kalos? These things are all the rage over there. These are a pair of clip-on wheels that can attach to any type or size of shoe, turning them into functional roller skates. They can be applied with an act of will, and will never snap off while you're using them.

Mega Repel (-400 CP):

Sometimes you just want to run through the grass and play, without worrying about an attack from a wild Pokémon. Mega Repel can help with that. Applying this spray bottle will ward away wild monsters and wild Pokémon, although it has no effect on tamed ones. Unlike normal Repels, even higher-level Pokémon are unable to start a fight with you while using this version of Repel. You receive a supply of 10 which replenish each week, and each application lasts for about 3 hours at a time.

High Class Items

Big Nugget (-100 CP):

Each week, you receive one large, golden orb. It sells for... well, a heck of a lot of money. It's a big ball of pure gold. Of course it's worth a lot... although not as much as you'd expect, considering that it's big enough that you need two hands to hold it. Gold must not be as valuable in the Pokémon world, although in future

jumps it will be just as precious as you'd expect a basketball-sized ball of gold to be. It will never cause the economic worth of gold to devalue.

Evolution Items (-200 CP):

This is a varied selection of items needed to make Pokémon evolve—indeed, there's one of every item that can cause a Pokémon to evolve in this box. Each Evolution Stone, a Metal Coat, a Prism Scale, a King's Rock, Meltan Candies, an Electrizer... this box has everything.

Most uniquely, it has some strange devices that replicate unique evolution scenarios you might not encounter in future worlds; a golden coin that counts as being 999 Gimmighoul Coins, a helmet that, when worn by a Bisharp, allows them to level up as though they had defeated 3 other Bisharps that were holding a Leader's Crest, a bracelet that mimics the effects of being connected to another trainer via a Union Circle to evolve a Finizen, and a strange, two-tubed funnel that allows you to "trade" Pokémon with yourself.

It's not very well sorted.

A Business of Your Own (-400 CP):

Maybe you run a Pokémart. Maybe you have a massage parlor. Maybe you do haircuts, or you could own a clothing store. Regardless, you have some manner of business that you own, similar in nature to one found in the Pokémon series. And it's a successful one, too, earning you enough income to put you in the top 15% of wealth. Your business will travel with you to future jumps, although it will alter to match the nature of the setting.

Competitor Items

Power Items (-100 CP):

These items are a great boon to anyone seeking to train themselves or their Pokémon. This is a set of six items; the Power Anklet, which helps train your Speed; the Power Band, which helps train your Special Defense; the Power Belt, which helps train your Defense; the Power Bracer, which helps train your Attack; the Power Lens, which helps train your Special Attack; and the Power Weight, which helps train your HP. Each item has the unfortunate effect of slowing down the movements of the person it is equipped on, but in exchange it boosts the rate

at which you improve the focused stat. You can only have one Power Item equipped at a time.

Vitamins (-200 CP):

It's important to keep up with proper nutrition! These vitamins do a bit more than that, though, as each one is capable of improving a different aspect of the Pokémon. You have an HP Up (which should be obvious), a PP Up (likewise), a Protein (increases Attack), an Iron (increases Defense), a Calcium (increases Special Attack), a Zinc (increases Special Defense), and a Carbos (increases Speed).

What's special about these vitamins, though, is that they don't have a limit on how much they can improve those who consume them. Even if you've reached maximum EV's for your Pokémon, it will still make them even better. However, you only get one of each medicine per week.

EXP Share (-400 CP):

By turning this bizarre item on, you are able to improve the training of your Pokémon by strengthening even those Pokémon who aren't fighting. Whenever one of your Pokémon earns experience points, then *all* of your Pokémon—including those currently in storage—also earn an equal amount of experience.

If there are certain Pokémon you would prefer to remain weak, you may selectively exempt some from this effect.

Traveler Items

Poké Doll (-100 CP):

An adorable doll designed after your favorite Pokémon! If you don't have a favorite, though, it's just shaped like a Clefairy. Besides being a fun and adorable toy, it has a special use; wild monsters and Pokémon are incapable of telling that this is just a doll, so if you throw it out and run away, any wild Pokémon will remain focused on the doll in front of them and will let you escape safely. If sacrificed in this manner, your Poké Doll will be returned to you safe and sound after a day.

Souvenirs (-200 CP):

Some special souvenirs you've collected from your travels—one from each region of the Pokémon world, in fact! Not only are they nice to have, but if you give it to a Pokémon that has a regionally-locked evolution, it will enable it to evolve into that species of Pokémon even if the Pokémon itself isn't from that region. For instance, if you gave a souvenir from the Galar region to a Koffing from Kanto, it would enable it to evolve into a Galarian Weezing instead of a "normal" Weezing, or a Meltan could evolve into a Melmetal by feeding it Meltan Candies.

It even has pieces taken from evolution-inducing locations, such as a chunk of a Moss Rock, a hunk chipped off of an Ice Rock, and a lump of rock with a special electromagnetic aura taken from Chargestone Cave.

Bike (-400 CP):

A super awesome motorcycle for a super awesome guy (or girl (or other)). You have a motorbike that can zoom along at incredible speeds. What's more, it's spectacularly lightweight, and can even be folded up to be stored inside of a backpack. You can even do tricks with it like you'd normally expect to see from someone with an Acro Bike.

You might notice that it has bars sticking out from the center of the wheels. These pegs are doing tricks, standing on... and also happen to contain an expanding flotation device, allowing you to effectively ride your bicycle on top of the water. If not aesthetically pleasing, however, you can feel free to remove them.

PKMN Lover Items

Berries and Amaze Mulch (-100 CP):

In order to better care for your Pokémon, you have received a box containing 10 of each kind of Pokémon Berry. This box is significantly larger on the inside, and each type of Berry is clearly labeled in its own separate pocket of the container, along with a listing of its effects. All Berries grow into Berry Trees if planted; if two different Berry Trees grow alongside each other, there is a possibility of a portion of the Berry yield mutating to become a different kind of Berry. In the future, you will be able to get such mutations by planting a Berry next to any kind of fruiting plant, which may cause brand new, unique Berries to form.

You also have a supply of Amaze Mulch, which does cause a plant it's used on to use up its water more quickly, but in exchange, it produces more Berries and has a higher chance of causing beneficial mutations. Furthermore, as the more water a plant consumes, the more Berries it makes, the water drying up only means that you have the opportunity to water it more often to get more Berries.

Berries often have medicinal effects for Pokémon; not only can you directly feed them to your Pokémon, but even the dumbest Pokémon realizes the restorative effects of a Berry, and can keep care of it until they need to use it, after which it is consumed. It can also replenish their health when they're low on HP. Giving a Berry for a Pokémon to hold is one of the most popular uses for a held item in the world of Pokémon.

Super Ability Patch (-200 CP):

Normally, this item can be used to permanently switch a Pokémon's Ability to its Hidden Ability, if it possesses one. Likewise, it can be used on a Pokémon with a Hidden Ability to switch it over to having its regular Ability. This one is special, however, and can be used to convert the Pokémon's Ability into *any* Ability that the breed of Pokémon is known to have; for instance, you could give a Rockruff Own Tempo, despite them not naturally having that ability in the wild. This is a consumable item, requiring you to wait a week to get a new one after you use it.

Sacred Ash (-400 CP):

If half your team has fainted and your remaining Pokémon are on their last legs, have no fear! This is outright the most powerful curative item you can hope to receive, a bag full of special ash. It can't be used in battle, but a single use will revive all of your unconscious Pokémon, as well as restoring all your Pokémon to full HP, full PP, and curing all status ailments. But once you use it once, it's all gone until the bag replenishes the next week.

Criminal Items

Slot Machine (-100 CP):

It's a gambling device. You feed it money, and if you manage to get three in a row, you get a payout according to how valuable the pictures on the slots are. Yours seems to be rigged, as you win almost 20% of the time. However, instead of giving

you money, you seems to reward you with common items from the world of Pokémon; Potions, Pokeballs, Repels, Berries, and the like.

Rare Candy (-200 CP):

Some people call these candies “cheating”. You call it getting ahead of the chumps. Using one of these candies will cause anyone who eats it to “level up”. You get one candy a week.

Jailbroken Pokéball (-400 CP):

This Pokéball has been illegally modified to allow you to capture Pokémon that have already been registered to a Pokéball, overwriting any effect that would prevent you from capturing that Pokémon... although it only has the capture rate of a normal Pokéball. You only receive one of these Pokéballs, however, and it is replaced each week.

Supernatural Items

Type Boosters (-100 CP):

A set of items intended to be held by Pokémon that serve to enhance the power of a specific type of move. This includes a Miracle Seed to boost Grass-type attacks, a Spell Tag that improves Ghost-type moves, and a Twisted Spoon for enhancing Psychic-type techniques, as well as another item for each type or element that you encounter.

Haunted Location (-200 CP):

Maybe it’s a mansion, a run-down hotel, or an abandoned supermarket. The fact remains that this is some sort of building which is heavily haunted, inhabited by the ghosts of the departed. But rather than taking up permanent residence, it seems that the dead only visit here, and you can periodically find deceased individuals that were important to the history of the jump setting within.

Although haunted, something about this building brings about a sense of peace, and even normally malevolent spectres will be willing to speak to you without wishing you harm. If you know any sort of magic or ghostly powers, you will be able to, with a short ritual, summon the spirit of a specific dead person to speak with them.

Infinite Energy (-400 CP):

This is a peculiar device, containing a number of crystals of different sorts which combine to create a matrix that produces infinite energy. By exposing this device to a particular kind of energy—such as Terastal energy, Dynamax energy, or Z-Power—it becomes capable of replicating this energy endlessly, although it can only replicate a single type of energy at a time. With this, you could create a well of psychic power, draw upon Terastal energy in worlds that don't have Terastallization, or capture magic to bring with you across worlds.

Intelligentsia Items

Pokéball Instructions (-100 CP):

This is a book giving precise details on how to create Pokéballs, of every type (excluding the Master Ball). This ranges from ancient Hisuian Pokéballs to Great Balls to Heavy Balls to Safari Balls, and more! Although your Pokémon would probably appreciate Luxury Balls the most...

Also comes with a set of 2 of each kind of Apricorn, to be made into special Pokéballs.

Pokérus Sample (-200 CP):

This is a sample of the rare "Pokémon virus" called Pokérus. Contrary to what one might expect, it's actually quite beneficial to have. It does have some side effects—most notably, an increase in sweating—but it causes those Pokémon that have been infected to grow and develop at twice their normal rate until they recover from the infection. Normally, they would become immune to Pokérus after recovery, but this strain seems to mutate quite quickly. After 1 year it will be capable of infecting the same Pokémon again, bypassing their immunity.

Pokémon Storage Device (-400 CP):

This is a device resembling a computer terminal. It is capable of converting living creatures into data (note that this is genuine conversion, there's no risk of accidentally killing your Pokémon with this) and storing them digitally, and then reconstituting them from raw information. You can store a limitless amount of information on this storage device without so much as slowing its processing speed.

Content Creator Items

Fine Clothes (-100 CP):

It's not enough to be skilled at performing—you won't get anywhere if you don't look good, too! You have a closet attachment to your warehouse that contains EVERY non-supernatural article of clothing to ever appear in the Pokémon franchise. This includes both clothing for people, and clothing for Pokémon... including the Scarf items meant for Pokémon Contests. No matter who the clothes are placed on, they will always resize to be a perfect fit... even if you tried to put on a Meowth-sized suit on an Onix.

Also comes with a supply of makeup, as well as a tutorial on how to best apply it to best accentuate your features under different kinds of lighting.

Bon Appétit (-200 CP):

What you have here is a recipe book for all the food shown in the Pokémon franchise—from food made from Pokémon, to food made *for* Pokémon. From how to smoke a Slowpoke tail, to how to make a perfect Poké Puff, you've got it all.

This also comes with a Warehouse attachment containing stasis chambers with samples of every food ingredient unique to the Pokémon world—from the meat of various edible Pokémon, to Flufffruit, to Chansey eggs, to Poké Beans. It does not include Berries, though.

Ash-Sculpted Flutes (-400 CP):

Made in the Glass Workshop in Hoenn, this set of five flutes is crafted from volcanic ash and has special properties that interact with people, animals, and Pokémon alike. The Blue Flute replicates the abilities of the Pokéflute, and is capable of waking up any sleeping person who hears it. The Yellow Flute can snap any target out of a state of confusion. The Red Flute can erase any artificially-induced infatuation. The Black Flute makes enemies stay further away... except for those of a higher-than-normal level. The White Flute attracts enemies... but only those of a lower-than-normal level.

What's more, you have instructions on how to create more of these flutes, meant to cure other status ailments, ward away or attract specific creatures, and perform similar feats.

Wage Slave Items

Briefcase (-100 CP):

A critical tool for any hard-working employee, this briefcase is actually rather special. Namely in that it seems to have the same qualities as the backpack often carried by protagonists in the Pokémon games, able to carry an immense volume of items of sometimes-significant size without ever increasing in weight.

Record of Moves (-200 CP):

There's no time for training when you need to get to work right away. Here's a machine to help with that. In short, this machine is effectively a collection of all TM's, HM's, and TR's to ever appear in the series. It can't quite teach any move to a Pokémon, but it can teach a lot—but most importantly, the HM moves it teaches can freely be forgotten by the Pokémon that learn them. HM moves are vital if you want to freely travel through the land, but at least with this item you'll never have to keep a Pokémon as an HM slave. Furthermore, this is a permanent record of moves, so it isn't "used up" when teaching a Pokémon a technique.

Giga Revives (-400 CP):

A gift suited to someone who works at a black company. Why worry about pushing your workers until they collapse when you can just treat them with medicine and get them back to work? These special Revives will instantly restore someone who has fallen unconscious, returning them to full health. Unlike normal Max Revives, these can be used on anyone, even a human or a damaged robot, and can even be used to fully heal you if you haven't fallen unconscious yet.

Serious Trainer Items

Type Gems (-100 CP):

Gems are special held items that Pokémon can use to increase the power of a technique by 50%, so long as that move's element matches the type of the Gem. Doing so consumes the Gem... but you'll find that any used Gem is replenished as soon as the battle is completed. You have one Gem for each Pokémon type that you encounter.

Battle Paraphernalia (-200 CP):

If you're going to go to the Battle Resort, visit the Battle Maison, climb the Battle Tower, or brave the Battle Frontier, you need to have the right equipment. This is a collection of battle-focused held items that provide a variety of effects. This contains one of every held item, except for Berries, items that directly provide an increase to damage for specific move types, Incenses, or items that provoke evolution.

But what you do have is still a great variety of items. A Rocky Helmet, to damage enemies that touch you; A Life Orb, to boost the strength of your attacks but causing you to take damage with every attack move you use; a Red Card, which switches out the Pokémon upon it taking damage; and a variety of other, very useful items that could easily help you control the flow of battle.

Any consumable item from the Battle Paraphernalia is replenished once the fight is over.

Wonder Launcher (-400 CP):

A device to revolutionize Pokébattles and get rid of the need to carry around X Attacks all the time. Worn around the wrist, it is able to produce items to enhance Pokémon in combat; however, it doesn't do so willy-nilly, but instead provides "points" based on you and your Pokémon's performance in combat. The more points you get, the more powerful a stat booster you can buy. Once you get enough points to produce the item, the Wonder Launcher makes a small disc and fires it at your Pokémon, enhancing them upon contact. It is also capable of reproducing medicine items, instantly clearing a Pokémon's stat changes, making it drop an item, or making it use an item or Ability without needing it to be triggered like normal.

Companions

Create/Import Friend (-50 CP):

Want to bring someone along with you on your Pokémon journey? With this, you can pick any of your companions to import into this world, or you could create a brand new OC companion from scratch. Either way, they have a trainer class in a

Category of your choice, receiving all discounts and stipends, and possess 600 CP to spend on perks, items, and a Pokémon. You can purchase individual companions for **-50 CP**, or get a group of 8 for **-200 CP**.

Canon Companion (Free):

Find another NPC you'd like to bring along with? If you can convince any character in Pokémon to come with you, you can take them along with you on your chain as a companion.

Pokémon (Free):

Of course you have a Pokémon! Just because you're an NPC doesn't mean you're skipping out on the most important part of this setting! For free, you can choose any common Pokémon that is encountered early on in a Pokémon game; a Pidgey, Sentret, Hoothoot, Geodude, Bidoof, etc.

For **-50 CP**, you can instead choose a rarer Pokémon, such as a starter Pokémon or one that you would encounter midway through the game; Pidgeotto, Alolan Graveler, Clodsire, and so on.

For **-100 CP**, you can choose a rare Pokémon the likes of which you might encounter later on in Pokémon, such as Salamence, Talonflame, or Volcarona.

For another **-50 CP**, your Pokémon can start off knowing an Egg Move. For another **-50 CP**, your Pokémon can be the pinnacle of its breed, having maximum IV's. For another **-50 CP**, your Pokémon can be shiny. Your Pokémon is either level 4, or the minimum level required for that Pokémon to have evolved into its present form, whichever is higher. You can't pick any Legendary or Mythical Pokémon.

At your discretion, you may import an existing pet into a Pokémon you have purchased; instead of getting a new Pokémon, your existing pet takes on the appearance and abilities of that Pokémon as an alt-form. If you have pre-existing Pokémon, you can bring them with you for free, or pay CP to import them into a new body as an alt-form.

You may purchase Pokémon multiple times; after the first, however, doing so has a starting charge of **-50 CP**.

OC Companion (-50 CP):

OC Companions each have a Category that befits their class, and has points to spend as described in the **Create/Import Friend** option.

Lucky Bug Catcher:

This Bug Catcher has always had an easy time finding Pokémon, and has taken to selling the Bug-types they catch to people who don't have Pokémon of their own. They're pretty excited to travel to other worlds and see what different kinds of bugs they have, even if they aren't Pokémon.

Hapless Lady:

This woman has the most horrible luck, and seems to leave a trail of collateral damage behind her. It's a good thing that money just seems to fall into her hands, so she is able to pay off the damages. Still, for some reason nobody ever resents her for it, and outside of the disaster she brings, she seems to lead a charmed life.

Ambitious Triathlete:

This Triathlete has solid chances of winning gold, but they want more than that. They want to practice more things, learn more techniques, and get medals in more categories than just the triathlon. Traveling to other worlds and learning foreign types of competition is like a dream to them—not to mention the immortality that would let them get skill in more categories.

Easygoing Cyclist:

They don't really care about winning races, even if they join them. Going from biking competition to competition is about having the opportunity and the chance to see the world. Still, they do manage to place in a goodly number of the races they join. If they could just be pushed into actually trying, they'd be one of the greats.

Studious Pokémon Breeder:

This fellow operates a Day Care to help train Pokémon without needing to engage in combat, to keep track of People's Pokémon while they're away, and to convince Pokémon to reproduce. They are passionate about their job, and keep careful records on all sorts of Pokémon. They're especially interested in Pokémon behavior and how the behaviors of the same type of

Pokémon will differ across regional variants. If they had the education to back up their passion, they'd probably be able to become a Pokémon researcher.

Failed Grunt:

Once a minion working for Team Rocket, they wound up quitting the organization when they came to the realization that they couldn't sleep with their own actions. Oh, they had no problem with stealing from people, but taking their Pokémon? Who they loved and lived with and cherished? They just... couldn't do it. So they quit, ran away from the people meant to silence them, and have been trying to live a quiet life ever since. They're deathly afraid of provoking the wrath of the Team they once belonged to.

Peaceful Hex Maniac:

They don't actually want to curse anyone, they're just passionate about the supernatural. They have an interest in the inexplicable; things that can't be explained as the actions of Pokémon or a peculiar twist of the laws of physics. Going to a world with openly practiced magic would be like a dream to them.

Curious Scientist:

They have a focus on environmental factors that impact a Pokémon, particularly in changing forms or causing evolutions. Similar to how Castform changes its appearance in different weather, or how Sliggoo only evolves into Goodra in the rain. This is their primary reason for wanting to travel with you; they're excited to find out how Pokémon might evolve in other worlds, and how alien weather patterns might affect their abilities and behavior. The weather itself is also of interest to them, although to a lesser degree.

Starving Artist:

They're good. They're actually really good at painting. The problem is, advertising and who you know does more to determine the success of a painter than their actual skill does, and they're just too introverted to socialize much, and too afraid of being compromised online to engage in social media. With these factors combined, it's been extremely difficult for them to find people willing to pay them for their work.

Perfect Maid:

This maid is well-trained in everything a maid should know; cleaning, cooking, driving, secretarial duties, poisons, martial arts, and the way of the shinobi. She's something of a perfectionist, and insists on doing everything she does "correctly", even if it isn't necessarily correct from other people's perspective.

Driven Dragon Tamer:

They don't really care about dragons on other worlds; they've already caught, in their opinion, the best Pokémon they could have. Rather, what interests them is *fighting* those otherworldly dragons, and taking on enemies that they'd otherwise never have an opportunity to test their Pokémon's might against.

Doubles Battle Partner (-200 CP):

This is more of a modifier for a companion rather than a whole new one. You may select one companion you're bringing to this jump; instead of their normal starting CP as a companion, they now have just as many points to spend as you do... but will also be affected by all the Drawbacks you picked. This will apply to any jump you import them into, making them your equal. Taking this companion allows you to be one of the double battle trainer classes, such as being a Capoeira Couple if you and your partner are a Black Belt and Dancer; it does not, however, grant access to the Twins class. This is purely thematic, and does not change your Category.

Drawbacks

Find yourself lacking for points? You could try taking some drawbacks. It will make things harder for you, but it may be worth it for more CP.

"I've got nothing to do" (+50 CP):

Increase the duration of your stay in this world by 10 years. You can gain up to **+500 CP** in this fashion, although you can choose to stay for longer if you so desire.

Amnesia (+100 CP):

Looks like some Psychic Pokémon used Amnesia on you, because you've completely forgotten the plots of the Pokémon series. Furthermore, you've forgotten which types are strong against what, and other basic Pokémon facts. You'll need to learn it all from scratch.

You Are an NPC (+300 CP):

It looks like that Pokémon scooped everything out of you; all of your memories of your life before this world have been forgotten. You are, to the best of your knowledge, just another Hiker or Youngster or Lass or whatever trainer class you are.

"And the fighting never ends" (+100 CP):

It seems like people think of you as some sort of XP farm. People you fight in a Pokémon battle seem to call you frequently—you'll get at least one rematch a day, and they'll always be stronger than they were before. This happens regardless of whether you win or lose.

"Okay you win, take this TM" (+100 CP):

Whenever someone beats you in a Pokémon battle, you are forced to give them something. Maybe money, maybe an object, maybe some sort of favor. It doesn't matter what it is, specifically, just so long as it is actually helpful to the person who beat you.

The Faceless Masses (+100 CP):

You now look like a perfect example of your trainer class. Choose any appearance of your chosen class from any of the games; you are indistinguishable from that default appearance. This becomes an alt-form after the jump.

"Hikers, Lasses, and Fishermen" (+100 CP):

Is this Gen I? You don't have a name anymore. The only thing anyone can call you by is the name of your trainer class.

"We're all over the place" (+200 CP):

It seems like a widespread problem. Everyone who isn't "relevant to the plot" no longer has a name anymore, and people are just referred to by

their trainer class. This could get very confusing, very fast... for you, at least. Nobody else has problems differentiating people. If taken with **The Faceless Masses**, every trainer of your chosen class now looks identical, as well, and this is worth an extra **+100 CP**.

Region-Locked (+100 CP):

Remember how we said you're free to go wherever you like? Turns out that we were wrong. You are incapable of leaving the region in which you arrive in this world.

"We'll walk around and act like thugs" (+300 CP):

You aren't just restricted in terms of region, but also in terms of where you can go in that region. You can only travel to environments immediately adjacent to your chosen starting location. So if you chose Pallet Town in Kanto, you'd be locked into Pallet Town itself, Route 1, and Route 21, and could go no further.

"I'll stand around catching bugs" (+200 CP):

[Incompatible with **Ghost Story**]

Now you can't even move that much; you're restricted to a single starting location, such as Lumiose City or New Bark Town, and cannot leave it. Furthermore, you are obligated to spend at least 8 hours a day standing in place, battling anyone who crosses your path. If you have **"I will challenge everyone who dares look at my face"**, then even if you're within city limits you'll be obligated to challenge people to a battle during those 8 hours. Fortunately, during your hours you don't get sore, hungry, or thirsty.

Ghost Story (+200 CP):

[Incompatible with **"I'll stand around catching bugs"**]

Turns out, you're actually dead. This doesn't make your chain fail—instead, you're a ghost. Not a Ghost-type, but a literal ghost. You cannot be seen by normal people, and cannot touch them, either. You are restricted to a single location, as with **"I'll stand around catching bugs"**, but are also bound to haunt a more specific place (such as a mall, a mansion, or the place you died) for 8 hours. During this time you are empowered to do vaguely spooky things like float, turn

visible and invisible, levitate small objects, mess with machines powered by electricity, and write messages in mysterious blood that seems to come from nowhere. You are required to scare or spook anyone who comes near during your haunting hours.

You're also extra vulnerable to Ghost-type attacks, and if you're ever successfully exorcised, it will count as dying for purposes of failing the chain. Fortunately, you aren't easy to exorcise, and it would take a person with more spiritual power than you to do so, and it can only be done during your haunting hours, when you're able to affect them.

“I don't have a destiny” (+100 CP):

You will not do anything important to the world as a whole during your time on this world. No matter what you do, you will never be able to meaningfully change or interfere with the plot, and neither will you be able to befriend a protagonist-type character and play a big role in their story. You're a minor actor at best, and most likely just someone they talk to once.

“Try to catch a few” (+100 CP):

No matter how much you try, you'll never be able to capture or purchase more than 10 Pokémon over the course of this jump. You can trade Pokémon, but the total number of Pokémon you possess during the jump does not exceed 10, ignoring your single free Companion Pokémon.

“I'd catch them if I could” (+100 CP):

The above drawback is made even more limited; no more than 5 Pokémon during the jump.

“But I don't get very far” (+100 CP):

You are incapable of catching or buying new Pokémon once the jump begins; you are limited to whatever you spent CP on in the Companion section, as well as your single free Companion Pokémon.

“You're too strong” (+100 CP):

Except for wild Pokémon, everyone you meet has at least one Pokémon that is a minimum of 1 level higher than your highest level Pokémon.

“Seriously, it’s bad news” (+100 CP):

As above, except they’re now 5 levels above you.

“And then we’ll lose to you” (+100 CP):

As above, except they’re now 10 levels above you.

“My really crappy team” (+100 CP):

You are incapable of using Pokémon that are in their final stage of evolution; you can catch them, you just can’t put them on your team.

“Pidgey, Ekans, and Magnemite” (+100 CP):

You can only have first-stage Pokémon on your team, on top of not having any final stage Pokémon. This means that you’re restricted to the likes of Rattata and Bidoof for the duration of the jump, and you can’t even take a Pokémon like Audino, as by virtue of not having an evolution, it is its own final stage. Mega Evolutions and baby Pokémon are not counted for these purposes, so you can still own a Pikachu without issue.

“Gotta heal my team again” (+100 CP):

You are incapable of getting through a battle without your Pokémon being hurt badly enough that you’ll need to visit a Pokécenter.

“Oh God, it’s Hyper Beam” (+100 CP):

You cannot make it through a single battle without at least one of your Pokémon fainting.

Pokémon Vietnamese Crystal (+200 CP):

MYSELF MYSELF NO UNDERSTOOD TO WHAT PEOPLE AM TALKING AROUND. THE TECHNICALLY, LANGUAGE YOU ARE A SPOKE THE IS SAME EXCEPT EVERYTHING IS CAPITALIZED, AND MYSELF INTELLIGENT YOU ARE A MIGHT TAKE APPRECIATED USING GOOGLE TRANSLATE THAT FEW TIMES. THAT TYPE FOR NONSENSE THE CONVEYS MEANING FOR TO WHAT INDIVIDUAL IS TRYING TO SAID VAGUELY, AND BLOCKING IT WITH ABLE TO BE CONFUSED AND EVEN ANNOYED

[You don’t know what people are saying. They’re technically speaking the same language as you, but everything sounds like it’s been written in allcaps, then run

through Google translate a few dozen times. It's a nonsensical mish-mash of words that might only vaguely convey the meaning of what someone is trying to say, but it more likely to just leave you confused and possibly insulted.]

"I have no friends" (+200 CP):

You can't bring any pets or companions with you from past jumps, limiting you to those purchased here.

"It's only me" (+100 CP):

You can't purchase any local companions, and cannot invite people to become your companion by any means. You can still get a Pokémon, though.

Lost Your Bag (+200 CP):

Whoops, looks like all your items are gone. You still have your Warehouse, but it's empty until the jump is over, at which point all your stuff will return back where it should be.

Fair and Square (+200 CP):

In this world, conflict is resolved via Pokémon battles. It would be pretty unsporting of you to zip right by that by using fireballs yourself, instead of through your Scorbunny. You lose access to all of your out-of-jump perks and powers until the jump is over.

Dedicated Team (+200 CP):

Regardless of how many Pokémon you have, you are restricted to having no more than 5 Pokémon active on your team, and must keep the others in storage.

Focused Team (+200 CP):

No matter how many Pokémon you have, you can only keep 3 of them on your person, and must keep the others in storage.

Quote "Team" Unquote (+200 CP):

You could catch every Pokémon in the world, and it wouldn't matter; you can only keep 1 single Pokémon with you at a time, and must keep the others in storage.

“I will challenge everyone who dares look at my face” (+200 CP):

As long as you are not within the bounds of civilization—such as within city limits or at a Pokécenter (even if that Pokécenter is in the middle of the wilderness), then you are forced to attempt to engage in a Pokémon battle anyone who meets your eyes. You don’t have to fight someone if you’ve already battled them before, however.

“You beat me but I don’t care” (+100 CP):

Having fought you before is no longer a form of protection against this; you are still forced to battle people, even if it’s just a rematch that will end the same way it did the first time.

“We lock eyes, prepare to fight” (+300 CP):

You will now engage anyone at all who looks you in the eyes in a Pokémon battle, regardless of situation, target, or environment. If you were a doctor and a woman giving birth looked at your face, you’d challenge her right then and there. But don’t worry, you’re still only going to fight people who actually have Pokémon to fight with... which is just about everyone.

“Why can’t we be friends?” (+200 CP):

You are incapable of forming significant emotional bonds with other people, such as friendships. You can still be friendly, and still have acquaintances, but you won’t have friends of your own with other people. You can still bond with Pokémon, though.

“You’re not my friend” (+200 CP):

You are also unable to form emotional bonds with your Pokémon, dooming them to having a low friendship rating.

“Why must you mess with me?” (+200 CP):

It’s not just that you can’t form bonds with people, but you actively seem to encourage negative relationships. People dislike you easily—a dislike which can turn into open hatred if you aren’t on your best behavior—and your Pokémon will never be happy with you and will often disobey.

“I wanna be kinda good” (+300 CP):

No matter how hard you try, your Pokémon will never pass level 40. Unless you have some very good strategies, you should probably give up on fighting the Elite Four.

“Like other trainers are” (+200 CP):

It doesn't matter what level your Pokémon are, Gym Leaders are always going to defeat you. Say goodbye to having badges.

“You fight me and I will lose” (+200 CP):

You are incapable of winning a Pokémon battle against another trainer. Against wild Pokémon? That's fine. But a person? No.

“Is this how it really ends?” (+600 CP):

No more of this “fainting” nonsense. Being hit by a bajillion volts of electricity doesn't just knock your Pokémon out, it kills them. Pokedex entries become more literal (although not so literal that the world will come to an end). In short, everything is a lot more dangerous, and you can't get away with pushing your Pokémon until they faint anymore.

Completion

Looks like your journey in the world of Pokémon has finally come to a close. All drawbacks are erased, and all the Pokémon you caught become your followers. Now, you have a choice to make.

Go Home:

It was fun, but maybe you'd like to bring Pokémon to the world you came from? Your chain is over.

Stay Here:

Alright, you've been a bystander for too long. Time to make an impact! You stay in this world, and your chain is over.

Continue On:

This was just another link on the chain. Time to continue to the next jump.

Notes

The quotes used for the General Perks are all from NPC's in the Pokémon games. The quotes used in the Drawbacks section are all lyrics from the fan-made song "Try to Catch a Few", a parody of the original Pokémon anime's theme song.

Power Points:

I mention in 16 Hour Workday that your stamina doesn't affect your PP. This is because moves utilize a special sort of energy; this is why a Normal-type Mega Punch can't harm a Ghost-type Pokémon, but a Steel-type Bullet Punch can. Using Pokémon moves can be exhausting, yes, but it also uses up this supply of energy, which is represented by PP. So just having more stamina doesn't mean your Pokémon could use their moves more frequently.

[Note that a good bit of this explanation is fanon, and hasn't been confirmed. Why DOES a seed hurt a ghost when being kicked doesn't?]

"For some people, Pokémon are pets":

This can let Pokémon-specific perks and items apply to monsters, animals, Digimon, etc. Use your best judgment.

Twins:

The Twins class debuted in Gen II, which didn't have double battles. If you really want to do double battles as the Twins class, then feel free to do so, but if you make that decision, then each of your bodies can still only carry 3 Pokémon, and are required to purchase a second Pokémon for your other body.

Pokéfans:

Yes, the Pokéfan trainer class is sometimes shown to have a kid, so if you were a PKMN Lover and a Junior, you could have both bodies make up the Pokéfan class. But because the kid doesn't have a sprite, and not all Pokéfans have a kid with them, I didn't include them in the examples for **"And make it double."**

Phone:

For a short list of the things the enhanced Phone will supply you with, you get a digital watch, a calculator, a memo pad, a pedometer, can check the status of your current Pokémon team, can determine how friendly your pets feel towards you, allows you to dowse for items as though using the Itemfinder, lets you detect edible berries on the scale of an entire region, check on the status of your Pokémon that aren't currently with you, a counter, an analog clock, a map you can mark to record locations, a coin flipper, a move tester to test damage and super-effectiveness against different enemies, a calendar, an app for dot art, a roulette wheel with space for you to draw options for it to point to, a timer, an app to check how your Pokémon feel about each other, a stopwatch, an alarm clock, the phone itself is capable of using Rock Smash/Cut/ Strength/Fly/Defog/Surf/Rock Climb/Waterfall HM moves, it can receive radio signals, can somehow tell when people you've fought before want to have a rematch, it keeps track of the weather in various places, includes a Pokedex, is capable of powering an electric bike, and it can take pictures.

It doesn't have a Rotom, but it does provide access to the Roto Loto, which can randomly give you items that let you do things like heal, boost exp, get discounts, raise your stats, etc.

Changelog:

- Version 1.2
 - Added "And make it double." Back to the perk lineup, with some changes. Someone pointed out that it was currently impossible to qualify for the "Twins" trainer class with just the Doubles Battle Partner, which existed before double battles.
 - Increased the cost of the Phone upgrade
 - Added the Ghost Story drawback
- Version 1.1
 - Spelling and grammar corrections
- Version 1.0
 - Corrected the direction of the accent in "Pokémon" to be accurate
 - Spelling and grammar corrections
 - Added the Fossil Reviver item
 - Added Ninja Boy to the Junior Category
 - Removed Ninja Boy and Hex Maniac from the Criminal Category

- Added "... All alone in the world." perk
- Added "Teehee... woman's secret!" perk
- Added "We're all named Grunt!" perk
- Added "We hope to see you again!" perk
- Added Healing Machine item
- Added Pokémon Vietnamese Crystal drawback
- Rapid Learning and Body Building now help you max your EV's. Their learning multiplier has been reduced to x3
- Wealth Breeds Wealth no protects you from the IRS. It also applies to any money you obtain, not just "earn"
- It's Natural to Love Pokémon no longer enforces the Pokémon attacking once you are done cuddling, and clarifies that only pets/Pokémon you actually possess are treated normally, not whatever you may have unleashed into the world.
- Sneaky now lets you and your pets see each other
- Quite Clever now properly boosts your smarts, instead of limiting you to top percentage human intellect
- Unswerving Focus protects you from normal confusion and Pokémon confusion
- Rewrote part of Sixteen-Hour Workdays. You no longer need sleep, but are still vulnerable to sleep effects
- Promised Payment no longer lets you trap people into paying you what they can't afford
- Z-Power Ring and Z-Crystals now only lets you create one duplicate crystal per Pokémon, and lets you absorb duplicates you don't need anymore
- Clarified that Super Ability Patch is single use, and you need to wait each week for it to refill
- Rephrased part of Sacred Ash
- Clarified that you can bring your pre-existing Pokémon with you for free, or pay to have them import into a new Pokémon body as an alt-form
- Condensed "pets and Pokémon" lines into just "Pokémon", and created the "For some people, Pokémon art pets" perk
- Removed "And make it double", and added the Double Battle Partner companion
- Mighty in Heart renamed as Rematch, and rewritten.

- No Limits no longer directly gives infinite growth, but instead lets you do additional EV training with each new jump.
- Protect the Children renamed to Just a Little Kid, and provides protection from Infatuation rather than Disable.
- Clarified that Money, Dear Boy actually takes the supplies from someplace in exchange for money, and that you can't purchase services, living creatures, or eggs
- Clarified that Egg Guardian applies to living things (although it's meant for babies)
- Clarified Type Specialist
- Weakened Underhanded Tricks
- Weakened Wellspring of Energies
- Cultivated Power has been reduced in scope, more focused on what the Pokémon actually allows instead of me trying to cram all the types into it because I was upset at the unequal type representation
- Stand Tall and Endure now protects you from sleep
- Explained what the Phone can do for you in the notes
- The Bike item now has pegs that expand into flotation devices like in Sword & shield
- The Incenses now work on other creatures that are reluctant to procreate in captivity
- Clarified that the Best Rod's tackle box refills each day, and including something so that you can copy the rod to give to other people.
- Devolution Spray can now give de-evolved alt-forms to non-Pokémon. Yes, this could give a My Hero Academia person with a mutant Quirk into a Quirkless person, or a Marvel Mutant into an ordinary human.
- Clarified Shorts
- Clarified that Pokémon under the effects of Mega Repel can't start a fight with you, not that they can't attack at all
- Gave Big Nugget a size. Considering how big a normal Nugget is, it's pretty fucking huge.
- Rephrased Power Items
- Poke Doll now replenishes once per day
- Created You Are an NPC drawback
- Reworked "I'll stand around catching bugs"

- Clarified the “Try to catch a few” line of drawbacks so that you can’t buy Pokémon, but can trade them, and your free Companion doesn’t count.
 - Added “The Faceless Masses” drawback
 - Added “Pokémon and humans take each other to greater heights.” perk
- Version 0.5
 - Created Jump