Pokemon Omega Ruby/Alpha Sapphire Jump

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Introduction:
Welcome Jumper, to a world of adventure! This is the world of Pokemon as you may well know but not just any area of it, no, but the Hoenn Region as seen within the Generation 3 Remakes, Omega Ruby and Alpha Sapphire.

Legends will war, Volcanophiles will try to blow and pirates want to make more water. I never said the locals are all that sane but who cares? It's still Pokemon!

Now, Are you a Boy or are you a Girl?

And take these 1000 Choice Points with you.

Continuity:

In these remakes, things are based on the Ruby and Sapphire editions for the most part. They are incompatible for the most part on their own.
Choose however you like.

Omega Ruby Timeline:
In this Timeline, Maxie of Team Magma tries to blow up the Region, causes a huge drought and thinks those glasses make him smarter. He's still as dumb as ever if you ask me. Also, that Yandere Magma Admin is concerning.

Alpha Sapphire Timeline:
Here we have the opposite, Archie of Team Aqua wants to go Biblical, to cause a huge flood which would drown the region of Hoenn. He also thinks he's a pirate it seems, and some of his subordinates need more clothes.

Delta Emerald Timeline:
The Timeline that never was, this adapts the events of Pokemon Emerald as closely to the other timelines as possible. How this affects events or the Delta Episode, I leave that up to you buddy, Fanwank responsibly.

Pokemon Adventures Manga (Gen 3) Timeline:
What it says on the tin, you are transported to the Pokemon Adventures Manga timeline rather than the above, events will follow there but obviously, you're a new factor.

Fanfiction:
Choose a Fanfiction or make something up on the fly, it must be set in the Hoenn Region. Adjust as necessary.

Age and Gender:
Age can be chosen based on your Origin or for 50 CP freely. Gender remains the same or you pay 50 CP to change it.

Origins:

You may choose 1 Origin from the following List.

Pokemon Trainer (Free)
You're a Pokemon Trainer, whether you just got your Starter, moved just into a new town with someone who would give you one, or are just a kid and novice with one or two is up to you. You can start here between the ages of 10 and 14.

Coordinator (Free)
Rather than one who seeks to be the very best, like no one ever was, you seek to be the most fantastic at performing, traveling the land to participate in Super Contests, the latest hit in Hoenn. You can start here between the ages of 10 and 14.

Professor (Free)
Oh so you're not a Trainer but a researcher? Or maybe a research assistant I should say at this stage. You're working under a Pokemon researcher in the Hoenn Region or maybe you were sent here by another from a different Region. Naturally there are also those who manage the Box System and their technicians. You may choose your age from 15 to 25 years old.

Gym Leader (-100 CP)
A member of the illustrious Gym Leaders of Hoenn, are we? Well, whether you replace an existing Gym Leader or occupy a city without a Gym, you're now the man or woman in charge of a Pokemon Gym, tasked with taking on challengers as an obstacle to overcome so they may earn your Badge. You may start at an age between 15 and 30 years old.

Land/Sea Cultist (-100 CP)
Let's be real, that's what these two teams ultimately are in their respective games. You're a member of either Team Magma or Team Aqua, or maybe a Team Rocket holdout if you so wish, who had fled here. In either case you're a Pokemon thief who steals Pokemon for his/her(?) own benefit and misuses them in the name of a "Noble" goal. Start your age at 18 to 40 years old.

Pokemon (Varies)
Well, I guess you don't want to be a human after all then. You are a Pokemon, wild or otherwise, but your species is restricted to how much CP you want to pay.
An unevolved Pokemon of Stage 1 out of 2 or 3 is free of charge.
A Pokemon on Stage 2 out of 3 is -100 CP.
A Pokemon on their final Evolution Stage, regardless of number of steps, is -200 CP.
Mythical Pokemon (Mew, Celebi, Jirachi or Shaymin for example) can be chosen for 400 CP.
A minor Legendary of more power than the previously mentioned Mythicals (Regi Trio, Legendary Birds or Beasts) is 600 CP.
A Major Legendary such as Ho Oh, Lugia or Xerneas and Yveltal would cost 800 CP. Power-Level Limit is around the power of the Weather Trio.
You can be a Pikachu for free though.
You can half the price of a Legendary choice by being an infantile form of that Legendary, so a baby Rayquaza for example. Very cute, not very strong. Think Silver from the Anime as your Benchmark for Lugia.
If you have a Pokemon form from a prior Jump you may choose it for free.

Scenarios

I am sure you're wondering "Why are Scenarios right after the Origin selection?" Well, it is quite simple: To see what your goals will be here. You can take any of these Scenarios unless they're mutually exclusive to one another, and gain +300 CP for each you take. As these generally are based on the events of the games a Land/Sea Cultist would have been banished from the organization, be a defector or similar.

If you don't take a Scenario that would have events canon to this world, those events still happen but someone else will be resolving them such as May or Brendon stopping the Ancient Titans, Zinnia succeeding with her plan to stop the Delta Meteor or a Ultra Wormhole swallowing the latter and sending it elsewhere.

The Greatest of them All:

If you're a Pokemon you need to have the Formshifter Perk.

Hello Jumper, you certainly are wondering what this means. It is the simplest of the scenarios and can be taken multiple times. The goal is quite simple you see: Beat all Gym Leaders and then the Pokemon League of the Region. How can you do this multiple times? Simple, first time it's Hoenn, the ones afterward can be any Region you haven't earned a Title like this in previous jumps in, even if you had not taken the Continuity Toggle in.

Rewards:

For completing the scenario you gain the Pokemon Master League, a large complex you can open portals to from your Warehouse, Personal Reality or from any given Jump. In here you will find one path open to you for every League you won, leading to a Gauntlet of Gym Leaders, Elite Four and finally the Champion you had beaten. They will always scale to the strength of your Pokemon, being a challenge for them but your Pokemon won't have access to Outside-Context-Powers they would've had in the time since unless these powers come from another Pokemon Jump or are Training Boosters. Why would you go through this? Simple, each time you defeat a Trainer here you gain thousands of monetary units corresponding to the dominant currency of the current setting, not to mention tremendous training opportunities. You can naturally also join in for training yourself and companions can use a Pokemonizer unit nearby to assume Pokemon forms to battle if they have no Pokemon form of their own. This form will be retracted after you leave the building and they resume their normal form.

Contest Super Extra Vaganza:

If you're a Pokemon you need to have the Formshifter Perk.
Pokemon Contests are the latest rage all over the Hoenn Region and your goal is simple: Win one Ribbon for every Contest class and on every level of the contests before your time is up.

Rewards:
Like with the scenario before, you gain access to a special complex. You can summon a huge Contest Hall to your location and organize a Pokemon Contest there. People will flood in to participate, using Pokemon matching their personalities and/or history if they had none, or to spectate. They will follow the rules no matter what their normal disposition would be and you can even use this to bet something on the outcome, such as for example you giving up your Soul if you lose but the Warp of Warhammer 40k being purified permanently if you win against the Four Chaos Gods. Yes, it's this powerful, Contests ain't easy pal.

Strongest Gym of them All

This scenario can be started even with The Greatest of Them All, but must be done after completing one region. If you start as a Gym Leader you will only assume the Role afterward if taken with the above Scenario, and as a Pokemon you need to have the Formshifter Perk.

Congratulations Jumper! You're now a Gym Leader, choose a city in one of the Regions to be the Gym Leader of as well as one type to theme your Gym around. Your goal is to become renowned as the go-to Final and Hardest Gym of the Region like Viridian City's Gym.

Reward:

Your Reward is quite a powerful one, namely your Gym. You can summon it in an empty spot near you and either challenge it yourself, with a recording of yourself as a Gym Leader replacing you for that fight, or assume the role yourself at which point challengers may come. They will be locals and likely be important characters you support, their teams will be matched to them and of sufficient power to challenge you. Should they win they gain your Badge and keep their Pokemon Team, adjusted to be capable of helping them in this setting. You can also have some of their companions form said team at your discretion, with them gaining the Formshifter Perk and the above benefits. Your Badge itself functions as a x5 Training Booster as well as giving them a 20% boost to speed, durability, strength and damage output.

Lastly you gain the ability to travel to your Gym's original city, with access to its full suite of facilities.

Gotta Catch ‘em All:

If you’re a Pokemon you need to have the Formshifter Perk.
Thus is the motto of Pokemon, and so is it for you. You have a Pokedex but it is blank, you must catch every Regional Pokemon of the Hoenn Region except for Legendary or Mythical Pokemon, or at least bring one of them to evolve through their full line. You have your entire stay here to do so. Note: A Pokedex with a full list of Pokemon except those not found in the Hoenn Regional Dex, cannot be imported into the Pokedex and all methods of data transfer will fail. For reference, all Pokemon that normally cannot be found in the wild will be found in appropriate locations or, if needed, you can find someone willing to trade one such as Porygon.

Reward:
For cataloging the entire Hoenn Region’s Pokemon population you have gained something far more than just knowledge: You have gained this Region. In future worlds you can open portals to this world for 1 year in total but once you have spent a year here you are ejected and must wait two years to reopen it. Time in the main Jump, and the time you stay in that Jump, will not move forward while you’re gone and going back and forth will not reset the 1 year timer, it will be the accumulated time spent here that is counted to that one year limit.
Nobody will question any oddities, nobody will be harmed by anything in the host reality and time will stop here while you’re gone. Training done here (such as for Naruto or DBZ) will have all Training Multipliers negated, it’s like a Hyperbolic Time Chamber but I won’t let you cheat even more. You also cannot destroy or kill anything or anyone here.

Alpha and Omega:

Remember how I said the events of Scenarios that would happen anyway, will be handled by others if you don't take them? Well, here is example #1. Namely, you're now going through the events of Omega Ruby/Alpha Sapphire or a mix of the two, depending on your Continuity choices. This means you have to deal with their Primal forms and respective cultists. Or in other words, this is the "Plot Bound" scenario.

Rewards:
As befits one who has overcome the titans of Land and/or Sea, you are now able to control the weathers they produce and even raise land or create large quantities of water, depending on which of them you dealt with. Additionally you have been granted control of the technologies used by Team Magma and/or Team Aqua. Lastly, if you caught one or both of them, you will obviously be able to keep them but moreover, they can be shrunk to a much more manageable size, making cute pets out of these titans!

Delta Episode

Right, this was a thing wasn't it? Well, regardless of whether you took the above, now you also have to deal with the Delta Episode, no random Ultra Wormhole eating the meteor for you and Rayquaza hasn't eaten enough space rock in a while. You have to be prepared for all the shenanigans, including to face a very powerful Deoxys. In Outer Space. Like, seriously guys. I'm not making this up.

Rewards:
For obvious reasons you can keep Rayquaza and, if you caught it, the Deoxys of the Delta Meteor. Moreover, you gain access to the ability to summon a Delta Meteor-like object. Whether that is to hit a planet or for mining. Mind you, you can fill this thing up with 1 Common or Uncommon Ore found in whatever universe you're in. Want Mythril in Marvel? Sure. Want Naquadah in Stargate? No problem. Lastly you gain the power to, at will, clear the orbit of debris and incoming meteors. Literally. All of this stuff will be stored either in your warehouse, a location under your control, or you can dump it within 20 meters of yourself. And yes that means you can drop a meteor shower on Sephiroth if you want to. Oh, I almost forgot. You can clear out the Atmosphere and remove artificial weather, turning the whole thing into an ideal atmosphere to your liking.

Seal of the Ancient Golems:

Somewhere in the South of Hoenn, deep Underwater, you will find a chamber where you need a number of HM moves and two specific Pokemon. Fulfill the conditions set and then seek out the three holy sites where Regirock, Regice and Registeel slumber. Your goal is to catch them but you’re not quite done yet as lastly you must travel to Mt. Pyre, there you will find a chamber has opened with Regigigas slumbering within. He will awaken and challenge you, capture the Titan and the reward will be yours.

Rewards:
Keep the Golems, obviously, you also gain the two Sword/Shield Regis as a reward. Lastly you gain a x10 multiplier to the attributes of each Golem. Those being Durability, Endurance, Heat Resistance and Strength. You also now have the ability to summon metal from the ground and are Cryokintic.

Battle Frontier King

This Scenario removes the Battle Resort, replacing it with an altered form of the Pokemon Emerald Battle Frontier with seven facilities, each one following its own unique rules. More than that, you now have a mission: Defeat each Frontier Brain of the Battle Frontier twice in total, following their rules in doing so. Mind you, you have only until the end of this Jump to do so.

Reward:
First on the list of goodies is the Battle Frontier and its facilities. It will be separate from the Hoenn Region you gain from "Gotta Catch 'em All" if you took that scenario. Not only do you gain the usual rewards of participating but also both monetary rewards and the Frontier Brains as Followers. Moreover you can take any Pokemon you used during your challenge at the Battle Factory and any Wild Pokemon you defeated in the Battle Pyramid as your own Pokemon and as Followers.

Blind 100% Playthrough:

This is yet the simplest challenge to understand: Undertake at least 4 of the above Scenarios, but you must do so blind. Not in the physical way, but in that all memories of Ruby, Sapphire, Emerald, Omega Ruby or Alpha Sapphire, are erased from your memories and any knowledge about the plot, including Manga or Anime, is as well. You must make it through the equivalent of a Blind Playthrough of these games, if not a bit more.

Reward:
As a reward for performing a feat that may very well have required blind dedication beyond all imagination, you have gained a boost to your Bodymod. Yes, your Bodymod. Every Scenario reward you just earned is now part of your Bodymod.

Starting Location:

You may start in any location matching your Origin or pay 50 CP to choose freely.

Littleroot Town

The Hometown of Professor Birch, fairly small all things considered, and you may start here as a Pokemon Trainer, Coordinator or Professor. Also, Unevolved Pokemon may choose to start on Route 101 to the North of this town.

Petalburg City

The location of Norman's Gym, the Normal-type Gym of the Hoenn Region. Here you may also start as a Trainer or Coordinator as well as a Pokemon with a Trainer.

Any Route

You may choose a Route of your choice as your starting location as a Wild Pokemon or Land/Sea Cultist.

Terrorist Hideout

Whether it is a cave at sea, a cave in a volcano's side or a pirate ship shaped maybe like Kyogre, you may start in the HQ of one of the villainous teams, taking the matching one for free as a Land/Sea Cultist or maybe a secret base of a Team Rocket Holdout or something.

Legendary Retreat

As the name says, this is a secret location which is hard to find for humans. Here you may start as a Legendary Pokemon of any sort and only as a Legendary Pokemon.

Mirage Spot

Whether an isolated island or a gap in time space, this location is well hidden and basically impossible to reach without the aid of Latias or Latios. Any Pokemon can start here, though First Evolution Pokemon gain +200 CP due to the difficulty of leaving this place.

City of your Gym

Choose any of the Cities in Hoenn, including those with a Gym. If you're a Gym Leader you're the new Gym Leader here. As a Trainer you work at the Gym, as a Professor you work here to provide starting Trainers, and as a Coordinator it's just your starting location. Not a good choice for Land/Sea Cultists.

Perks:

Origins gain all of their Perks Discounted with 100 CP Perks being Free for their Origin.

General Perks:

Fitness (Free)
You're physically fit as a fiddle, any inadequacies you may suffer in this department are therefore revoked if they had persisted until now and you're at the optimal level of fitness for your Species. This doesn't make you stronger, it just means you're well prepared for the kinds of terrain found on the Routes of this Region.

Admirable Aim (Free)
Your aim with spherical objects is uncanny, you can hit a small Pokemon in mid-flight or from 100 yards away with ease using a metal ball. This naturally gets even better with lighter objects.

Formshifter (Varies)
If you're a Human you gain a Pokemon Alt-Form but must pay in full for whatever Pokemon you choose. As a Pokemon this allows you to shift to human for free. In either case your form may be shifted on a sliding scale from full Pokemon to Full human, either gradually or instantly in a puff of smoke. Any and all stages on a metaphorical "Human to Feral" Sliding Scale are valid for this.
You do not gain another Origin but may choose a second race in future Jumps.

Draconian Disguise (200 CP)
A certain Lorekeeper managed to infiltrate an evil team without raising any suspicion. If you want to imitate her this is the Perk for you. It becomes incredibly easy to pretend like you are part of a group, no one raising an eye at your presence as long as you act the part and imitating grunts or even commanders in behavior is childsplay. Find a good outfit and you will be indiscernible.

Ruin Seeker (300 CP)
So many ancient mysteries to unravel. If you wish to enter the archeology business this is the Perk for you. You have a sense for ancient mysteries and solving Puzzles connected to such.

Lorekeeper (400 CP)
Hoenn has a vast History and ancient legends may just be useful in the future. Much like Zinnia you are now a Lorekeeper. The knowledge on all myths in the Jump/World you are in is available for you.

Lucky Find (400 CP)
Who wouldn't want a majestic Milotic? However its pre-evolution is an incredibly rare find, four tiles in an entire river rare. Fortunately for you, you have a knack for finding the rare and difficult. A Pokemon that you want to find is going to be found sooner or later.

Descendant of the Ancients (600 CP)
Hoenn has an interesting history filled with ancient civilizations like the Draconites and the ancient people of Sootopolis. With this Perk you may call yourself their kin. You may import as a member of any civilization or even family in this and future Jumps. Any innate abilities such bloodlines have will be available for you, as will their knowledge.

Pokemon Trainer

Rated E for Everyone (100 CP)
Age and Gender no longer matter, if you can prove yourself capable of a task nobody will hesitate to ask you for aid or to assign it to you.

Fast Friends (100 CP)
You're a People Person, or Pokemon Befriending person as it may be. You can easily form friendships with other sentient (can experience feelings, it doesn't mean self-aware) beings and can bridge even the gap of Speciation.

Climate Tolerance (200 CP)
Hoenn is a land of Weather Extremes, which you wouldn't know based on the fact it is technically based on part of the Japanese Archipelago. In any case, you are perfectly fine whether in the scorching heat of the desert, freezing cold of a mountain top, Scuba Diving in the sea or Biking through a Rainstorm. Just don't expect to go to Groudon or Kyogre with anything less than a Spacesuit on.

Stamina for Days (200 CP)
If you wanna be The Very Best, Like No One Ever Was, then you need stamina. Stamina for days. Your stamina levels are now at minimum 10 times Peak Human and at most 10 times your own Stamina level without the Perk. This only affects how much endurance you have, not energies or the like.

Steadfast like Gigas (400 CP)
Like Regigigas? you cannot be shaken. Your body is incredibly resistant to damage and you can even take hits from fully evolved, powerful Pokemon. You could survive a Hyper Beam from Manga Lance's Dragonair for just one example. If your durability surpasses this, then it will become 10 times what you had before.

Sneaky Traineritzes (400 CP)
In this continuity there is an important trick, sneaking up on Pokemon of whom a body part is showing out of Tall Grass. This kind of event is incredibly useful for hunting rare and powerful Pokemon, but if you're too fast it will run away. Now you're the kind of person who can sneak up behind a well trained guard or a super creature with enhanced senses unnoticed until you reach them and do something to them, like throwing a Pokeball at them. And to add onto this, they won't be able to just run away from you.

Master Tutor (600 CP)
TM? HM? Move Tutor? Egg Moves? Who needs all this? You're an absolute expert on teaching Pokemon new moves, any move they could learn by any of the above methods will be within your ability to teach. In future Jumps this goes even further as you can teach the skills and abilities related to Perks you have to others in a similar manner, and in both the teaching only takes a full day's worth of training under you.

Champion in the Making (600 CP)
Let those wannabes fall to the wayside, you're nothing short of the next Pokemon League Champion! Training under your supervision allows others to grow in power 10 times faster than before. In fact, if you're in charge of your own training this applies as well! Strength, endurance, mythical powers? They all grow. Moreover, they grow all together, no personality will make your Attack stat be lower than your speed or whatever. In practice this means that if you train physically, your supernatural abilities will grow proportionally and vice versa.

Chosen One (800 CP)
Sometimes, truly something else is needed, a spark of brilliance or a spark of destiny. You have this spark now, Jumper. With this Perk you are destined to greatness and the most insurmountable looking obstacles become little more than that: Obstacles on your path to fulfill your destiny of greatness. Here it may be to become Champion, or finding rifts in time-space from which you can find rare Pokemon. In future worlds this may be an awareness of where to go or what to do to achieve your goals and an awareness of minute details which may make or break your plans.

Coordinator:

Rhythm in the Blood (100 CP)
Your skill in keeping in the rhythm of a performance and know exactly how to captivate an audience with your Pokemon's help! Never fear a slip-up on your or your Pokemon's side with this!

Simply Incredible (100 CP)
Performance is in your blood and everything shows it. From the way you and your Pokemon dress to the spectacle that is every move you perform. With this Perk, you're a dazzling star that can make the most mundane of splash attacks into a wondrous firework! Moreover, the flashier your moves, the better they are both in Contests and in combat too, not just for your Pokemon, by the way.

Costume Maniac (200 CP)
Well look at this! You are talented in the crafting of special costumes based on various subjects such as Pokemon or which invoke certain archetypes. On its own this doesn't do a whole lot beyond making you the King/Queen of any cosplay convention but…

Talent Guru (200 CP)
All the direction in the world will do nothing if you can't find the right actors for the show, right? Well, don't despair, you're the perfect Trainer for the job of finding the right people for the job. If you seek talent for an activity of your choice, you won't take long to find and figure out the best individual for the task. Whether that be Pokemon Contests or Pokemon Battles.

Style Champion (400 CP)
Even the best combo of moves will get dull at times, this is where this comes in. You're an expert at finding new styles of using moves, whether that be through the ancient schools of Strong and Agile Style moves as taught in Hisui, or, as an example, an Ambipom rotating to create a whirlpool of Swift Stars to block enemy attacks against itself. This can also be, naturally, applied to other things and activities, as you may well guess.

Diamond in the Rough (400 CP)
This is quite an odd perk, but you don't need to buy this if you don't want to. This Perk is one of aid, allowing you to help others become the best they can be, not by training but by what they think of themselves or their appearance. Take a nerdy girl with glasses, take a couple days of working with her, and suddenly the hidden beauty hidden under the sweater comes out and she's even ready to join the cheerleaders. You're a natural at helping others with self-improvement, helping them gain confidence, and improve their looks too. You don't even need plastic surgery or beating the shit out of someone's face to turn someone like Gilles de Rais into an adonis. Naturally, among Pokemon this manifests best with Feebas, allowing you to easily aid it to evolve to Milotic. Pokemon like this will, in fact, seek you out, knowing that you can bring their inner beauty out.

Predictive Performer (600 CP)
Many moves get extra points if you use them in sequence with others or can protect your Pokemon from negative effects of other moves, and in either case, timing is important! You can tell exactly when to use a move and how to achieve a far greater appeal while also ensuring your opponents don't get the same benefit from your own performance. This can be applied to yourself during contests you are the participant in, such as talent shows or Olympics and, naturally, Pokemon Contests if you're a Pokemon taking this.

Gold Mine (600 CP)
You're an expert at advertising. You can make anything into a money producing machine, any performance, any talent, can be turned into a show to earn money. This will never hurt your performers or get stale with the audience, and never fear, for you will have an intrinsic understanding where to find a gig, where to advertise and to whom, not to mention being able to predict what would be most appreciated by your audience as a whole. Never stumble into situations where you cannot make a quick buck by using Street Performances and never fear for authorities raining on your parade, or rather, your Show. After all, the Show Must Go On.

Mega Affinity 800 CP)
Mega Evolution is a huge new thing in this generation and a huge hit with Contest jurors as well! While this won't make you able to perform Mega Evolution with your Partner without a Mega Stone or Key Stone, it does allow you to make a huge spectacle out of it, maximizing the impact of Mega Evolution on your audience while also reducing any and all stress on your Partner. To make it even sweeter, this also boosts the combat benefits of Mega Evolution and, in future worlds, this applies to all forms of "Super Transformation" with other Pokemon related transformations (Dynamax, Gigantamax etc) being also boosted while in this Jump.

Professor

Well Studied (100 CP)
Choose one field of Pokemon Science, any is allowed within legal limits. Now you're a well studied researcher in that field. After all, they wouldn't give this job to some random kid on the street named "Fantastic" after all, right?

Observation, Notes Taking, Results Testing (100 CP)
You're an expert at researching Pokemon and finding out new things about them, able to easily learn fascinating things from observing them in the field to make notes, analyzing these notes and then testing the hypothesis from those notes with the specimen Trainer left with you to study.

Computer Wiz (200 CP)
Like Bill of Kanto or Lanette of Hoenn you're an expert at computer sciences, able to build complex machinery to support a network of them and program them in ways far beyond modern day computers. You could set up your own Pokemon Storage system or a similar system for other things, Items included.

Wonky Weather (200 CP)
The Hoenn Region is among the strangest climates in the Pokemon world, with huge swaths of it being covered in constant rain, eternal sandstorms and many Pokemon being capable of comically easily altering the weather in some form. Ask Castform for instance. Now you too have some degree of predictive power for weather and can even influence the degree of it. Additionally, Weather moves last twice as long in the case of Weather moves your Pokemon uses and only half as long if the weather is detrimental.

No Serious Danger (400 CP)
Field Work on Pokemon can be dangerous, a truth found all the way back in the days of the earliest complete Pokedex in history. Pokemon can be dangerous, aggressive and devious so going out there? Observing them? Yeah, not a great idea. At least without this. Now with this Perk you are capable of avoiding all danger or attacks when studying a subject in a scientific pursuit such as stalking a group of Poochyena or observing a pair of Ralts. Pokemon and others you study are also unable to detect your presence as long as you mean them no harm and only wish to study them to learn more about their kind in a scientific field.

Pokeball Sciences (400 CP)
Pokeballs, the wondrous devices that allow a 10 year old to take control of a fire spitting hot chicken and an aggressive, maybe rabbid, dog/hyena looking creature with a dark disposition. You are a leading expert on the sciences behind the modern Pokeball and could easily apply for a job at the R&D department of Devon Corp, able to easily build things like Timer Balls or Luxury Balls and, with some research, maybe even the coveted Master Ball. You just need to get the tools and materials first.

Seeker of Ruins (600 CP)
You have studied in the field of Archeology and Paleontology, which in layman's terms means you're great at exploring ancient ruins, finding out about the past, and at digging up Fossils. You have a near supernatural sense of when and where you should search to find these things and how best to preserve as much of the treasure trove this represents as you can, no taking one Fossil of two and the other just straight-up being swallowed by sand or a tower they're for some reason inside of collapsing.

Seeker of Stones (600 CP)
Rare stones such as Evolution Stones, Mega Stones, precious minerals, gold. You are an expert on recognizing where to dig to find these things, able to discern at a glance the kinds of strata that would be most likely to contain these treasures of the Earth and the best way to extract these most precious of goods from Mother Earth. Why, if you were in Sinnoh you'd be able to make a killing in the Underground by just keeping digging and digging and taking hours for the wall to collapse before you! If it does at all that is!

Scientific Mastermind (800 CP)
Your mind is quite frankly, a one-man Research Journal. You are perfectly capable of peer-reviewing your own findings without any Bias, able to discern any problems and do all the scientific work that peer-review is meant for, with a 100% perfect accuracy. Any field you're educated in has these benefits, allowing you to perform research and leaps in scientific discoveries at mind boggling speeds, lightning speed one could say. Never will your own bias blind you to any errors of judgment, neither religious fervor nor previous conclusions shall cloud your mind against the truth.

Gym Leader

Test of Strength (100 CP)
You're a Gym Leader, your goal is to test a Trainer's strength, to prepare them for the road ahead. You can tell at a glance which of your Pokemon are best suited to serve at general levels in your Gym, making it easy to make a set-up for Trainers with any number of Badges, from 0 to 7 naturally. Just… keep that Groudon in the Pokeball, that's more suited for challenging the Elite 4 rather than fighting Timmy and his Rattata.

Type Specialist (100 CP)
As a Gym Leader you're meant to be specialized in one specific type, to test a Trainer's ability to cope with all the myriad ways that Pokemon type can fight. By purchasing this Perk you choose 1 type, which includes Pokemon of the same theme so Gyarados and Charizard are fair game for a Dragon-type Gym, and any Pokemon you use that match this type gain a 50% boost in capabilities and their improvement rate. This is toggleable.

Not Unmovable (200 CP)
A Gym Leader is only a test of strength as stated before, you're not meant to be insurmountable by Trainers, including green rookies who come at you with nothing but a Torchic and a few local Pokemon. With this Perk you can now reduce the potency of all Perks you and your companions have from full strength to outright shutting them down. If you do so, someone who battles you will gain far more experience fighting you than they would otherwise and get the impression that you respect them enough to fight them fair and square, or that you're handicapping yourself because of how far below you they are, if you want to humiliate a Paul or Damian or something.

Clean the Streets (200 CP)
A Gym Leader is a powerful Trainer, everyone knows that. Your very presence in a city makes villains hesitate to do anything. If you were to take action and head out to confront an evil team, say while they're busy trying to blow up the volcano nearby, and you beat them? They would retreat. Repeat this often enough and the criminal outfit will dissolve for good.

Mentor Figure (400 CP)
Gym Leaders are always surrounded by a handful of minor Trainers, Gym Trainers they are called. What are they? What is their purpose? Well, to help testing Trainers, obviously, in return they learn from the Gym Leader all about their favorite Pokemon Type. You as well will attract many Trainers wishing to train under you and as long as you train them and teach them in a field you're proficient with, such as the battling with your Type specialty, then their progress will accelerate 20 fold. You can do this even to other Gym Leaders, mentoring a junior isn't unheard of after all. Flannery would love that.

Manifold Talents (400 CP)
Many Gym Leaders in this Region and others, have proven quite capable in their own right to be more than just a Gym Leader. I'm not talking about Wallace taking over as the Champion, no. As examples, Roxanne of Rustboro City is also a teacher at the local Pokemon School. Wattson seems to border on being the Mayor of Mauville City. Wallace and Juan were both well known Contest Stars. Like them you have the training and education for another occupation besides being a Gym Leader, or maybe you're just much better than Norman at being a family man on top of being a Gym Leader.

Special Power (600 CP)
Some Gym Leaders aren't just experts at Pokemon battle, some have special abilities. Sabrina of Kanto and Tate and Liza are psychic as an example. Choose between Psychic powers, Aura or Pokemon Witchcraft (Lily from the Johto Season of the Anime), you're now as proficient in these skills as Sabrina is in psychic powers and can perform at a similar level to that terrifying woman who could turn people into literal dolls.

Badge Empowerment (600 CP)
Like in the Pokemon Adventures Manga, you can imbue the Badges you hand out with power. Whether that be one that boosts a specific attribute of those working for the recipient, or granting them a Perk you possess, both are fair game as long as they have earned the Badge from you and you can designate each Badge's benefits individually. There is, however, a limit. Attributes may only be boosted one per Badge, so only Attack, Special Attack and so forth. And Perks are limited to 400 CP or below Perks, discounts are considered here.

Champion To Be (800 CP)
Just because you are a hurdle meant to be overcome, doesn't mean you have to be in this position forever. Wallace too managed to become the Champion in at least one timeline. You will find that if a position is open for something above your station, you will have an easier time achieving it, being at least as good as your predecessor with some work. In more practical terms this grants you a intrinsic sense of what steps you need to take in order to achieve these lofty heights as well as boosting the gains from your efforts by 10 times what would be gained normally, as long as you're working toward such a goal that is.

Land/Sea Cultist

Grunt Work (100 CP)
Let's be real, nothing could be done without the average grunt. While the Leaders and Masterminds scheme, you are out there doing the work. You always have a sense for what a superior could want from you and how best to serve them. Also helps in understanding their orders exactly as they mean them.

For a New World (100 CP)
You have a vision do you not? For humans to expand ever farther or for Pokemon to regain their aquatic habitats? Well motivation for such a goal comes easy, always able to pick yourself up and get to work no matter the circumstances.

Admin Privileges (200 CP)
Once you have proven your worth in an organization like this, who cares about some excentrics or quirks? As long as you put the work in, you can behave however you want, your coworkers and leaders tolerating your quirks.

Underestimating Beginners (200 CP)
Do you really want to suffer the same curse as the other teams, some upstart dismantling everything you worked for? To make it short, with this Perk you will no longer underestimate anyone or anything. You will instinctively know how much of a threat someone can be to you, your plans and your organization.

Bridges Beyond Land and Sea (400 CP)
Can love bloom on the battlefield? After all was said and done at least one Magma and Aqua grunt ended up very fond of each other. They now live their days in the Battle Resort happily together and you may too. Reconciling with those on the opposite side of you becomes much easier. Opposites attract and all that. As a plus you find that if you really are sorry for any past misdeeds and work to better yourself, people will forgive you.

Beaten by a 10 Year Old (400 CP)
How come all these evil Teams constantly fall to some kid with a starter? Are they just that big a prodigy? Well once you are beaten you will at least be able to get back up again and provide a good fight. When it is in the pursuit of beating someone who wants to stop you, any training you do is more effective. You're no lowly grunt on the Road and now is the time to show it.

Trusted Right Hand (600 CP)
Even the Bosses need someone to trust in and rely on. Like Shelly and Courtney are for their respective leaders. Well giving advice to such figures is something you seem skilled in, your Bosses trusting you with more than they should and being overall fonder of you. In essence, you are the one they turn to when they really need someone.

Screw your Alignment Chart! (600 CP)
So what if you are working for an evil organization? You still love your Pokemon and as such Mega Evolution is still achievable for you. To make it short, you can override certain requirements of powers or Items when they are connected to morality or goals.

Nature's Wrath (800)
I am sure the Teams of this Region would have appreciated this one. Forces of Nature are not an easy toy for the fragile mortals, easily lashing out against those who seek to use their power. Not for you anymore. Forces of Nature involved in your plans and schemes will no longer fail. No suddenly uncontrollable Legendary on a rampage because your safety was lacking. If you achieve this power, it is yours.

Pokemon

Shiny (100 CP)
Well, this is interesting, you appear to be a “Shiny” Pokemon, that is to say, a Pokemon with an anomalous color for your species. As this is a Perk, you may freely choose what color combination that would be, and if not in a Pokemon form, you can use this Perk to alter your hair, skin and eye color, though your skin must be within the norms of the species of your Alt-Form.

Deviant Typing (100 CP)
What is this now? Are you some sort of regional variant? Well you may freely adjust your innate typing with this option.

Human Speech (200 CP)
Like a certain Meowth, you are now capable of human speech. Humans will be able to understand you. If you’re a human, this grants you the ability to speak with and understand Pokemon like N can do.

Egg Move (200 CP)
You’re a bit special aren’t you? You have inherited a move from one of your parents, any that is possible for your chosen species that is. In future Jumps you may replace this with another ability that may be rare or even normally unique, for those of a similar background as you, such as being an Animagus or Metamorphmagus.

Unique Interest (400 CP)
Sometimes what a Pokemon is interested in can lead to new abilities. A Pikachu that is into cosplay could find themselves learning a new attack as a result. Combining your unique interests with your innate abilities, gaining something new in the process, becomes natural to you.

Legendary Aspect (400 CP)
Oh, now this is something special! You can choose a special ability seen in any Pokemon media, such as Red’s Eevee being able to swap between it’s evolutionary forms, the near timestop level speed of Mewtwo from the Genesect movie, or even a minor Legendary’s special ability such as Flare Seed or Decade-Spanning Time Travel of Celebi and you now have it.

Perfect IV’s (600 CP)
You were quite literally bred for perfection. You are the top of the class for your species. The strongest, the most enduring. Your species peak Potential is now yours.

Legendary Move (600 CP)
Now we are cooking with Gas. Truly exceptional power lies in this option. The attacks and moves of the Legends themselves are available to you. You could perform Rayquaza’s Dragon Ascent as a ‘mere’ Salamence for example.

Delta Organ (800 CP)
The ruler of the Skies uses this Organ in place of a Mega Stone. Such a quirk ended up putting him on the Anything Goes Tier so trust me that there is true power in this option. You can assume Mega Evolution without any outside help, as long as you have the energy for it. This energy can even come from someone's desperate or heartfelt wish in place of a Mega Stone. This also applies for other transformations Post Jump, also giving them a noticeable boost akin to Mega Evolution.

Items

All Origins gain 2 Discounts for each Price tier. 50 CP and 100 CP Items are free if discounted.
All Origins also gain a 400 CP Stipend for Items only.

Undiscounted

Trainer Pass (Free with Human Form)
This is a basic ID which comes with a case for your Badges and will display basic information and achievements on its back. Also, it acts as a Credit card, comes pre-charged with 3000 Pokedollars.

Iconic Outfit (Free)
An iconic outfit of your choosing, can include any type of headgear seen before in the Pokemon Series. It will always fit you and will protect you from any environment, as long as a human can survive it so it will be cool in heat, warm in cold and keep you relatively protected in rain. Just don't expect this to go well around Primal Groudon or in Outer Space.

Pokedex (Free)
This is a Hoenn Region Pokedex as seen in Pokemon Omega Ruby and Alpha Sapphire. It is currently empty of any entries but will automatically record accurate information of any Pokemon you catch or evolve another Pokemon into. For a cost of 100 CP (Undiscounted) you can upgrade it to already have been upgraded into a National Dex allowing the gathering of data on Pokemon from outside Hoenn. Unless you took the "Gotta Catch 'em All" Scenario, you may import a Pokedex you already have into this.

Expanded Bag (Free)
A Bag as found in just about any Pokemon Game, can contain any Item you want up to a total count of 999 copies of that item and will sort itself with Items reachable at will from within. The absolute size limit is hiding a Metagross inside.

20 Pokeballs (Free)
A normal set of 20 Poke Balls, do not replenish but are a good starting point for a young Trainer such as you.

Colored Spheres (400 CP)
These are the two colored spheres which can induce Primal Reversion in Groudon and Kyogre, or at least copies of them. They can also be used to influence them or even control them, as long as the user has a strong enough will and isn't a complete lunatic *looks to Maxie and Archie*

50/100 CP Items:

Pokeball Set (50 CP)
This is a bit more advanced, these are 20 Great Balls, Hyper Balls and 10 of each Apricorn Pokeball, including from Legends Arceus such as Heavy Ball and Feather Ball. No it doesn't include the Master Ball.

Key Stone (50/100/200 CP)
A Key Stone is an essential piece of equipment for the use of Mega Evolution. At 100 CP you get a standard Key Stone which, once per battle, allows you to Mega Evolve a Pokemon you have a strong bond with and which carries a Mega Stone. For 100 CP instead you get an upgraded Key Stone. Mega Stones near it will glow and it will likewise create a small beam of light in the direction of a nearby Mega Stone. For a final 100 extra CP you can upgrade this into a Sparkling Stone of Alola, allowing you to perform Z-Moves as well as utilizing Mega Evolution and detecting Mega Stones alongside natural Z-Crystals in the environment.

Potion Set (50 CP)
20 Potions, Super Potions and 5 of each Status Healing Item. These Items respawn within your bag once per month.

50.000 Pokedollars (50 CP)
Quite simple, a Rainy Day Fund for you, these are 50k in the local currency. In future jumps you will receive an equivalent amount of money of the dominant currency of your starting location. Buying this item multiple times will add another zero to the end of the listed quantity.

Berries Package (50 CP)
This is quite a find, 50 berries of every kind in the ORAS games are now yours, this special container will refill itself once per month to this capacity so don't worry about it, just make sure to either plant them, have them consumed or by cooking them.

PokeNav (50/200 CP)
This is a handy little device. This is the Pokemon Navigator, one of the latest Trainer Accessories made by Devon Corporation. Similar to the PokeGear of Silph Corporation, the PokeNav serves as a Phone and map. However, while the PokeGear has a Radio, this is lacking here. For 200 instead of 50, you may also instead get a PokeNav Plus, an upgraded form of the PokeNav which includes the DexNav function, allowing you to more easily hunt Pokemon. This function can allow you to find Shiny Pokemon more easily as well as finding rarer Pokemon as well.
Additionally, in future worlds this function will allow you to find Pokemon in those worlds, as well as Pokemon based on those worlds if you so wish. It also, this time, comes with a radio playing any Pokemon soundtracks from the games or anime.

Dowsing Machine (100 CP?)
A wearable headband device that can locate items not easily seeable to the naked eye. This device works by having the two antennas on the headband track whatever you may be looking for, before progressing through a color-coded set of reactions as you approach the item to find.
By getting this here, this version can be made silent if you wish, while also being lightweight enough to not impede your movements. Yes, even when trying to be slowly moving to not alarm anyone or anything.

Z-Crystal (100 CP)
Z-Crystal wouldn't be seen until the generation after this one, but this doesn't mean you can't get your own! Choose one of the existing Pokemon Types, you receive one Z-Crystal of that type with this purchase and it can be used to produce more of the same type like in Sun and Moon. This Item may be purchased as many times as there are different Pokemon types, one purchase per type in other words.

Fossil (100 CP)
This is one of the Fossils found in Pokemon, whether this be one of the Hoenn Fossils or from another Region. This Item won't respawn and you get one Fossil per purchase. However, in future Worlds you can decide to have Pokemon Fossils become buried around the world for you to find.

Bike (100 CP)
This is something odd, normally in Hoenn the bike would be a choice between a Racing Bike and a Trick Bike. This one is a bit different. It has two functions between which you can change with the flip of a switch. The first, the Racing Bike mode, will allow the bike to reach speeds at least 5 times faster than you can run or 20 times the speed of a Cheetah's top speed. The other, the Trick Bike, will grant you a perfect level of skill for things like Wheelies, sideways hopping and any other Bicycle based tricks you could perform. It also will never have any trouble in rough terrain, doubling as an Off-Road Bike if necessary while driving just as smoothly on normal roads or in rough terrain, never making you suffer saddle burns or the like

O-Power Device (100 CP)
This small device is a more practical way to utilize something a couple old man in this Region learned from someone else from Kalos. With this you can apply small boosts to yourself or others based on the O-Powers but only one such boost can be applied per person. The more they are used, the more powerful these O-Powers become and while you can use this on yourself, the gradual growth of the O-Power efficiency will be greater if you're sharing. For Sharing is Caring. You need to recharge the device over time with various activities generating the power, a certain amount of the energy will be used up each time you use O-Powers so be careful.

Wingsuit (100 CP)
In a world with, well, Latios and Latias, this may not seem so interesting, but hear me out. This suit comes with a pair of retractable wings, for one, secondly it is very easy to control your gliding, allowing you to fly more freely and for longer periods of time, especially as a very shallow angle can be easily maintained with this suit. It isn't powered flight, but when you need to get down from somewhere but don't want to call a Legendary Pokemon to your side, this is your best friend.

200 CP Items

Mega Stone (200 CP)
The Kalos region is not the only one with access to this art. In fact Rayquaza was the first Pokemon to ever Mega Evolve. Now you too can tap into this Bond. You get one Mega Stone embedded into an artifact of your choice. This could be anything from a glove, to a keychain, to an armband, everything. Comes along with one Mega Stone for whatever Pokemon you want.

Rare Candy Package (200/300 CP)
This is a small bag with 10 Rare Candy, each of these candy, when eaten, will give the consumer a significant powerboost, roughly equal to 1/100th their raw potential in the case of Pokemon. If there is a Game System/LitRPG System involved, this will mean a full Level Up. Additionally, an individual who has fallen unconscious or is at the brink of using up all of their vital energy, will be slightly healed and recovered, waking up immediately. This doesn't work on the dead.. For an additional 100 CP, you get 1 "Super-Rare Candy" in this package which, first of all, has ten times the effect of a normal Rare Candy. Additionally, in game terms so take this as you will, it will add 10 Effort Points to each stat of a Pokemon or individual, unlocking a not insignificant amount of power. Lastly, the above recovery effect will now also work on the recently deceased though their body has to be in enough of one piece so as to support their life with wounds closed.
The bag refills once per month up to the number of Candy consumed.

TM & HM Set (200 CP)
This is a large device containing hundreds of strange disks which, when used as per the included manual, will teach a Pokemon how to use one of the various TM and HM moves. Within this jump this will only work on Pokemon and only those who can actually learn the respective move, but in future Jumps you can use these on non-Pokemon though the moves will be weakened if they don't have an affinity. The discs themselves, which includes HMs, do not break on use but cannot be sold either.

Supertraining (200 CP)
It seems you've got a pretty device there, Jumper. This hand held device needs only be connected to your Pokédex. After connecting the two together you only need to place your pokéball on the Pokédex, this will send the Pokémon attached into a Simulation where they can train. The Simulations are not only Lore and Reality accurate down to the last detail, but also an independent artificial world. So yes, you can possibly make your Pokémon learn Roar of Time. *But it will take a lot of work*.

Evolution Material (200 CP)
Every Single Item used for Pokémon Evolutions *and* a Guide Book explaining how each Pokemon would evolve and under what conditions. Includes items not yet introduced in this game. Yes, if you had an Ursaring during the Full Moon you could give it a Peat Block to gain a Ursaluna.

3x Masterball (200 CP)
The Masterball is the ultimate Pokeball designed by Silph Corporation in Kanto. Blessed with a tremendous catch-rate that most every Pokemon has a barely above 0% chance of escaping, this Pokeball can catch just about any Pokemon short of an Ultra Beast, mainly because those are… weird, to put it bluntly. Per purchase you gain three Masterballs, they do not respawn unless the caught Pokemon is imported as a Companion, but having a respawning, or reusable, Masterball is way outside of this Jump's area of purchases. We have standards for this kind of thing.

Hot Spring Chain (200)
Who doesn't enjoy a nice Jump into a relaxing Hot spring? The Fire Gym Leader of this region can attest to their usefulness. So you now get your Hot Spring Bathhouse Chain! Your Hot Springs are 10 times more effective on Humans and *50 times* more effective to Pokémon! The Hot Spring Bathhouse Chain also serves *all* Pokémon. Dragonite? Yes. Charizard? Yes. Rayquaza? Yes! Arceus? Yes!!! You can also find a Bathhouse anywhere! In the Mountains? Yes! In the Plains? Yes! In the Sea? Wait what? Yeah, sure. In Effing Space! YES!!! Your Hot Spring Chain extends all over the Region, and beyond too. Yes, you gain money from this. 10 000 Pokédollars monthly, unless circumstances that makes others want to go to the Hot Springs more happens.

400 CP Items

EXP Share (400 CP)
Now, normally in the Pokémon Games an EXP Share would only work for the Pokémon you carry. Well no more! Now it works for all of your pokémon, Active and Benched! In Game terms it gives 50% of the earned EXP from a Battle to the rest of your team, but you'll be given one that essentially gives 100% EXP. Why? Because in real life your Pokémon will feel all that you and your battling Pokémon did. From strategies, moves, pain, feelings etc. As such, how the utter heck do you cut that in half?

Eon Flute (400 CP)
Who wouldn't want to soar through the skies like a Legend? Well blow this flute and Latios or Latias will arrive to carry you wherever you want, safely and swiftly. Can also be used to contact other 'Legendary' like creatures and communicate with them.

Eon Ticket (400 CP)
There is so much to explore in this region alone. Lost islands and strange creatures. This Ticket will allow you to go there. Show it to anyone or anything that is traveling anywhere and you will be able to accompany the Journey. Be it on a Ship, on a Plane or whatever else you may need for travel.

Pokecenter (400 CP)
Welcome Jumper, to your own Pokemon Center. This building is small but is fully equipped for just about every emergency and can deploy a portable healing and Life Support Unit. The Nurse Joy manning the Pokemon Center is The Very Best, Like No One Ever was in her field and could resurrect a decaying corpse into a godman if she had to, at least as long as said corpse was technically still alive. Comes with an army of 4000 Chaneira who, while not willing to fight on your behalf, will defend the Pokemon Center, their patients and all equipment, with enough force and a large enough variety of moves as to give Gods of Destruction Pause by their sheer power borne of a fanatic dedication to healing people.
Strangely there is an old photograph of a certain blonde woman in an old, stylized, red military uniform.

Capture Styler (400 CP)
Well, this one is a bit odd here, pretty sure there hasn't been a game of this series since the DS era. However, here it is. This little machine shoots a spinning top-like device which will begin to encircle, on your command, a Pokemon. If it draws enough circles around a Pokemon, that Pokemon will become friendly and be willing to aid you, if agitated this will cause the Pokemon to calm down but also flee shortly after. This can also be used to accelerate a Pokemon's healing and keep control of at most, 12 Pokemon at any given time. If damaged it will slowly regenerate it's durability over time, and if destroyed will be restored within 24 hours.
In future worlds this item will work on any animal, animal-like creature or animal-adjacent except humans and human-like fantasy races. Sorry, this doesn't work on the Emperor of Mankind. Also doesn't work on supernatural monstrosities so don't even try it on Angron or Servants.

Contest Attire (400 CP)
If you go on stage and want to deliver a show you should do so with style! This Contest Attire is specially made to make you look cooler/smarter/prettier simply awe inspiring. Anything you do will also look more impressive while the Attire also gives you a notable reputation boost. One or two great performances with this on and you will have a fanbase rivaling Lissia's in no time.

Inverse Battle Device (400 CP)
Based on Inver's ability to make Type Inversions, except this allows you to do it without the limitations they have. Alternatively, instead of a simple item, it is a property/location you own that can perform this feat all day/night while being able to be turned on and off easily as needed.
If either the property or device Shop or Device are used with training, this can help impact shaving the devastating damage inflicted on striking weaknesses or sharpening some more damage on a not-so effective attack on a foe

Verdant Sanctuary (400CP)
This is quite a nice little find. This is a secret grove, forest clearing, small island or something similar to that, untouched by civilization. This verdant natural paradise is home to many Pokemon, even more of them being very rare. You can try to catch them but must first speak to them and get their consent, as this is a sanctuary for you and them both. As such you and those who are in desperate need of a safe place to recover in, can teleport here or be teleported automatically should the need be recognized by the individual and they can be trusted. Powerful entities will also feel themselves drawn here, even if they normally shouldn't be able to reach anywhere near here. As long as they do not pose an actual threat to those living here, they can find sanctuary. And yes, Isha of Warhammer 40k may or may not end up here if you go there, she has a bit of a desperate need for saving and all that.
Or at least a vacation from her hubby Nurgle. Depending on the canon.

Super-Secret Base (400)
A secret Base of your very own, fully equipped to your heart's content with all kinds of souvenirs you may have picked up on your travels. Unlike the one other trainers can create, it is impossible to find for anyone you don't allow, being a ‘Secret’ base after all and changing its location is as easy as simply concentrating on a new spot. You can even change its layout at will. By default, it is the size of a medium sized House. Perfect for long journeys.

600 CP Items

Prison Bottle (600 CP)
The skies above Hoenn have been a bit unstable lately, opening portals to other dimensions with creatures outside of Hoenn's Pantheon. Thank a certain Genie Pokemon for that. Well this Prison Bottle is not only able to capture a Genie if you were to defeat one and point it at them, but it can detect disturbances across dimensions and wormholes and the like.

Fossil Revival Device (600 CP)
Well this is quite an advanced piece of technology there. While other franchises use cloning to restore extinct animals from DNA in fossils, Pokemon has had a long-standing tradition of these devices. Instead of cloning, this device reconstitutes the original body that had been fossilized, using the information from the Fossil itself. While this does leave the Pokemon seemingly at least in part lithofied, giving them the Rock-type or so it seems, it doesn't harm the being and in fact restores the original life of the Fossil and its mind. Don't ask me how, best explanation I have for them being above Level 1 when revived. Yes this works on Dinosaurs or other fossilized remains, not just Pokemon.

Jumper Suit (600 CP)
Inspired by the Magma and Aqua Suits, this Suit is a combination of them both. With it you can endure the most extreme of conditions, be they intense heat, furious storms or even the Void of Space. (And yes, you aren't limited to the colors/styles used by the Magma/Aqua Suits, unless you want to use them.)

Cave of Origin (600 CP)
The Cave of Origin is a great and sacred place for the Hoenn Region's people. Here, great energies flow freely and rare Pokemon Roam. One day, Groudon, Kyogre, or both will head to this cave to awaken their sleeping minds the same as their bodies did. Like them you can also gain a great boost in clarity, power and strength while here, though doing so permanently can take a while. This will make it possible for you to improve any stores of mystical power you may have, simply meditating here will ensure this. For brevity's sake,

Meteor Falls (600 CP)
The Draconids are a very ancient Tribe and in age comes wisdom. These caves are their home. Meteors from outer space, filled with minerals are lying here, the shards even able to serve as a power source for… say… some ancient beast that devours them. Dragons and draconic beings are also very fond of this location and may settle here, happy to oblige you in a training session perhaps. Home to many Dragon Type Pokémon, both Regional and Non-Regional. Yes they are much more compliant than Dragon Types are supposed to be, but you can only take it so far. Then get them some chow and you'll be even, this time.

Devon Corporation (600 CP)
Maybe not literally but with this you have a company rivaling that of Devon and Kantos Silph Co in size and resources. You may choose its specialization like Pokeball Research, Fossils, TMs, Evolution Research, Breeding you name it. Your Company being a true expert and household name in this field. You also get free staff that takes care of all Company related stuff so that you may go out and have your Pokémon Adventure/Activity you want. Lucky Bastard

Sky Tower (600 CP)
The Pillar where the Legendary Ruler of the Skies is said to reside. For a purchase you may own it yourself. Contacting any higher powers will be much easier in this place, rulers and protectors being able to pick up on your presence here. In general on its walls are stories detailing the Legends of whatever World it is in and it is also home to some of the strongest Pokemon around, making it a very viable training ground.

Jumper's HQ (600 CP)
Well Jumper, not just Evil Organizations can get this kind of thing. This is a fully equipped Base on par with the kinds of bases that would be used by Teams such as Aqua, Magma, Rocket or Flare. It has various facilities, such as research labs, Training Arenas, holding cells and much more. Whether this is villainous is naturally up to you and will be adjusted as needed for your purposes. Maybe it isn't a base for an evil team but a super elaborate and huge Pokemon laboratory, leading in research or something?
The base comes equipped with around 400 subordinates on the level of Team Magma/Aqua Grunts as found in their main bases, as well as 20 elite Admin level Pokemon Trainer. They will all be as competent as yourself in whatever task you want to use them in and will also be loyal to the death to you. They come with fairly powerful Pokemon of their own and if you so wish, you can import them either as a whole or individually, as companions. However, you must choose one or the other, with the former causing them to be a group companion with them sharing copies of all purchases.

Companions

Starter (Free)

Now we couldn't let you lose on the Region without a Pokemon Partner now can we? Choose one of the three starters Treeko, Torchic or Mudkip. They will be fond of you by nature and you will find them to have extraordinary potential, equivalent to a 800 CP stipend for the Pokemon Perk Tree. They also have a Mega Stone for their final evolution with them.

Cosplay Pikachu (100)

A female Pikachu with an appreciation for cosplay. Enthralled by the Contest world, this version of everyone's favorite yellow mouse is oddly fond of you. It is capable of performing unique moves based on what cosplay it is wearing at the time (Meteor Mash for Rocker, Icicle Crash for Belle, Draining Kiss for Pop Star, Electric Terrain for Doctor, Flying Press for Pikachu Libre) having the equivalent of the Perk Unique Interest. While unwilling to evolve, it has a Light Ball with it, making it a match for any Raichu.

Shiny Beldum (100)
A quite special Beldum variant of one of Hoenn's pseudo legendaries. This Beldum just so happened to run into you in the wilds and has stuck by your side ever since. While weak now, it has on its neck a Mega Stone for its final evolution and Steven could sing a whole song about the true power inside of such a Pokemon.

Zinnia (Free)
A woman from an ancient tribe that believed it was her Destiny to summon Rayquaza and avert the apocalypse. However when another ended up being fated for the role (maybe even you) it left her question herself. While glad that the world is saved, free from her lifelong duty, she is now at a stage in her life where she seeks to find out who she is. Wanting to find out her new purpose and what else life may have in store for her and having heard of your Journey, she requested to come with you. With a Team of skilled Dragons and a Mega Salamence she is sure to be ready for whatever comes your way.

Canon Companion (50 CP)
Choose 1 Canon character per purchase, you will be guaranteed to have a chance to recruit them and they will be inclined to agree unless you wronged them seriously. They come with a team of Follower Pokemon they used during the last Battle you may or may not have had with them.

Rival (Free)
"Hey, you weren't planning on leaving without me, were you?" Unlike many of the rivals in the franchise, he/she is one of the few who start out being friendly from the beginning without being idiots or arrogant or worse being Paul (yes, being called Paul by some Pokemon fan is an insult), but the Professor's Son or Daughter is simply the best friend you could ask for, seriously considering how, so naturally he wants to accompany you on your journey, free of charge, comes with the Origin Pokémon Trainer or Coordinator and 1000cp to spend on this document and their Starter receives the same effects as Starter, the rest of her Pokémon will be the ones she gets in the Jump, her Starter is guaranteed to go with her no matter what happens, if something happened to her Starter she will receive an identical copy with the same memories and abilities at the end of this Jump either because it was traded with someone or because it died.

Traveling Companions (50/100)
You can import or create up to 8 characters with one purchase of this option. They gain 800 CP to spend and a free Origin, they can also be either a Pokemon or a human. For an additional 50 CP you can import as many companions as you want with a 1200 CP stipend instead.

Your Team (Free)
Take any six Pokemon other than your Starter, they will be your companions now and share one Companion Slot. That's simple, right? Same rules as importing all of the Jumper's HQ followers as companions apply here, so they all have copies of any purchases made for them.

Someone's PC (Free)
Naturally I won't force you to leave behind all of the Pokemon you likely collected. With this option you can now keep all of the Pokemon you have at the end of your time here as Followers instead of companions. You can leave them roaming free in your Warehouse or equivalent, in any properties you may have or similar such things, or leave them in their Pokeballs, stored on a PC to which you can summon an interface to yourself at any time.

Drawbacks

You can take all the CP you want. Companions can take up to 800 CP in Drawbacks that only affect themselves.

Continuity (+0 CP)
Been to another Pokémon Jump? Have your actions from that time carry over to here (Looking at you, Hero of Hisui). This can vary from having little to no change to radical changes. Like Team Magma becoming the leading company of Pokémon Evolution Research.

Supplement Mode (+0 CP)
Well, it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try.

Self-Insert (+0 CP)
Wanna be a Canon/Fanfic Character?You can take the place of a character from the source material. This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will lose the powers post jump.

Crossover (+0 CP)
This will allow you to merge this world with another world. How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world has always been a part of the other world or vice versa. However you desire the crossover to be, go ahead. If taken with Fanfiction Setting, you can choose any Fanfiction you want, not merely locked into this world's stories. If taken with Self-Insert, you can choose any character from the world you want, not merely locked into this world's characters.

Mandatory Fanfic Toggle (+0/+200 CP)
As the tin says, this is the mandatory fanfic toggle. You can now go to any fanfiction continuity that is related to your chosen continuity of this world. If this would make this Jump more dangerous, take the +200 CP for taking the risk.

Alternate Time Start (0/+100 CP)
Don’t wanna start at the time you’re supposed to? No worries, I gotcha. You are free to choose whenever you want to arrive in the world. If you pick Self-Insert, you can start all the way back to the beginning of their birth a.k.a Reincarnation/Baby Time Buddy! If you start from birth with Self-Insert you get 100CP, plus you are automatically given extra time. Roll/Pay for your age and your Jump doesn’t start until you reach that age. You cannot start significantly enough before the plot’s start to avoid it, nor can you start after the start of the plot.

Time Extension (+100 CP)
Should be obvious. You get 100CP for every 10 years extra you spend here. Can be bought multiple times. Just remember that the drawbacks will continue with you until the end.

Twerp (+100/+200 CP)
Well, forget having a choice how old you would be within the confines of your Origin’s age range. You’re now 10 years old, and will stay so your whole stay here. Nobody will, by default, notice such and won’t age either. But for another 100 CP, others will age and notice you don’t age.

Swarmed (+100/+200/+300 CP)
Well, this is mandatory for most every Pokemon Jump. You will now be haunted by an extremely common Pokemon species, or a swarm/pack/what have you of them. You can take this Drawback multiple times for different swarms to hunt you. For 100 CP they are first-stage Pokemon, such as Zubat or Zigzagoon. For 200 they're in the second stage such as Golbat or Linoone. For 300 CP, this is leveled up to Crobat and the like, final evolution.

Smell Ya Later (+100/+200 CP)
Don’t worry, this doesn’t make your friendly rival, Brendan/May, into a Blue. Oh no. This gives you another Rival, who is a Blue. What is a Blue? An annoying, self-absorbed and arrogant individual who gets in your way, challenges you at points where you and your Pokemon would be exhausted, thinks he is the greatest of them all and will do his best to be better than you. For 200 CP this guy will also get a team that scales in power to your own, either by catching legendary Pokemon or by just getting raised well. As a Pokemon, notably, this will instead make your Rival into a Pokemon rivaling yourself in strength with the same attitude. You can take this multiple times, we’ve seen cases of gangs of rivals after all, even though those are normally nicer than this.

Running Gag (+100/200 CP)
I hope you don't mind being hit. A lot. Because you will be. At least once per week you will be hit, either by an irate Pokemon's move or an irate female who you had an accidental perv on. Yes this goes even as a Pokemon. For an extra 100 CP this will leave you very hurt no matter how harmless the hit should be, but not life threatening still and will also still fade after about a minute. Just keep in mind your laundry bills from all the soot.

Mating Woes (+200/+400 CP)
Oh woe you, this is bad. Once per month you will involuntarily, even if you don't have Formshifter, transform into a Pokemon. This form will be of an egg group with at least five male members of that egg group nearby and it will be as if it was something akin to a mating season. Yes they will want to make eggs with you and will be very prone to doing so. While normally this would just be a quick kiss on the mouth (yes I'm taking this from that fanfic), for another 200 CP this will instead be much more animalistic in nature, necessary orifices and body parts becoming visible/sliding out or what have you, as needed.
You may keep your children and even take them along as a single mass companion. Your Companions, the Pokemon ones and those with Formshifter, aren't affected but can do the deed to shorten the time you're like this. And yes, as a Pokemon you will still turn into a random other Pokemon.

Class is in Season (+200 CP)
Well, this is a bit bad. You see your stay has now been extended even further, you see you need to graduate Pokemon School. This will take 5 years to accomplish and until then your Starter Pokemon will be a School lent Pokemon and any imported companions, imported as Pokemon anyway, will be owned by your parents. And yes deduct 5 years from your starting age to see how old you are when you enter school. As a Pokemon you will instead need to help a human student through school, either as their assigned partner or as a friendly wild Pokemon.

Mountainous Expectations (+200 CP)
Whether it is your parents or one of your Pokemon, you have some trouble. Namely that there are mountainous expectations placed upon you by someone close to you. Maybe your dad is Norman and he is a whole lot stricter with his expectations of you as a Pokemon Trainer than he is in the games, more like Ruby's imagination of him in the Manga. Maybe your Pokemon is unwilling to accept you unless you can prove yourself regularly to it and will disobey if it feels you're unworthy. In either case, it will always be a struggle to keep up with these expectations and you will have a feeling that you need to meet said expectations or you will feel depressed. You can take this as many times as you have imported or purchased companions as Pokemon as well as once per parent and once for your Starter. Naturally this applies to Pokemon accordingly as well.

Hero of the Hour (+200 CP)
While you may be plot-bound by certain scenarios, they do not force you to take on every issue in the Hoenn Region. That's because that is this Drawback's job. You will with this have a compulsion to help anyone you're not opposed to, so no worries you won't help Archie when he asks nicely if you're not so inclined. However, whether it is Mister Devon asking for you to deliver a letter to his son and a package to the shipwrights, Professor Birch asking you to do the Pokedex, or Wattson asking you to shut down the old generators in New Mauville, you will feel a need to do so. It won't be an extreme compulsion, you can resist, but this will be hard.

To be Courtney (+200 CP)
You have a bit of a problem, namely your emotions are lacking now. Like Courtney of Team Magma you have a hard time experiencing emotions, at least normally. You will feel an extreme affection to one character in this world and will be devoted to them as fanatically as Courtney is to Maxie of Team Magma. You're still you, but no good emotions will come without being near that person, and it will be hard to disobey anything they say. Hope you got a good choice and no, it can't be one of your existing Companions.

Tabitha's Fate (+200/+400 CP)
Oh, this isn't good, for you at least. With this Drawback, Jumper, you now suffer the Remakes fate of Magma Admin Tabitha, what do I mean by that? Obesity, that's what I mean. You're comically obese now Jumper, no point mincing words. You look like an in-between of Munchlax and Snorlax as far as your corporeal dimensions are concerned and look like you could out-eat an entire pack of Alphas of the latter.
If you're a Pokemon, for the duration of this Jump you're instead locked into the form of a Snorlax, upgrading this Drawback to 400 CP and making you an extra large and heavy specimen to boost with all the problems a lore-Snorlax would have. Hope you're ready to sleep a lot.

The Ticking Clock (+300/+600 CP)
Welcome Jumper, to the world as it should be. Normally the events of this Jump would always wait for you to arrive where you need to be, but as soon as you arrive in a new area, events linked to it will start going, so you better get tough. Arrive in Slateport? Team Aqua will be at the musseum, messing things up and you need to get inside before they can succeed. Mt. Chimney? You have 20 minutes to reach Maxie before he blows the place up.
For an extra 300 CP this Drawback will impose a hard time limit, you will have a timer in your head telling you how long you have. Have until what? Until the next event starts happening and you know where. Gotta Go Fast buddy.

Mandatory Powerloss Drawback (+300/+600 CP)
Well my friend, welcome to Pokemon. Now hand over all OCP Perks and Items you have. All of them. And say goodbye to any Companions you don't import and which have no Pokemon forms, because they won't get in. Yes you hear me right, that's how bad this is.
For an extra 300 CP you can also say goodbye to all your setting appropriate items and Perks and all your Companions, imported as Pokemon or not imported but with a Pokemon form, will be reverted into a first-stage Level 5 Pokemon, in case of legendaries this will include them turning into a mundane but fitting form such as Celebi becoming a Cutiefly or Mew becoming an Abra.

Mind of a Child (+300/+600 CP)
Whatever your age is, your mental state will now always match that of a 10 years old. This won't make you act immature, but you sure as hell will have some skewed priorities. For another 300 CP this will actually affect your behavior in the same way. You can take this twice, the second time it will make your mind into that of a 5 years old instead. If you're a Pokemon, think Mew. And for higher levels, Newborn Mew on Sugar Rush.

Chased (+400/+600/+800 CP)
Well, this is… unfortunate. A legendary Pokemon is now chasing you, you have a head start of 2 weeks before they start hunting and can train up until now. You can't catch them for the first 20 times of it attacking you, and it cannot be reasoned with. The price on this Drawback depends on the category of Pokemon and is limited the same way as the Pokemon Origin, so 400 for a Mythical Pokemon, 600 for a minor Legendary and 800 for a major one. If you took "Mating Woes" add another 200 CP to it and this Drawback and +400 if that Drawback is on it's higher level. Why? Because that legendary Pokemon now wants to make babies with you. And Legendary Pokemon are WAY more "Persuasive" than normal ones. You can take this multiple times for different ones, just be ready for the consequences.

Pokemon ORAS VR (+400 CP)
Well, this is… unfortunate. You know Sword Art Online? This little Anime? Yeah, you're now in a world where Pokemon Art Online is a thing, and you're trapped on the ORAS server. Your goal is the same, but it is under Nuzlocke rules now. Hope you like taking risks because Game Over here, means Chain Failure for you. To make matters worse, you can't even rely on fighting properly because now battling is handled in a manner similar to Pokemon Legends Arceus, so no nice little straight and narrow Turn-Based-Battling, if you're outsped significantly enough, your opponent can take double turns.

Waifu Wars (+600 CP)
Oh this is bad, at least for your virginity. Any Pokemon you catch now has the "Formshifter" Perk with a caveat, their human form is always the opposite to your gender, and. They. Are. Thirsty. They want your babies, in other words. And they're not going to be cute Moemon oh no, expect the full Rule 34 treatment here. Only exception are Baby Pokemon, who will want headpats. Just expect them to rush to evolve as soon as possible. If you took "Mating Woes" it must be on the higher level if you take this Drawback as well.

The End

Choices:

Return Home, I'm not Red:
You leave this world and head home, taking however many Pokemon you had with you. Pretty sure that will be quite an impact for Earth.

Let's Continue on this Adventure!:
You don't want to stop exploring this world or go home? This is your new home? Well I won't stop you, you can stay here with Once-Per-Jump effects being made into Once-per-Decade effects instead.

Continue:
You're off to the next adventure eh? Well don't let me stop you, it's a brand new world you'll live in, there is so much more to see, a Brand New World, with a Brand New Attitude, go and Catch them all, the Jumps that is.

Changelog:
v.1.0: Finished the Jump finally.

Notes:
Fanwank responsibly, let me know if you have any questions or additions you would like to make. I'm Fanficwriter1994 on Reddit.

Many thanks to everyone who helped with the Jump and gave suggestions here, even if I didn't take all of them completely or altered them or even changed the whole concept. I want to mention that I didn't go with a lot of the initial suggestions and powered them down because having a "Close and Open to Refill" bag of Rare Candy is kind of ridiculous and is basically using Cheat Codes from the games.