Pokémon - Paradoxical Expedition Jumpchain

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Ver 1.0

Hello, Jumper, and welcome to the world of Pokémon. Albeit, not the one you may expect.

Compared to many other Pokémon Jumps, this one has one critical difference that sets it apart from any other: This one has no source material.

Yes, there is no Game, Comic, Show, or even Fanfiction that this specific Jump is based upon. What ***is*** it based upon, then? Well, a rather simple idea: What if, rather than the Paradox Pokémon in Pokémon Scarlet and Violet being brought to the Present Day, you could actually go to the times they came from and explore those Eras?

Thus, the idea for this Jump Doc was born. A Pokémon Journey that travels through time, in a way far more involved than situations like Pokémon Scarlet and Violet, Pokémon Legends: Arceus, or even Pokémon Mystery Dungeon: Explorers of Time. One more in line with stories like Chrono Trigger, in which one regularly travels through time, and that explores and/or uses the changes that can bring.

The “how” and “why” will be covered later in this Jump Document, and will change depending on the situation you want. However, that is for later.

For now, know that you will be starting a week or so before whatever Temporal Event that causes you to travel through time would occur. You will remain in the world of Pokémon for 10 years, counted in objective time that you have been in this Jump since your entry. This count

ignores Time Travel and any Time Dilation, so you cannot use those to lengthen or shorten your time here.

However, while the adventure ahead will surely be wondrous, it will also be filled with hardship. As such, take the following:

Gain 1000 Paradox Points (PP)

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Race of Origin

First thing's first: what are you?

In nearly all Pokémon Worlds, there are both Humans and Pokémon. Just how exactly the two interact with each other varies, but it is extremely rare to find one without the other.

As such, you are either one or the other.

Additionally, you can choose to be a Drop-In with either Race of Origin. If you do so, your Age and Gender are as they currently are for you, so ignore the listed options.

Human (Free): You are a Human Being. You, baring special talent, lack the inherent supernatural abilities of a Pokémon. However, that isn't to say Humans are worthless. Far from it. No, the weakness inherent in Humanity made them strive for more, and through their will and ingenuity, they created infrastructure and industry that no Pokémon ever felt compelled to pursue. They have, currently are, and will continue to transform the world through their understanding and will to better themselves and those around them. And, of course, one of the ways they have managed to achieve all of this is through persuading, befriending, and living alongside Pokémon. Although the exact “how” depends on when exactly we're talking about.

- Your age is anywhere from 10 to 21, which you can choose at will. You may choose your gender at will.

Pokemon (Variable PP Cost): You are a Pokémon, one of the supernatural creatures inhabiting this World. As such, you have a non-human (though possibly humanoid) form, inherent supernatural abilities, and a Type (or two) that affects how you interact with the world around you. Additionally, with ***very*** rare exceptions, you will be unable to communicate with Human Beings, although you will be able to communicate perfectly fine with any other Pokémon of any species.

Now, it was stated before that there is a Variable PP Cost for this Race. That is because there are a myriad of different Pokémon, with their own levels of power. As such, the cost for this Race will depend on what specific Pokémon you want to be. There is also a term that will be used a lot below, ***Non-Special***. What ***Non-Special*** means is a Pokémon that can be reasonably found in the World. In other words, a Pokémon that isn't Legendary, Mythical, an Ultra Beast, any Pokemon generally thought of as One of a Kind, or something that could not normally exist in that time Period, such as an unaltered Fossil Pokemon in the **Far Off Future** or a Porygon or cybernetically enhanced Pokemon in **Primordial Times**.

- Firstly, if you already have a Pokémon Form from a prior Jump, you can enter this Jump as that form for ***Free***. All of the following options are for starting this Jump as a new Pokemon form.

- If you wish to be a ***Non-Special*** Pokémon with a **B**ase **S**tat **T**otal of 400 or lower, then this Race is ***Free***. For those less technically aware, this covers a variety of weaker Pokémon. Basically all first stage evolutions in Three Stage Evolutions are here, but this isn't restricted to only them. For example, Gravler, Beedrill, and Mawile are all in this section as well. Whether you have a long way to grow, or are simply just a relatively weaker Pokémon, you are of reasonable power here.
- If you wish to be a ***Non-Special*** Pokémon with a **B**ase **S**tat **T**otal of 401 to 500, then this Race costs **-100 PP**. This is a respectable area for any Pokémon. Many fully evolved Pokémon like Reuniclus or Lycanroc reside here. You may not be strong enough that you can rule over an area without peer, but you are undoubtedly strong.
- If you wish to be a ***Non-Special*** Pokémon with a **B**ase **S**tat **T**otal of 501 to 600, then this Race costs **-200 PP**. These are some of the strongest Pokemon around, including any fully evolved Starter Pokemon and going up to powerhouses like Garchomp and Tyranitar. This is also the range in which the canonical Paradox Pokemon exist in. If your Era of Origin matches up with the Paradox Pokémon you want, you can purchase it here instead of the next level.
- If you wish to be a ***Special*** Pokémon, this is the option for you, for a cost of ***-400 PP***. However, there is one exception to this: You cannot be a Pokémon that has any sort of Conceptual Abilities, Control over or ability to interact with any fundamental force of reality, or some vital function in maintaining the World or Environment that it alone can fulfill. What does this mean? Well, to give some examples, you could be a Shaymin but not Zygarde. You could be a Mew or Mewtwo, but not Dialga or Celebi. You could be a Heatran, but not Groudon. You could be an Entei, but not Ho-oh. And you most certainly cannot be Arceus. You could also be an Ultra Beast or you can be a Paradox Pokémon in the wrong time frame, if you would prefer. If you pick this option, you are without a doubt a powerhouse and a Pokémon that is extremely rare, so be sure to watch yourself, or you may throw history off course all on your own.

Lastly, we do have a little amount of extra details to cover. As such, be sure to note the following.

- If you are a ***Non-Special*** Pokémon, no matter your **B**ase **S**tat **T**otal, you can choose to make a custom Pokémon in your **B**ase **S**tat **T**otal range, rather than going with an existing Pokémon. This will now be a new species that simply exists within your Era of Origin.
    - Please do this within reason. Abilities and Movepool should be readily available things, and stats should not be excessively min-maxed. Do not just give your entire species Wonder Guard or Huge Power, or give them an Attack Stat of 5 while their Special Attack Stat is over 150.
    - If you are creating Evolutions for your custom species, they must be within the bounds of the -200 PP tier of this Origin (or lower) at their final Evolution.
- Post-Jump, you obtain your Pokémon Form as an Alt-Form.
- Your age is at least 10 years old, but can go up to any Age that is considered reasonable for your Pokémon of Choice. You can select what exactly that number is.

- You may choose your gender at will, regardless of your chosen species. However, if your species of choice is usually Non-Gendered or Mono-Gendered in a way that you do not match, be aware that you will be a very significant oddity.

Era of Origin

Now, this was alluded to a little in the Pokémon Race of Origin Option, but there are multiple Eras or Origins you can select.

That is to say, when in time are you originally from?

Even if you are traveling through time, when you are from will have a significant impact on your abilities, knowledge pool, and upbringing. As such, you will need to select one of the following options.

Additionally, even if you already have a destination in mind, you are likely to come across most of these Eras in your journey, so be sure to look them over regardless.

Primordial Times: These are the Primordial Times, back when the earth was just formed. The strongest of reality either still battle it out, such as Groudon and Kyogre battling as the Land and Ocean is formed, or have had those battles ended so recently that the aftershocks are still felt. The world is rough and untamed. One day can have scorching sunlight and the next have torrential downpours. All the while, those strong enough to survive try and win themselves a future. Every day is a battle to survive, and some of the losers of this fight will find themselves revived as fossils in the future, once their remains are discovered. Do try to not end up like that yourself, because the experience likely won't be fun.

- Note 1: To put it simply, the struggles of this Era will tend to revolve around themes of **Strength**, **Survival**, and **Tribalism**.
- Note 2: Yes, assuming ***you are a Pokémon*** and have a Companion that can head to the Future in order to revive you, you can get away with dying in this time period and being revived in a later one ***exactly once and in this Jump only.*** You ***do not*** need to have been from this Era to qualify for this.
    - It is your choice as to how any 1-Ups you may have will interact with this.
    - You will always be Fossilized if you die in this Era, and your Fossil will always survive to later Eras for any Companions to Find.
    - If you wish, this process can give you the Rock Type over one of your existing types (or just in addition to your type if you only have one). This will be a permanent change for the remainder of the Jump, but your Pre- and Post-Fossilized Forms will become separate Alt-Forms Post Jump.
    - This entire process also works for any Companions you may have.

Lands of Legends: In the world of Pokémon, ancient beings and ruins are fairly commonplace. Most of these are from a Time in-between the Primordial Times and the Tumultuous Present. This is the Era of Legends. Around now is when you would encounter things like the Great War resulting in the Immortal AZ in Kalos, the battle between Heroes of Truth and Ideals with

Reshiram and Zekrom in Unova, and when Zacian and Zamazenta fought off Eternatus in Kalos, when it brought about the Darkest Day. In this Era, the world of Pokemon far more resembles a High Fantasy Medieval style story, such as a Dragon Quest game or Arthurian Myth. Expect to find Knights and Kings in a land where wars between nations are fought with steel, what Pokemon could be persuaded to assist, and poorly understood mystical powers. Well, it won't just resemble western mythology of this type, but those were some well known examples to give. There will be superpowers meant to fall, underdogs destined to rise, and tales that will echo into the ages. And who knows, perhaps you will be one of those legends as well.

- Note 1: To put it simply, the struggles of this Era will tend to revolve around themes of **Honor**, **Pride**, and **Control of the Present**.
- Note 2: This can also be the Era of the game “Pokémon Legends: Arceus”, if you really want, although it doesn't perfectly match the idea of this Era.

Tumultuous Present: Behold, the Present Day, or at least it is from the lens of the majority of Pokémon Fiction. This is the Era you are likely the most familiar with, where technology and nature are struggling to coexist, and people go on adventures in this world with friends. Of course, you should expect your fair share of troubles here as well. Evil Teams are common, but there's always more small-scale issues as well, like perhaps getting involved in a Contest Circuit or ending up helping the local Rangers. If you're using this Jump as a supplement, this is likely the place you will be starting as well. Honestly, there's countless examples for this Era in particular, so I doubt I need to spell it out too much to you, Jumper.

- Note: To put it simply, the struggles of this Era will tend to revolve around themes of **Coexistence**, **Unintented Harm**, and **Conflicting Wishes for the Future**.

Far Off Future: This is, as the name states, a far off future. In this Era, technology has advanced to the point that there is no longer any difference between mechanical and biological life, and both are treated equally. Pokemon can have parts, or even entirely, be made from robotics or electronic materials, even without being a Steel or Electric Type, and just be considered to be normal Pokémon. Additionally, they have mastered the ability of implementing the flow of energy into their surroundings directly, and have done so everywhere, alongside a variety of other technological infrastructure. That isn't to say that things are perfect though. Rogue robotics, hacking and viruses, and the usual people who would seek to oppress others. There is still plenty of use for force, as this world is still significantly dangerous. Just, you know, more technological in its danger.

- Note: To put it simply, the struggles of this Era will tend to revolve around themes of **Knowledge**, **Secrets**, and **The Limitations and Value of Morality**.

After the End: Things are Dark. Almost all life has been annihilated, either from a past apocalypse, or one that is fast approaching. Those who can manage to eke out a living do so with significant struggle, but there is a constant between all those who still live: There is no hope in this Era. It is already too late to change things, so those who still wish to avert this fate turn

their eyes to the past. Additionally, myriad masterworks lie abandoned and sleeping, having never been fully completed and/or initialized before the end came. There are a variety of wonders you can loot and salvage, although many of them may not be in the best of conditions. Just. . . not a lot of people. Regardless if you are just visiting or if you came from here, I would recommend leaving this Era as soon as possible.

- Note 1: Must be taken with some sort of Apocalyptic Threat in the ***Jump Scenario Section***, noted by the **[AE]** tag. Otherwise, this Time Period wouldn't exist.
- Note 2: To put it simply, the struggles of this Era will tend to revolve around themes of **Hope**, **The Crushing Weight of Realism**, and **The Will to Achieve the Impossible**.

Jump Scenario

So, let's get down to business, as it were.

This Jump is, by its very nature, very undefined. There is no base work it is based upon, after all.

As such, we will need to come up with what exactly is occurring here, and what you will face.

Worldline / Canon

First thing's first. Pokemon has a myriad of different works, many of which aren't exactly Canon to the others. As such, you will need to determine what exactly the world you are in is like.

So, pick ***one*** of the options below.

A World of Harmony: This is a World of Pokémon as you would likely usually know it. A world in which Humanity lives alongside Pokémon, in some way. A world in which children go on Pokemon Journey at the age of 10. A world in which trainers try to become the very best alongside their partners, facing off against many opponents and rivals along the way. A world in which Evil Teams try to abuse the power of Pokemon, and even Legends, to force change upon others. A world in which both Humans and Pokemon can clash and even war with one another. If this is the world you want to journey in, be aware that these issues are not limited to only one Era, and you will assuredly run across them whenever you go.

A World of Mystery: This is a world made up from purely Pokémon. Human Beings are the Legends here, being known about in concept, but not as something that actually exists. Civilization in general is far slower to advance in this type of World, being only to the level of moderately sized towns in the current Era. What it does have, though, are Rescue and Expedition Teams that explore the world and help people in trouble. However, a world of only Pokemon has threats as well. There are bad Pokémon, of course, as is the case of any group of people. More unique, however, are the Mystery Dungeons. Areas that contain an ever-shifting layout and treasures within, alongside Pokémon which inhabit them that seem to be mindless most of the time. Those are the usual threats, though. The most extreme threats of this type of World are generally conceptual or existential in nature. Where **A World of Harmony** fights to stop the Evil Teams from unleashing some Legendary Threat, **A World of Mystery** fights to counteract and subdue a Legendary Threat that has awoken and begun causing issues.

- Picking this Worldline as a Human will still send you in with a Human Form, which will certainly get you a lot of attention. If you want the standard PMD experience, you should pick the Pokémon Race of Origin and choose to be a Drop-In.

A World of Parallelism: This one is a little different from the other two options. Rather than describing a general type of setting, this is more specific. You can take any other Pokémon setting, or more specifically a Jump Doc, and use this as a ***Supplement*** to that Jump Doc. And, by doing so, you add the elements of this Jump Doc to that specific Pokemon Story's events. Thus, if you wanted to add a Time Travel Element to Pokemon Colosseum, you could do that. Same with any other Pokémon Jump Doc you have available. The Points you receive in this Jump and that Jump cannot be used on each other, and must only be spent within the confines of its own Jump.

- Even if you pick this option, you must also pick options in the rest of the Jump Scenario section. If you didn't want a Time Traveling Adventure, you are in the wrong place.

Method of Time Travel

Next up, we will be going over how, exactly, you are traveling through time. There are many ways it could be, and you could even run into several during your time here, but there will be one method that you will primarily be using.

However, I want to be perfectly clear. The Time Travel explored in this Jump will be ***Large Scale Only***. You will be able to travel through eras, but you cannot do something like warp yourself back a few minutes, at least under normal circumstances.

Additionally, the Plotline(s) you will later pick may cause some alterations to how exactly your method of Time Travel will function in the specifics. Some examples may be given, but try and do what would make sense.

Lastly, as a general rule, if any time traveling method would involve you being transported into an area that already is full of solid matter (IE Telefragging), then the time traveling will fail to function and you will remain in the time period you are in. For the time traveling methods that occur automatically, assume that both sides are free from this issue.

With that covered, though, pick ***one*** of the options below.

Time Rifts (+600 PP): First up, we have the most unreliable and dangerous option. By selecting this, there will now be literal rifts in time that appear throughout the world. By traveling through one, anyone or anything can be transported between two bespoke time positions in the same relative location. Well, so long as it stays open. As far as you are concerned, the different time periods that a Time Rift connects, the location or cause of said Time Rifts, how long the Time Rifts are open, or any other factors are completely unknown. The cause will likely be related to whatever Plotline(s) you selected, but that will be up for you to figure out. Regardless though, the appearance of these Time Rifts are near certain to cause history to be thrown into disarray. So, you will likely need to do some kind of corrections if you don't want everything you know to fall apart. If you wish, at the start of any Jumps after this one, you can choose to have this occur during your time there. You will not receive points for it in those later Jumps, but it is a way you can time travel during later Jumps.

- To be clear, this is not Teleportation. You will remain in the same physical location when passing through a rift, just in a different time period.

Dialga used Roar (+400 PP): Up next, we have an option that is still very unreliable and possibly dangerous, but less so than the Time Rifts. By taking this option, you and anyone / anything in your immediate surroundings, will randomly be shifted to another Era on occasion. This tends to occur after you have finished some task in an Era or during a dramatic moment,

but this event cannot be predicted, artificially induced, or controlled. Better hope nothing or no one important to the timeline is caught up in this, or that none of your companions get stranded in a time period, because getting back there is going to come down to luck. If you wish, at the start of any Jumps after this one, you can choose to have this occur during your time there. You will not receive points for it in those later Jumps, but it is a way you can time travel during later Jumps.

- To be clear, this is not Teleportation. You (and the people and objects around you) will remain in the same physical location when this occurs to you, just in a different time period.

Time Gate (+200 PP): Up next, we have a much more reasonable and consistent option, but an inconvenient one. Time Gates are a specific location in the world, likely hidden away in a remote area or temple and/or guarded in some way. What each Time Gate does is simple: No matter what Era you enter the Time Gate from, you will always be transported to an Era specific to that Gate. For example, if you have a Time Gate that leads to the **Tumultuous Present**, it doesn't matter if you enter it from the **Primordial Times** or the **Far Off Future**, you will always end up being in the **Tumultuous Present**. To be perfectly clear, this is a One Way Trip. If you want to go back to the Era you had previously came from, you are going to need to find your way to a separate Time Gate that leads to that specific Era instead. You will have an additional sense that will generally tell you ***where*** the various Time Gates are, but it will be up to you to learn where exactly they are and which Era they lead to. And, well, the only way to learn where a Time Gate goes is to travel through it, so be prepared for a significant amount of trial and error. If you wish, at the start of any Jumps after this one, you can choose to have Time Gates appear within that World retroactively. You will not receive points for it in those later Jumps, but it is a way you can time travel during later Jumps.

- To be clear, this is not Teleportation. You will remain in the same physical location when you use a Gate. It will be the same location, although obviously you cannot use a Time Gate again once you're in the Era it goes towards.
- If a Gate becomes inaccessible or gets destroyed in an Era, you will be out of luck and will need to find a new way. If this occurs, try to make alterations in the past to ensure that those Gates do not suffer that fate.

Handheld Time Device (Free): This is a very basic and comprehensive Time Travel Device. Simply put, this is a handheld device that can send you to an Era of your choice. However, it does have some complications. Mainly that the device will need a significant amount of time to charge up again after it is used, being at least a day or two before it can be used again. The use of this device is also not instant, and will take a second or two to transport you and your companions. Lastly, although this really isn't an issue with the device itself, is that while the directory has a list of each Era, you won't know exactly what those will be like until you have visited them. This isn't an issue with just this option, but it is one to keep in mind regardless.

- At the end of this Jump, you do get to keep this, and it will function in later Jumps perfectly well.

- To be clear, this is not Teleportation. You will remain in the same physical location when traveling through time, just in a different time period.
- This cannot be stolen, irreversibly broken, or lost. Notably, that does mean it *can* be damaged or even broken, but nothing that can't be fixed to make it as good as new.

Time Nexus (-200 PP): Welcome, Jumper, to a place dedicated to traveling through time itself. It is a large location, full of a variety of amenities, including a well stocked kitchen, training and storage areas, supernaturally and/or technologically assisted healing areas, and a place to sleep. Additionally, it has Waypoints that will allow you to travel through time. Each Waypoint will link to one specific time and place, and you can use that Waypoint to return to the Time Nexus as well, as this is a two-way connection, unlike a Time Gate. To be perfectly clear, unlike every other option, ***this is also Teleportation***. You will go from the Time Nexus to an Era, and then head back to the Time Nexus. The exact nature of the Time Nexus will depend on the Plotline(s) you select. If you picked **Time Cop**, then this will likely be the headquarters of the organization you are a part of / your patron. If you picked **Time is Collapsing**, then this could be the Temporal Tower. Regardless, you will be spending a lot of time here, so be sure to familiarize yourself with it.

- Once you finish this Jump, it will become a part of your Warehouse, and will integrate itself and work perfectly well in later Worlds.

The Wings of Time (-400 PP): While before, we covered a handheld device and a building that facilitated Time Travel, this is a vehicle that does so. Specifically, you are now in possession of a time traveling Airship (that can also function as a normal Ship). It is peerless in its construction, weaponry, and performance, and will update on all later Jumps to maintain that peerless nature. While, like the majority of other time travel options, this is not Teleportation, the fact that your Time Travel method can move means you have significantly more freedom in where you can actually go. Additionally, it ensures that you will have reliable access to transportation and the various amenities aboard the Airship wherever and whenever you go. You, and any of your Companions, will also be given the sufficient skill to pilot and operate this Airship. Generally, as the structure itself is capable of time travel, it will remain technologically advanced no matter your Era of Origin. However, exactly how you got your hands on it will likely depend on the Plotline(s) you selected. Perhaps you commandeered it from a Time Traveling Evil Team, or perhaps it was created for research purposes and it was given to you to collect Pokemon throughout time. Maybe it even just slipped through time and you found it, abandoned. Regardless, you have it now, so make the most of it.

- This cannot be stolen, irreversibly broken, or lost. Notably, that does mean it *can* be damaged or even broken, but nothing that can't be fixed to make it as good as new.

Celebi (-600 PP): Yes, really. This is Celebi, or at least ***a*** Celebi. A Legendary Pokémon who possesses the ability to travel through time and bring others with her. For whatever reason, she has decided she is going to help you and bring you through time. Her reason, and how much

help she is willing to give you, is going to depend severely on how severe the plotlines you've selected are. If the danger is minor, she probably will just show up to have fun and drag you around. However, as things get more severe, possibly up to apocalyptic levels, she will be far more willing to fight alongside you, and show why she has the title of Mythical. Assuming no horrific incidents occur to prevent this, she will be ecstatic to join you on your Journeys from here on as a Companion. One who can automatically and ***freely*** import herself into all Future Jumps, as per the highest tier of that Jump's Companion Import Options. Just, don't expect her attitude to change much in later Jumps. If things aren't truly dire, she isn't going to just crush all of your foes for you.

- If you care about this aspect, assume she is a Level 100 Pokémon with Perfect IVs, maxed EVs in every category, and knows every move a Celebi can learn, be it from Leveling, TMs, or Tutoring. She can even pull out the Tree Kaiju from the Pokémon Movie about Celebi if she really needs to. There is a reason she only seriously helps you in fights if things are truly grim.

Lastly, we have what you will actually be doing during your adventures through time.

There are a variety of options available for you here. There is no limit to how many Plotlines you may take, or how much PP you may obtain from taking them.

However, be aware that each additional one you select will make all of them all the harder. This is because each and every one of these options will be occurring simultaneously, and will mesh with the other options rather than interfering with them. Additionally, the lower danger options will likely end up being caused by the higher danger options, and may end up being altered because of that.

As always, it is your responsibility as a Jumper to ensure that all of the options you select work together and make some level of logical sense.

Lastly, as was noted before, the **After the End** Era of Origin is only available if you have taken a sufficiently apocalyptic option here, which is noted by the **[AE]** tag by the options name.

You ***will*** end up needing to resolve any **[AE]** tag plotline before the end of this Jump. Events will simply occur so that you will either solve the problem or end up dying before your time in this world is up. Anything without that tag is more malleable in terms of how much you need to actually resolve an issue, but you cannot simply avoid a plotline you have selected.

With that all out of the way, take ***at least one*** of the following options.

None (Free, Cannot take this with any other Plotline): . . . Are you sure? By selecting this, you will receive no real challenges or goals when traveling through time. This will simply be a fun and relaxing journey through Time in a world of Pokémon. Naturally, you cannot take this with any other options here.

Broken Wheel of Samsara (Variable Cost): As it turns out, the passage of time means that the living will eventually die. What happens, however, when someone reincarnates thought each and every age? By taking this option, you will now meet someone in each and every age. They will always be integral to whatever you are doing in that age and you will need to either rely on them or overcome them to achieve whatever it is you are going to be doing. They will be unable to come with you, and eventually die and reincarnate in the later ages. Somehow, they will end up having a similar relationship and type of interaction with you in every age, and will even be able to subconsciously retain certain information and feelings about you in those later ages. The cost of this Plotline will depend on your relationship. If they are a very close friend, or even more with you, then the cost is -100 PP. If they are a Rival or simply neutral with you, then the cost is

+100 PP. And finally, if they are antagonistic or an Enemy to you, then you gain +300 PP. If you take them as being a very close friend (or more), they can join you as a Companion at the end of this Jump, at which point they will remember all of their lives.

Crossing Rivers (+100 PP, Requires at least one Companion): As it turns out, you're not the only time traveler, and that can mean that relationships can be rather. . . unusual. By taking this, you'll experience that as well. Take a Companion you purchased in this Jump. They will now also be a Time Traveler, who travels separately from you. Rather, the order the two of you will meet up will be completely different to the two of you. Your first time meeting them could be their 10th time meeting you, or vice versa. Additionally, whatever method of Time Travel that they possess will be a different one than yours. Your relationship will be some level of positive, but the exact relationship is up to how you interact and develop your atemporal connection. They may help you out on occasion, but nothing about your interactions with them will be consistent in any standard respect.

Fourth Dimensional Chess (+100 PP, Must be taken with at least one other Plotline): There is a Mastermind behind your time here, Jumper. There is someone who has been orchestrating all, or at least most, of the events and trials you are going to experience. They also have Time Travel themselves and/or have some sort of way to know you exist, what you can do, and how they can influence your actions. This could be to make things more difficult for you, or perhaps they are trying to guide you to some specific conclusion or bring your attention to some issue that needs to be resolved. Their influence may be great, but what exactly their intentions are depends on the other Plotline(s) you select. It could be someone trying to prevent a tragedy or some major issue through you, or it could be a mastermind trying to bring about the end of Time itself.

Exotic Collector (+100 PP): As has often been said, a large part of Pokémon is catching / recruiting them. And now, you have been charged with catching a variety of Pokemon from all different Eras. For what reason, exactly? Well, that's largely dependent on the Era you're from and the other plotlines you've chosen. Perhaps you are charged with collecting them for research, or perhaps you have a village you are building up and need specialized Pokémon to help you. Maybe it's even that you're building up an army to face some great threat. Regardless of the reason though, or who has prompted you to do so, there will be an urgent need and/or strong impetus for you to catch / recruit these Pokémon from different time periods over the course of your time here, so get ready to do this ***a lot***.

Containment Breach (+100 PP): Well, it seems like all the time traveling has started to impact the various ecosystems. Somehow, for whatever reason, a variety of both Humans and Pokemon have ended up in Eras that they are not supposed to be in, all across the timeline. As a result, they've ended up causing a significant amount of strife and chaos across the timeline,

and resulting in a variety of butterfly effects further throwing things into disarray. You will end up having to resolve these problems. Even if you try to avoid them, things will end up in such a way that you will be forced to resolve the issues they have caused. How exactly you can solve these issues will be up to the circumstances that exist, if the culprit is a Human or a Pokémon, and if you possess the ability to Time Travel to where you wish at will or are up to the whims of fate to travel. It's up to you, so long as you put a stop to things.

Temporal Trials (+200 PP): Even when Traveling through Time, you cannot escape The Formula™ of Pokémon. You will need to take a variety of trials of increasing difficulty along your time traveling journey, and will be unable to significantly progress in your journeys and whatever other Plotline(s) you have selected (if any) until they are cleared. What exactly this Trial is will depend on the Era you are in and what you are being tested on, but it will never be impossible to clear, will always be at least somewhat challenging, and you can never definitively fail this challenge unless you do something drastic you have been explicitly told not to do. You can, and likely will, gain some sort of badge or other token from passing these trials, alongside being able to continue to progress in your journey. Additionally, these badges / tokens may also end up being important items needed for the resolution of whatever other Plotlines you may have, so really, don't try and bypass these.

Local Problems (+200 PP): Throughout the course of History, there are no shortage of problems. Clashes for survival, wars between kingdoms, the machinations of evil teams, and so on. Simply by virtue of people having free will, conflict will inevitably break out between people. And by taking this Plotline, you will end up embroiled in these myriad conflicts. You will inevitably end up drawn into the conflicts of the Eras, and need to participate in them if you wish to accomplish any of your goals, or simply just survive. This being said, you don't actually need to resolve these conflicts in most cases. You can assist against an Evil Team without defeating their leader, and you can participate in a war without ending it. There are still the people that naturally belong to an Era who can act, after all. Now, if you have taken other Plotlines that may also impact these Eras, those can end up tied up in these local issues as well, and can require you to get more and more involved with them, until you may end up needing to actually resolve those entire issues to achieve your other goals, so be aware of that when learning about the Era.

Atemporal Guardian (+200 PP): Tragedy is a common thing, all in all. Even though the world of Pokémon is generally a better world in general, that doesn't mean that bad things cannot happen to people or that things cannot go wrong. By taking this Plotline, you will now constantly run into issues, tragedies, and general unpleasantness that can be solved, but only through the use of Time Travel. A town that is suffering due to a tragedy in a past Era. An illness that can only be cured by medicine available in a later Era. Or anything else that could involve you using Time Travel to change history for the sake of making things better. If you have taken other Plotlines alongside this, then you will end up needing to use Time Travel to solve these issues,

and will be either totally stopped or significantly impeded in your progress until you do so. Sometimes, this can end up resulting in a chain of consequences, where you will need to keep going back and forth between Eras to make sure things end up right, or perhaps you need to go back to the earliest Era you have available to you and then go to each later Era sequentially in order to ensure the changes you wish to male actually occur. There are many ways these challenges can manifest for you, so be prepared, Jumper.

Time Cop (+400 PP): Congratulations, Jumper, you are now an official regulator of the Timeline. Be it as a part of some Organization or at the behest of some greater being like Celebi or Dialga, you are now officially tasked with going to various points in time and correcting the irregularities that your superiors have noticed at any specific point in time. While this does come with some level of guidance and support, what it comes with far more of is work, standards, and restrictions. You are going to be expected to do your assigned jobs in correcting the timeline, do them well, and not do anything that would result in the timeline deviating from what your boss thinks it should be. Should you try to make changes to the timeline, be it for your own benefit or the benefit of others, then expect to face resistance and punishment from your organization or boss if discovered. And, well, they have the ability to discover irregularities in the timeline by the very premise of this section, so it will be very hard to hide it from them. Additionally, correcting the timeline doesn't only mean removing irregularities, like a Paradox Pokémon showing up. It could also mean a Hero doing better or worse than they are supposed to, or a tragedy that was intended to occur being averted. The work you have been tasked to do may require you to play the Villain on occasion, just as it could ask you to play the Hero. Ultimately, your given goal is to ensure that time goes as your superior believes it should have, even if that isn't always fun. And if you don't like this idea or have taken some other Plotline, such as **Time Traveling Evil Team**, that ***could*** mix with this one to eventually reveal that the organization you are working for is secretly evil? Well, you can always betray them. Just, don't expect that to be easy or resolve itself quickly.

- Note: To be perfectly clear, what is said at the end is to illustrate the various possible downsides and complications of the plotline. ***HOWEVER***, let it be known that, by default, this is meant to be a good aligned organization. You can make it not so through mixing it with other Plotlines or Drawbacks, but the base intent is that these are acts taken for the betterment of the timeline as a whole.

Silvered Seeker (+400 PP): Be aware Jumper, someone is after your head. By taking this Plotline, someone from a different Era has gained the ability to Time Travel. Specifically, this ability was granted to someone absolutely convinced that you are the cause of all the problems they experience in their Era, whether they are correct or not. They also know all about you, and what you and your companions can do. Thus, they are chasing you down to eliminate you, or otherwise make you a non-factor, to make things better, at least in their perspective. Additionally, whatever method of Time Travel that they possess will be a different one than yours. While it isn't guaranteed that they will actually have the abilities to be a direct threat to you, they will always be able to inconvenience you and make things more dangerous for you at

bare minimum. They will also be able to act as a rallying force for those that would oppose you, or make those who you would need the help of become prematurely biased against you before you ever enter that Era. They will also be incredibly slippy, so if you want to make them no longer a problem by getting rid of them or their ability to Time Travel, it will be a very significant issue. I hope you can prepare yourself in time, Jumper, because they are prepared for you.

- Note: This generally works better if you have them come from an Era further into the Future than you.

Time Traveling Evil Team [AE] (+400 PP): Well, with this one, the name really does explain itself. There is an Evil Team that, as an entire organization, possesses some ability to Time Travel. One different to the one that you possess. They do the usual Evil Team things, like stealing resources and Pokémon, abusing their power, and generally trying to achieve significant things and obtain Legendary Power with little thought to the consequences. All for a goal of world domination or similar through Time Travel and whatever else they would employ. However, as a group who possesses the ability to Time Travel, there are very few people in existence who could even begin to combat them on their level. And, through selecting this Plotline, the majority of that burden will fall to your and your companions. You will be able to get assistance from the various locals of each area, and even other time travelers, but at the end of the day, you will be the one that must bring about their downfall. However, you may have noticed that all of the other **[AE]** tagged plotlines give +600 PP, while this one only gives +400 PP. This is because, while this Evil Team intends to warp and control the future to their liking, they still intend for there to ***be*** a future. It would be a dystopian and horrible place, but life would still exist. And it is for this reason that they have their limits on what they are willing to do, what chaos they are willing to tolerate, and they may even be willing to assist you in the face of any of the other **[AE]** tagged plotlines, albeit only as a temporary truce. Well, assuming they aren't the root cause or are pawns of one of those other Plotlines themselves.

Time is Collapsing [AE] (+600 PP): The end times have come Jumper. Specifically, the end of time itself. By selecting this Plotline, a calamity has hit each and every Era. Sections of the world will grow grey and stagnant. Slowly at first, messing up the progression of time and causing some of the Humans and Pokémon within to lose their minds. However, when an area goes fully still, that's it. Time itself no longer flows within that area, and all within are trapped there. As for what exactly is causing this? Well, that's due to an injury that has been inflicted onto Dialga and/or the disruption of the Time Gears. The Time Gears, as are implied by the name, are a set of gears that manage the Timeline. What exactly you are to do with them varies. Perhaps you may need to retrieve them all from various points in the timeline, temporarily plunging an entire Era into Stillness to restore their functionality or heal Dialga. Perhaps they have already been displaced, and you will need to recover them and restore them to their rightful place. Perhaps they've been split into shards from their housing in the Temporal Tower, and you need to collect them across all of time, as each Shard has enhanced some native beyond what they were supposed to be like. The rules and situation of the Time Gears are malleable, so pick something that works for you, and stick to it. Additionally, being in possession

of at least some of a Time Gear will grant you and anyone in your immediate vicinity an immunity to the Time Stop effect, no matter its intensity.

Celestial Termination [AE] (+600 PP): Deep beneath the Earth, an ancient being slumbers. It has been sleeping there ever since the earliest days of the world. Be it from being within a meteor that crashed into the land or from being in the base materials that originally made the planet. Slowly, passively, it has grown. Grown larger than a mountain, even. And, as it has done so, the unique energy it possesses has emanated out through time itself, causing disturbances and alterations in the timeline simply by existing. Eventually, one day in the future, this creature will finally awaken, and come to the surface. In doing so, it will break open the crust of the earth like a supermassive volcano erupting, and cause the end of 99.99% of all life on the planet. Whether or not this being actually holds malice towards the life that exists in this world or not is subjective. However, it needs to be removed from its current environmental situation at bare minimum. One may simply state “Catch it”. This is the world of Pokemon after all. However, there are issues with this. Firstly, you will need to actually reach it. This creature is physically located underneath the crust of the planet, but that isn't how you will actually be able to reach them. Rather, by resolving enough of the Temporal Anomalies it has caused, a portal to the sub-dimension it exists in will eventually be opened. Secondly, once you're there, you will need to break through a significant amount of the barriers and, quite frankly, overgrowth that surround this being. If you can do all of that, though, then yes, you will be perfectly able to catch it.

True History [AE] (+600 PP): It may surprise you, Jumper, but while you may be able to travel through time, you no longer have the freedom to change it as you wish. See, there is only one way that things are supposed to go in this world. If Time has significant divergence from this path, things will eventually collapse, leading to the end of all life. The more things are in disarray, the quicker such a thing will occur. As such, you will need to correct such imbalances, or see the end of all reality. Life will drain from the land as all of the terrain turns to sand. The seas will grow quiet and stagnant as even the oceans become perfectly still. And the wind will cease to blow as the air grows harder and harder to breathe. Eventually, nothing will be able to survive in such a world. And, as it turns out, a significant amount of disturbances have already impacted the timeline already, even before you gained access to Time Travel. Disturbances you will need to correct, if you wish to save both yourself and the future. If you make mistakes, you will need to go back to the Era you made them in and undo the changes you caused. It will not be possible to ***unintentionally*** make things unable to be resolved, so while you shouldn't be overly worried, do be careful.

Timeless Age [AE] (+600 PP): There is a force or being that exists. Somehow, they have been causing many of the irregularities in the timestream. Their goal, however, isn't to mold time to their liking or cause destruction mindlessly. No, they have a goal. They want to erase all of reality that exists, and create a new world through that process. A world without the passage of time, an eternal world like a diorama on a shelf. An eternal existence where every day is exactly

the same as the last. They will almost certainly be responsible for most of your other Plotlines, or influence them somehow, and you will probably be fighting them in some way during every confrontation you have. If you wish for a Future, you will need to defeat them and prevent their plans from coming to fruition before it is too late. Because if they can achieve their goals, nothing will survive, not even you.

Locations

Next up, we have the location section.

Now, as this is an adventure through time and space, there is little point in giving you any specifics. So, instead, a general list of areas will be provided, and you can make up something that best fits that description and your Era of Origin.

You can select your location from the following list, or you can instead choose to roll for it if you would prefer. This is a relatively minor choice, especially after all the Jump Scenario Building, so just go with whatever speaks to you.

1. **Capital City:** These are the crown jewels of the Era, in terms of civilization. These are the grandest cities in their land, if not the world, at this specific Era. Now, granted, what exactly qualifies depends on the Era in question. In the Primordial Times this is likely to be a large consolidated tribe that has obtained dominance over the area, and After the End, this is likely to be a few dozen people that have managed to create some kind of stability and safety for themselves. That's really more a statement on the Era itself, though, and not the relative scale of what the city itself is. In more organized and/or prosperous Eras, you will find things more like Lumiose City or other places like it. Places large enough that you could travel them for days and still not see everything. Additionally, if you aren't a Drop-In, consider what impact being in such a large center of civilization has had on your life so far, and how that may color your experiences in less developed places.

2. **Fortress Town:** Despite the name, this doesn't have to actually be a fortress. This is a large town, although not to the extent of a Capital City, that possesses some kind of significance force. In more ancient times, this probably is a fortress or otherwise possessing human weaponry. However, this could also be a Gym Town in more modern times. The exact type of force doesn't matter, simply that it is a place that people gather that is capable of defending itself to a significant degree. This is a territory carved out through force and will, and any attempt to displace the inhabitants will be met with the same in turn. Additionally, if you aren't a Drop-In, consider what training or even experience in combat you may have undergone and experienced up to this point in your life.

3. **Minor Alcove:** This is the smallest location so far. Compared to a Capital City which has immense influence and scale or a Fortress City who possesses significant military might, the Minor Alcove's greatest strength is their irrelevancy. Quite simply, this small gathering of people survives, or perhaps simply exists, as they do people no one knows they exist or bothers to go there if they do. Generally, places like this exist in inhospitable environments, using the natural environment and the powerful pokemon that live there as shields alongside being a threat to them. So long as they don't get overambitious or

start rocking the boat, the powers that be in their areas neither know nor care enough to bother, and so their existence continues. Additionally, if you aren't a Drop-In, consider how such a focus on stealth and being inconsequential may have shaped the life you have lived up to this point.

4. **Center of Learning:** In every Era, there will always be those who try to understand the world around them. The world of Pokémon is very mysterious, after all, and there will always be more to learn and discover. Be it cutting edge laboratories in the future or the most basic of research into Pokémon in the past, there are many possibilities. This location is one such place. Unlike the previous locations though, the scale of this is massively variable. This could apply to a massive school, such as the Academy on Paldea, but it could also apply to a Professor's personal laboratory or a solitary research institute in the mountains. So long as the primary purpose is research, teaching, or anything else similar, it qualifies for this. Additionally, if you aren't a Drop-In, consider why you would be here, what you may be learning, and how that may influence your journey once away from this location.

5. **Untamed Lands:** So far, we have discussed civilization, but as anyone who has experienced basically any of the world of Pokémon would know, most of the world of Pokémon *isn't* developed. Rather, the routes that lay between the various cities and towns, each filled with wild pokemon and unknown adventures, make up the majority of the world. Some are more undeveloped than others, of course. There's a difference between a nice road between major cities and a dirt path through a dense forest. However, for the sake of this Location, that difference doesn't matter. By picking this, your starting location will now be any one of those untamed areas, of your choice. Additionally, if you aren't a Drop-In, how exactly you've been living in such a place, both in shelter and foraging skills, is something you should consider.

6. **Land Outside of Time:** Lastly, we have a very strange location. Somehow, some way, you have ended up in a location that exists outside of the normal timestream. This could be a revered place like the Temporal Tower or the Reverse World, a private alcove for something like Celibi, or even some sort of man-made space-time bubble that hasn't been popped by the Creation Trio for some reason. However, this is also the location that comes with the most immediate consequences and explanations. If you are a Drop-In, whoever owns this place is almost certainly going to be on you immediately. This isn't guaranteed to be a bad thing, as perhaps they could use a mysterious Faller with special powers, but you will have their attention nonetheless. If you aren't a Drop-In though, you will need to know why you are there, whether you lived there for an extended period of time or only recently arrived, and how exactly being in this timeless place relates to your Era of Origin.

Perks

Next up is the Perk Section. This is the section that will dictate the Powers and Abilities that you will have during your time here. Well, in addition to anything from your previous Jumps, of course.

As a reminder, if something states that it is Free, then it costs nothing. If something states that it is Discounted, then it is 50% off.

Additionally, take the following:

Gain +100 CP for Perks Only

Paradox Proof (Free): As it turns out, Time Travel can go poorly very quickly. A change to the past can end up drastically altering the present, possibly to the extent of erasing people, places, or even entire civilizations in later Eras. It is entirely possible for a time traveler to even erase themselves, causing a Paradox. However, by taking this Perk, you no longer need to worry about that. Now, you, your Pokemon, and any of your Companions are completely immune to Paradoxes and Retroactive Style effects. Even if the timeline is changed so drastically that they would no longer exist, they will continue on regardless without issue. Additionally, you and anyone else guarded by this effect will retain your original memories and knowledge of how things were before the change, while also obtaining memories of this new timeline, assuming you would still exist to have those memories. In order to not cause identity drift, you (and anyone else this applies to) also obtain the ability to compartmentalize your memories and knowledge, so that you can safely and confidently know what things were like and now are like. As a side-effect of this, all who are granted this ability also become greatly resistant to any memory alteration, erasure, or reading abilities. Which is nice to have, should that come up.

Fix the Ice Type (Free): This one is less of a Perk and more of a plea. In case you are not aware, the Ice Type is rather unbalanced in Pokémon, or at least it is defensively. Offensively, Ice Type Moves are Super Effective against 4 Different Types (Grass, Ground, Flying, and Dragon) and Not Very Effective against 4 Different Types (Fire, Water, Ice, and Steel). Defensively, however, Ice Types are Weak to 4 Types (Fire, Fighting, Rock, and Steel), but only Resists other Ice Type Moves.

Or, to put it plainly, while Ice Types have an even balance Offensively, their Defenses are full of holes and without any real benefits. Adding the Ice Typing as a combination with any other Type will almost always make the resulting combination worse defensively than just that other Type alone. However, by taking this Perk you can fix that. You may retroactively, throughout all of Time, add up to 3 new resistances to the Ice Type, of your choice. This will be a one time change that cannot be altered later on, and will also carry over to any other Jumps later on. Your only restriction on your chosen resistances is that these cannot contradict or remove the defensive weaknesses that the Ice Type already has. Which, to reiterate, are Fire, Fighting, Rock, and Steel. And, to be perfectly clear, these are Restances you are granting the Ice Type, not Immunities. Ideally, these would in some way relate to some of the Ice Type's other properties, but they do not have to be. Just, please make it better. It's honestly really sad.

Natural Communication (Free / -100 PP): In the world of Pokémon, language is generally a non-factor, and this Perk replicates that effect. However, this Perk has different variations based on the price you pay and your Race of Origin, so we will go over them one by one. Before that, though, this Perk does have a universal benefit. While not in this setting, there are some languages, written and/or spoken works, phrases, and individual words that can have

detrimental and/or memetic effects on those who experience or understand them. This also grants you immunity against those. You should not be punished for having this perk. With that covered, onto the explanation of the main perk itself.

1. **Free and Human:** Firstly, we have the free benefits that Humans gain from this Perk. Simply put, you gain full fluency and literacy in every Human Language that exists, in this Jump and all later ones. Additionally, this applies to any sufficiently human-adjacent species in any later Jumps, such as things like Elf and Dwarves in Fantasy or other stargazing races in Sci-Fi. There are many available options for this, both now and in the future.

2. **Free and Pokémon:** Next, we have the free benefits that Pokémon gain from this Perk. In a way, this is the opposite of the Human Section. This grants you the ability to communicate with any sort of animal, plant, golem, computer system, or supernatural beings that wouldn't near-universally qualify for the Human option. After all, all Pokémon can talk with each other without issue. Additionally, while you do not gain the ability to communicate with those that qualify for the Human section of this Perk, you do gain the ability to understand their general intentions and the general content of their statements. You can try and use this to help you in actually learning these other languages, but it will still take a significant amount of effort.

3. **Pay 100 PP:** Lastly, we will cover what you get if you pay 100 PP for this Perk. Simply, you can understand and communicate with anyone, in any Language written, spoken, or communicated in any other method. You automatically have perfect fluency and literacy in every language that exists, and can communicate with beings that don't even use languages. There is no one or nothing you cannot understand and communicate with through this, although you still do need to actually convince them of whatever it is you want through that communication.

Player's Perspective (-200 PP): As it turns out, a significant amount of the Pokemon media that exists are games. And, as a part of being a game, there are a variety of conveniences and abstractions meant to assist the player in playing said game. This Perk grants you a variety of those as well. Now, to be perfectly clear, none of the following benefits change the way reality works, nor does this have the power to enforce any of these abstractions onto others. With that out of the way, onto the actual effects of this Perk. Firstly, you receive the ability to perceive and comprehend the general level of strength, physical condition, stamina/resources, enhancements or debilitating effects, species, gender (or lack thereof), and a variety of other minor details of anyone or anything at a glance. This cannot be blocked or deceived through any method, and can even be used to determine the true allegiances of others. How exactly this defines and quantifies those around you is entirely arbitrary, with the numbers only being referenced to themselves unless you possess some other kind of System it can reference. Secondly, this Perk grants you an automatically updating map of your immediate surroundings, including things like the movement and position of both objects and people around you. You can view this at will, and

you can have it as something only you can see, or manifest it as a literal map that you can show to others. Lastly, this grants you an increased awareness of the general area around yourself, as if you could see in third person. This allows you to do things like know who or what is in the rooms and hallways around you without actually needing to physically see into there, or have literal 360 degrees vision to make blindsiding you in a fight significantly harder. None of these are likely to be amazing on their own, but at least they should give you the convenience that you may have expected to have from the start.

The Power of Us (Free / -400 PP): Whether you like it or not, Friendship is a very real force in the world of Pokémon. This is more than just a metaphorical "When we work together, we can achieve greater things" style saying or simply describing the effects of greater Morale. No, Friendship and other close bonds, when at a high enough level, have legitimate supernatural powers. You and all other beings get the benefits of this Perk **during this Jump only for Free** by simply existing.

However, **purchasing this Perk** for PP will grant you the ability to take this rule of Reality along with you **in later Jumps**. In those other Jumps, you can choose how this is applied. You can have it apply universally, be only granted to those you want it granted to, or have it be exclusive to the relationships of yourself and your companions. If you are applying this rule of reality Universally, you can also have this be the case in this world retroactively. However, be aware that ***only you the Jumper*** can choose to apply this beyond your initial circle. If this Perk is on a Companion, it will only apply to the relationships of that specific Companion.

The abilities granted through this will grow more prominent and appear more often in those that hold higher levels of said bonds and feelings, with some not appearing at all until they hold higher levels of affection and trust. Additionally, these are more effective and appear more often when in proximity to those they hold those bonds with. With that out of the way, though, the effects of Friendship being a legitimate force in the universe are as follows:

- They will grow more quickly in skill and power.
- They will be able to endure attacks or effects that would otherwise knock them out, debilitate them, or be lethal, even if that shouldn't be physically possible.
- They will be able to cure themselves of negative or debilitating conditions, even ones that it makes no sense for them to be able to cure, such as curing themselves of poisoning from the sheer force of Friendship.
- They will gain a greater awareness of the world around them.
- They gain a minor but existent supernatural ability to understand those they have bonds with that can enhance or even partially replace other methods of communication.
- At the highest level of Bonds, they can even gain a new and significantly stronger form. This can be straining, both physically and mentally, but with enough training it can eventually be maintained indefinitely while they are conscious.

Bystander's Barrier (Free for Human, Human Only): A rather interesting thing about Humans in Pokémon is that, while they are rarely, if ever, an active combatant, they do possess an incredible durability. Be it Ash shrugging off lightning bolts in the anime or the main character of Legends Arceus being able to take several full force attacks from wild pokemon before passing out, there is a durability to them that is undeniable. As such, the point of this Perk is to replicate this phenomenon. Now, this Perk has a toggle, and is either entirely on or entirely off. When off, it does nothing, as you would expect. Everything is as it was before. When this Perk is on, however, it has three effects. Firstly, this Perk decreased the damage and/or negative effects you would take from any source or cause by 90%, or making it 1/10th of what it would otherwise be. Secondly, this Perk does the same to any Damage or Negative Effects you could inflict on others, making them also 1/10th as effective / 90% weaker. And lastly, this Perk makes it so that you will generally be considered a non-combatant by those around you, and deprioritized in a fight. Now, the point of this Perk should be rather obvious, but I'll spell it out. This is to make the standard method of Pokemon Battling more realistic and reasonable for you to pursue. While you cannot harm your opponents, you can still advise and help your allies while those allies do not suffer the damage reduction either. As such, that style of battling is only helped from this Perk.

No Time to Question my Moves (-100 PP, Free for Human): Humans, by and large, take up the role of strategists in combat in the world of Pokémon. That makes sense, as nearly all Pokémon can outclass the average civilian Human. However, it does mean that trainers need to be able to perceive and comprehend the battles of superhuman beings, strategize a plan, and then give orders to their partners in a very short timeframe. This Perk helps with that, in some relatively minor ways. Firstly, this increases your reaction time tenfold, or rather, cuts the time it takes you to react to information by 10. If it took you 500 milliseconds to react to something before, it will now take you 50. Secondly, this Perk increases your ability to follow, comprehend, and observe details in situations where many things are occurring at once, such as a battlefield and makes it significantly easier to multi-task your visual observations. This also does have more niche benefits, such as making noticing the sleight of hand of stage magicians or other general deceptions based on focus far easier to notice. Lastly, this Perk has one more benefit. If you order someone to do something, they will gain an enhanced understanding of what you want them to do, and their first instinct will be to do so. Now, to be clear, this isn't mind control. In any average situation, anyone with any clarity of thought can easily shove this off like a strange intrusive thought. This also can be simply countered by someone knowing about this ability and intentionally hardening their will against it. Where this shines, however, is with your partners in battle. This part of this Perk helps to remove confusion and hesitation, allowing the two of you to better work together and swiftly put the plans you make into action. Because, after all, giving guidance is what a trainer is meant to do.

- Note 1: You may notice that this Perk does not include anything for strategy or keeping your calm under pressure. There are other Perks in this section for that, as this Perk is already rather full of benefits.
- Note 2: This Perk does mean that you will be able to easily take command of things like Shadow Pokémon, which have had their free will and agency suppressed. If you try to do so in battle against one, though, it may start lashing out indiscriminately due to conflicting directions.

I Stick to the Path that I Choose (-100 PP, Free for Human): It is an understandable misconception that Humans would be more affected by the various intimidation tactics and supernatural methods of inducing fear, panic, or other kinds of emotions that Pokémon often use. That, however, isn't reflected in reality. Humans, as it turns out, seem to have a very strong ability to keep a level head. And by taking this Perk, so do you. While not an immunity, this Perk grants you an enhanced willpower and a very strong resistance to being overwhelmed by emotions, be it natural or artificially induced. You can keep your calm in the middle of a battlefield you are actively participating in, objectively consider your options while a ghost or psychic type is trying to make you question the reality around you, and have the will to face off against being far, far stronger than you without giving into fear. Well, so long as you want to. Just as this Perk doesn't grant an immunity to these emotions, it doesn't stop you from feeling them or having them affect you. It just helps you not be overwhelmed by them, and keep your wits about you. You can still feel affection for someone if inflicted with Charm or feel the weight of a Legend's Pressure, it just won't become everything.

- Note: As a side benefit of this Perk, artificially induced feelings and urges become far easier to identify.

March of Civilization (-200 PP, Discount for Human): One thing that Humanity does, unlike basically every race of Pokémon, is reorganize the world around them for their own sake. Sure, Pokémon will build nests, but when will you see Pokemon cutting down nature to make an orchard or clearing land to make a town? Outside of the world of the Pokemon Mystery Dungeon games, the closest you're likely to see are Bibarel dams. Humans, however, tend to be the ones that will see the world around them and wonder what they can do to make it work better for them, for better and worse. By taking this Perk, you gain a significant talent in this. When it comes to urban development, you excel. You have a “gut feeling” that will inform you of the best way to do any sort of development, and you will gain a talent for recognizing opportunities for optimization and development in the world around you. Additionally, any project in development or construction that you are involved in will have things go more smoothly, as if bad luck and accidents were supernaturally warded off. That being said, no matter how well implemented and successful a project may be, issues inherent with the technology available to you may end up causing unintended side effects, such pollution or the destruction of Pokémon habitats or resources they rely upon. So, do be sure to double check everything and be mindful of the environment, even while you try and develop things.

Got a Type (-200 PP, Discount for Human): Many Trainers end up having a theme of some kind, with the most common being Type Specialists. While there are many justifications one could give for why someone would want to be a specialist, the fact is that many are, so a Perk around it has merit. And, if you are taking this Perk, you likely agree. This Perk grants an affinity for a category of being. By Type is the usual choice, but you could pick something more specific like "Fox-like" or "non-limbed", so long as it is as niche or more so than just picking a Type. Within this category, you will find things working out better for you. Firstly, you will just tend to "click" with them in terms of getting along. They will tend to have a good first impression of you and will grow closer to you easier and more quickly than otherwise. Additionally, you will find communicating with them easier, as if the two of you were able to put paragraphs of meaning and explanation of your intent and feelings into a simple phrase or look.

Secondly, you gain a talent and a general knowledge base in this category. Such as the best way to care for Rock Types and what it looks like when they aren't healthy, or what habits and behaviors dog-like beings may express when happy. You are well versed in your niche of choice, and this knowledge will automatically update as you go to new Jumps. Lastly, things will just align so that you will often run into beings of your category whenever even remotely possible. This isn't achieved through Teleportation or Mind Control, just shifting probability so that it will occur more often. While this will mostly apply to Pokemon within this Jump, this Perk does generally apply to anything that it would make sense for it to apply to, both now and in all future Jumps.

- Note 1: You ***can*** pick Legendary Beings, but most of them are busy with rather critical functions to the World or would cause changes in the timeline if removed, so don't expect to recruit many to your team. Rather, expect more of an Ash Ketchum situation where you would semi-regularly run into them, help them with some problem, and then part ways.
- Note 2: The difference between this Perk and the "Predation Specialization" Perk in the "Primordial Times" Perk Section is that this Perk is Positive / Assistive Specialization and that Perk is Negative / Harmful Specialization. They can synergize well, but they do have their own niches.

To Understand the Incomprehensible (-400 PP, Discount for Human): Pokémon are mysterious creatures. There are many things in the world of Pokémon that simply shouldn't work, but do. Beings that burn hotter than the sun but can exist around humans just fine, entirely inanimate objects capable of life and growth, and creatures that can break what humans would normally consider to be rules of reality. It seems that every time someone thinks they have the world figured out, some new impossibility comes out to throw those conclusions out the window. That doesn't mean it isn't worth trying though, and that's what this Perk is here to help with. Firstly, just to cover the basics, this Perk grants you a complete and comprehensive understanding of proper scientific research methods, note-taking, experimental procedures, and anything else that would be considered the basics to even start performing proper research.

Secondly, this Perk grants you an automatic note-taker, noting down everything you notice about an experiment or subject without you needing to say anything. You can turn this off, if you so choose, or have any of these notes be copied onto some other medium. However, by default these notes will be on some medium that only you can view or interact with.

Thirdly, this Perk grants you a sense that will give you a general idea of the direction you should aim your research in order to further your understanding in whatever it is you want to learn. Fourthly, things will turn out so that, whatever it is you do want to research, you will never need to break your moral code to learn things. At the worst, the moral way will only take twice as long as the non-moral way, but at least you won't have to go grave robbing and desecrating corpses to learn about anatomy, like what happened in the normal Earth which only had Humans that you most likely originated from. Lastly, well, you can have this come with a title and position in your Backstory. While it is possible you may not qualify to be a Pokémon Professor on your own, depending on what other Perks you have, you can at least be an assistant to one. The same goes in all further Jumps, allowing you to continue researching even in other worlds.

To Catch Them is my Real Test (-400 PP, Discount for Human): To people that aren't from or familiar with the World of Pokémon, the general culture of Trainers there can seem bizarre. Your average Human can walk into nature, fight a random Pokémon, and capture them. Then, the Pokémon just. . . accepts that? After all, no matter how much a Pokémon may or may not like you, such as Buneary who is caught with the minimum value for Friendship, they will still obey their Trainer rather than trying to attack them or run away. Rather, the only time Pokémon are usually seen disobeying is when they disrespect the strength of their Trainer. And there lies the culture. As a general perception held amongst basically all Pokémon, the very act of catching them proves their trainer's strength, and thus earns their loyalty. Even if the method is underhanded or done without battling, generally the sentiment remains the same: they were caught, so they will be loyal to the one that caught them. There are, of course, exceptions to this, such as abuse or gross incompetency, but those are very hard to reach over the inherent cultural beliefs they hold.

However, you may be wondering by now, what is it that this Perk actually does? Well, that is simple. By taking this Perk, you can apply the same cultural logic that allows Pokémon Trainers to exist at all to any and all future Jumps you go to from now on. While doing so, you can have it apply universally, be only granted to those you want it granted to, or have it be exclusive to yourself and your companions. If making it universal, you can also have this cultural logic be retroactively a part of this Jump. So long as it is a sufficiently non-human creature (IE, is it more like a Pokémon than a Human) you can apply this to them. This Perk also works on the perception of others as well, making it so that they will not find it weird for you to be capturing or commanding various Pokémon or Pokémon-adjacent beings, nor that you would have them around you. However, as was stated earlier, sufficient abuse or incompetence towards those you capture can overcome the benefits of this Perk. They are still living beings after all, and will only be willing to take so much before they'll start to return the negativity they've been given.

- Note: To be perfectly clear, taking this Perk has little to no immediate effect on this Jump itself (unless you are in the **A World of Mystery** Worldline or something similar). It will make the culture around this more reinforced and consistent in every time period, but that is about it. Rather, most of the value for this Perk comes in later Jumps, where you can continue to work under the Pokémon logic of Capturing and Training various creatures, as well as not face societal issues for doing so.

To Train Them is My Cause (-600 PP, Discount for Human): This may go without saying, but for many, the role of a Human in the world of Pokémon is that of a Trainer. That being said, there haven't been any Training Perks yet. That is what this is for. By taking this Perk, you become a master at training others in all respects. Firstly, you gain a comprehensive and automatically updating knowledge of every possible way to train others in any skill, to improve any aspect, or for anything else, and the effectiveness of those methods. This also comes with the skill in actually implementing the granted knowledge. Secondly, those you are training have their rate of improvement increased by 50%, no matter the topic or subject of training. This could be some physical aspect like strength, a technique like a Move, or even just their general knowledge and learning.

Thirdly, you are able to train anyone in any aspect, even things usually untrainable, and can allow those you are training to grow beyond any natural limitations they may have, so long as they are training with you. If you do allow them to go past said limits, their progress will quickly plateau once they stop training with you, although they will not be forced back down to their old limits either. Lastly, this will allow you to slowly train others in Perks or other inherent abilities or traits you may possess, granting them new abilities that they would otherwise never have access to. That being said, the more powerful the trait or ability you wish for them to gain, the longer the training will be. However, to reiterate from the start, none of these apply to yourself. This is purely a Perk about training other beings, and has no direct benefit towards your own advancement, aside from the general knowledge gained on training methods. This may end up with you training and being surrounded by beings that are stronger than you, but hey, that's how it normally goes for Pokémon Trainers.

The Very Best (-600 PP, Discount for Human): While Training may be in the name, the act of Training isn't the most well-known part of being a Pokémon Trainer. The part that everyone knows about, that is shown on every TV and is an omnipresent part of culture, is Pokémon Battling. By taking this Perk, you become a master at the topic. You excel at commanding others in battle in all aspects. Your tactical knowledge and abilities, skill in understanding how to utilize the abilities of you and yours alongside the environment, and your demeanor and grasp of combat are all at a level few can match. You can outperform a master tactician in war, and can turn around a losing battle in a single maneuver. You can match a Champion level trainer without a doubt.

That being said, exactly what kind of trainer you are is still up to you. You could be someone who weaves a web of confusion and trick around your opponents, making it so they have no choice but to fall into a trap of yours, or you could be someone who accurately discerns your opponent's weaknesses and swiftly and decisively strikes them to end things in an instant. You could be a force of chaos that flips your opponent's understanding and emotions on their head, a gale-force that overruns any opposition before they can react to even start preparing a countermeasure, or a frigid force that coldly tears apart your opponent like clockwork. Whatever kind of Trainer you are though, you will be one of the very best there ever was.

Form of a Monster (Free for Pokémon, Pokémon Only, Mandatory for Pokémon): As you most likely know, Pokémon is a shortening of Pocket Monster, and as such, this is less of a Perk and more of a representation of your form as a Pokémon. This contains everything you should have. Your Type(s), the inherent supernatural physical attributes and durability all Pokémon have (at varying levels for each Pokémon), your ability to grow stronger (and possibly evolve) through effort, learn supernatural techniques in the form of Moves, have your innate Abilities, and so on. If it is something that you should normally have as a standard member of your Pokémon Species of choice, it is here. You do not need to look at any other Perks for the Standard Pokémon Package.

- Note: As far as the actual Pokémon Ability goes, you can receive any one that your species naturally possesses, but you do only receive one.

Safe for All Ages (-100 PP, Free for Pokémon): Pokémon can be. . . Dangerous. More than just their supernatural attributes and powers they possess, some also have more mundanely problematic issues. This can range from the blatantly obvious open flames on the back of a Ponyta to the more overlooked issues of solid metal spikes on a Lucario. However, Pokémon of all kinds can live around Humans of all ages without there being concerns of them being burned alive or impaling themselves. And, for you at least, the answer to this dilemma lies in this Perk. See, by taking this Perk, you gain a very simple ability: nothing inherent to your body can hurt yourself or others without intentionally willing them to do so. Sharp blades cannot cut unsuspecting hands, secreted poisons cannot seep into the soil or streams from your presence, and even something as simple as your weight cannot cause structures, people, or even the ground itself to collapse under your weight without you intending for it to happen. After all, you're simply someone that lives in this world, rather than a walking calamity.

Cute Charm (-100 PP, Free for Pokémon): If you described most Pokémon to someone who had no idea what Pokémon are generally like, they would probably be horrified. A massive spider capable of electrifying webs? A hound with skull marks and spines over it that can breathe fire? It can be the thing of nightmares. However, that isn't the route Pokémon takes. Even the literal Legendary that governs Nightmares can still be shown in a cute light. And so, this Perk grants you a similar effect. No matter how intimidating, horrifying, overwhelming, eldritch, or anything else your body, nature, or presence may be, this Perk grants you the ability to always be seen as “a little weird” at the absolute worst. Now, to be clear, this is relegated to your form, and doesn't stop people from thinking negative things about you as a person. By default, this takes the form of a general effect towards anyone or anything perceiving you. However, you also have the ability to turn this off at will, white-list certain people so it always applies to them, black-list certain other people so it never applies to them, and possibly even tone down this effect down so that, if your form is truly mind destroying due to other Jumps, you

can disturb and horrify without actually destroying the sanity of those who lay eyes on you. After all, Pokémon is meant to be a family friendly series, so nothing in it will be *too* horrifying.

- Note: To be perfectly clear, no, this is not the Pokémon Ability, nor does this grant you it.

A Good Rest (-200 PP, Discount for Pokémon): An understated but real power in the world of Pokémon is that of Sleep. This is primarily shown by the Move Rest, but there are more specific examples like Snorlax and Komala. By taking this Perk, you receive two different benefits. Firstly, you will know the moves Rest, Snore, and Sleep Talk automatically. For those who don't know, Rest is a move that forcibly puts you to sleep in the middle of a fight to fully restore your health (within reason in reality), Snore is a reliable attack you can perform against your opponent while asleep, and Sleep Talk uses a random other move or technique you know against an enemy while you are asleep. You may or may not want to rely upon these, but you will have them nonetheless. For the second benefit, though, this grants you an ability for yourself and those in your immediate surroundings. This ability is that, while you and those around you have a full and proper night's sleep, they will fully heal from any injuries that are less than a missing limb or organ without any complications. Additionally, anything past this level of injuries will gain significant progress towards being healed, and will do so without complications. Of course, this does need to be a full night's sleep. It can't simply be a nap for an hour or two. After all, proper sleep is the foundation to good health, and especially so now that you have this Perk.

Dangerous Beast (-200 PP, Discount for Pokémon): Pokémon can be dangerous. This can be true even without any training, as a Pokémon can use their Supernatural Moves and flail around with their extraordinary attributes to cause damage. Even most trained Pokémon don't get past this level, as Trainers tend to focus more on Moves and helping their Pokémon grow generally stronger than anything else. However, a Pokémon that actually knows what they are doing can be especially dangerous. This Perk grants you that understanding. By taking this Perk, you gain an inherent and incredibly comprehensive knowledge and experience in how to use every aspect of your body in combat, equivalent to being an Intermediate level of mastery in some kind of Martial Arts for a Human. This applies to whatever your form is, be it your current one and any Alt-Form, be it one you have now or any you gain in the future. This also grants you the ability to instantly react to and adapt to any change in form you may undergo, be it from undergoing Evolution, having some sort of change forced upon you, or swapping forms mid-combat. Of course, even with Skill, there is only so much that can be done in the face of overwhelming power, but this can help bridge gaps that are close enough.

Pack Leader (-400 PP, Discount for Pokémon): The main series of Pokémon Games may not give you this impression, but Pokémon in general are not solitary people by nature. As can be seen in most-all of the spin-off games alongside the anime and other media, Pokémon are very social. Living and fighting alongside others is an everyday occurrence for them. Compared to the Universal Power of Friendship that can be found in the General Section's “The Power of Us”

Perk, Pokémon really do tend to like the “We are going to have 8 guys beat you up” style of Friendship Power. So, this Perk is to help you organize and achieve such a thing. Firstly, to get the obvious out of the way, you gain the move Beat Up, a literal supernatural Move that embodies the philosophy of having all your friends help you beat up this one guy. With it literally taking a fraction of the power of all of your nearby allies to attack your enemies with, one after another. Secondly, you gain an enhanced ability and knowledge for general small-squad tactics, deployment, and organization. It is obvious to you how to best organize and maneuver a pack of half a dozen through narrow corridors and best set up for a battle both in said corridors and in the resulting open space once you're through it. The logistics of how to keep such a group properly fed and rested are also child's play for you.

Thirdly, this Perk does come with some actual supernatural abilities, which will now be covered. To start, both you and any ally of yours can access any Item that any of the group possess somewhere on their person or in a bag they are carrying instantaneously. To give an example, rather than needing to transfer an Oran berry from the back of the line, where the person is carrying them, to the front, where it's needed, the person at the front can simply will it to them and have one to consume. Obviously, each person involved can block others from getting their belongings if they want, but this does have many benefits. Next, any ally that you are actively battling alongside gains a 10% bonus to all of their attributes (IE Stats) for the duration of that fight. It is a small bonus, but one that is very useful, especially when you can have a very large Pack with you.

Lastly, well, we have some protection. Pokémon have the potential to cause mass devastation, with moves like Earthquake, Surf, Blizzard, or Discharge being able to target entire areas rather than just a single enemy. Which can cause some problems if your packmates happen to be in said area. Now, you or any of your allies that you are fighting alongside have the ability to make it so they do not harm or negatively affect their allies with their attacks, no matter how large of scale or powerful that attack may be. Now, the same can't be said for the terrain around you or the unaffiliated bystanders, so don't go too hard. Even with that weakness of this though, it is still a very useful protection to have, especially if you and yours get outnumbered and need to go wide to even the playing field.

Extraordinary Talent (-400 PP, Can be taken Multiple Times, Discount for Pokémon for the First Purchase Only): In the World of Pokémon, there are always those that stand out, even within the context of the usual Supernatural Abilities that Pokémon possess. Taking this Perk grants you one such ability yourself, of your choice. Now, there are specifications, bounds, and limitations that need to be placed down for such a wide invitation for both creativity and abuse. Firstly, this talent cannot be used to grant you a standard Pokémon Ability. That is not the point of this. Rather, this is more in-line with abilities like Absol's Disaster Sense, Rotom's ability to possess electronics, or a more personal talent like the Cosplay Pikachu's (from Omega Ruby / Alpha Sapphire) ability to learn different moves by wearing appropriate costumes.

Secondly, the magnitude and scale of what you can gain from this is limited. You cannot gain an ability on the level of Power that a Legendary has, such as Celebi's ability to travel through time or Suicune's ability to automatically and passively purify any water she touches. The power and versatility of your ability should be more in line with what a Non-Legendary has been shown to achieve. A talent for being lucky should not even begin to approach Victini's ability to manipulate Probability. A talent for controlling Dreams should be on the level of a Munna or Musharna, not Crescelia or Darkrai. Next, this *can* be used to grant you a Form Change. ***<u>However</u>***, this singular other form should not be significantly stronger than your standard form. Imagine something like Aegislash changing between its Sword and Shield Forms, rather than a power boosting form Mega Evolution or something with myriad possibilities like Deoxys' many Forms. Even with all of that said, this Perk allows for a myriad of possibilities, so be sure to think this over carefully.

- Note 1: Normally, this Perk only applies to yourself. However, if you are creating your own Pokémon Species, you can have this talent be genetically inherited by all members of your species instead.
- Note 2: If you take this as a Human, you can use this to obtain abilities shown in Canon, such as Aura, Psychic Powers, or Magic. However, you are still only a Human being, so don't expect to be outperforming any reasonably aged Pokémon with just this Perk alone. You would be the average Psychic Trainer, not the next Sabrina.
- Note 3: If something is purchasable somewhere else in this Jump, assume that you cannot use this Perk to get it.

Unlimited Potential (-600 PP, Discount for Pokémon): It is common sense that Pokémon can grow stronger through effort and training. However, it is also factual that this phenomenon has its limits. No matter how much training a Sunkern may have, the idea of it beating a Dragonite in a fair fight is so implausible as to be laughable. However, this Perk makes you no longer have this problem. Now, there is no limit to your growth in any aspect. There is nothing about yourself that you cannot improve through effort, nor are there any limitations in your growth. To put this in gameplay terms, there is no limitation on your Level nor are there any limitations to the total or individual EVs that you can possess. Additionally, this Perk grants you a simple bonus: any growth that you have is increased by 50%, no matter what it is. Be in your general abilities or attempting to train some specific skill or aspect of yourself, this will always assist you in your growth. This is a rather simple Perk, but very useful. So, keep at it, for your progress is forever unbarred.

Genetic Perfection (-600 PP, Discount for Pokémon): Genetics aren't everything in the world of Pokémon, but they also aren't nothing either. Mewtwo is living proof that it can have a major impact, but proper training can also make any Pokémon powerful regardless of their inborn attributes. Regardless though, this Perk is about optimizing your own genetics, albeit not to the extent of Mewtwo. Firstly, your body has the best general combination of genetic traits available and inherent potential to you, or, to put it in gameplay terms, you have Perfect IVs in every stat. This also has a similar effect to any and all alt forms you have or may obtain, being as strongly

developed as possible in every area as it is *reasonably possible* for your species to be from genetics alone without actively causing any detrimental consequences elsewhere.

Secondly, this Perk grants you access to every inherent racial trait of your species be it your current Pokémon form or and any other Alt-Forms you may possess or gain later on. This includes granting you access to every actual Pokémon Ability your species can possess simultaneously, but it also grants you access to every Egg Move your species can inherently know. In later Jumps, take this part with moderation. If there are specific powers based on bloodlines, simply being the same species as them will <u>not</u> give you the special powers of every possible bloodline, only ones that you are directly and significantly related to. Additionally, you will still need to work to realize these talents. Simply having them does not mean they are developed or that you are skilled in their use. However, even with all the attempts to reign in expectations, this is still a very powerful Perk that can help you in a myriad of ways both now and in your future Jumps.

- Note 1: It was emphasized in the text, but to repeat, treat what this Perk does to a reasonable degree. This does not transform you to a massive degree, like a Mew to a Mewtwo, and while this Perk grants you a powerful advantage, you will need to work to realize those advantages into power. Additionally, if you are making a Custom Pokémon Species, do not make every ability your species can obtain all at the same time be too absurd. You should be powerful, yes, but there should also be limits.
- Note 2: While, without the benefit of some other Perk, any descendants you could possibly have may not inherit the full benefits you receive from this Perk, they will receive some of the stated benefits at bare minimum.

Strength to Survive (Free for Primordial Times, Primordial Times Only): The ancient past is full beings of immense strength, that much is true. However, this is not because things were somehow better then. It is actually the opposite that is true, where the hardness of this land means that survival is something only granted to the strong. Disease and Illness, Medical Complications, other forms of life, be it Human or Pokémon is so that many simply do not survive, especially so during the younger years of life. This Perk is a representation of that kind of Strength, because if you did not have this, you most likely would have died before the start of this Jump. Firstly, you have significantly increased Physical Abilities and Endurance. This is both a minor flat bonus and a +25% percentile bonus after said flat bonus. The flat bonus is really only meaningful for the inherently weak, such as Humans and what would eventually be called “Baby Forms”. Even a Human from the Primordial Times could hold their own at least somewhat against a weaker Pokémon, after all.

Secondly, you gain an immunity to any and all kinds of Diseases, Illnesses, Poisons, Fungi, or any other kind of biological method to corrupt or shut down your body similarly to those previously listed. This, again, is a necessity. The number of Humans and Pokémon willing to do just about anything to survive are countless, and unless you happen to live in an area ruled and populated overwhelmingly by Steel Type Pokemon, such things are both lethal and unavoidable. Such beings are exceptionally rare in this time period though, so that isn't likely at all. On the bright side of all this danger though, you are still alive and will soon be seeing other Eras that have more virtue than just strength.

Untamed Heavens (-100 PP, Free for Primordial Times): In the Primordial Past, things were far from peaceful, and the weather is no exception. Kyogre and Groudon still actively roam the World, with Rayquaza needing to stop their occasional squabbles. And as each of them acts, the weather drastically changes in an instant. It is only natural that the survivors of such encounters with the Legends that dictate the Weather would learn some ability to manipulate it as well, although nowhere near the level that those Legends would command. And, by taking this Perk, you have gained some power over the Weather as well.

Firstly, this Perk grants you knowledge of techniques and/or rituals (such as Rain Dance) for inducing every type of weather. These all are generally usable mid-combat, although how long this will last depends on your personal power and if anything works against you. You won't be able to keep the Rain up in the face of Groudon, after all, although you could overpower some other being that *doesn't* possess conceptual authority over what is happening in the sky. Additionally, these techniques will automatically update each Jump if that World has any new or strange weather / mass environmental phenomenon that you haven't encountered before, allowing you to induce those in that Jump and any further ones.

Secondly, this Perk makes it so that you suffer no penalties from any weather or mass environmental phenomenon whatsoever, and still receive any benefit you could. This means that you can use Fire Type attacks without penalty in a rainstorm, but you still have stronger Ice type attacks while it is Hailing. Thirdly, you have now gained an additional sense to know if the weather or mass environmental phenomenon you are witnessing is natural or induced by some being, and if it is being induced, you will also know the approximate location and strength of the one responsible. This way, you'll know if the freak storm is the course of Nature, someone causing it intentionally, or the result of Kyogre wandering in your area. And, if it is that last one, at least you'll have advanced warning to minimize the damages.

Predation Specialization (-200 PP, Discount for Primordial Times): In the world of Pokémon, there are a myriad types of Pokémon that fill each and every Era, aside from maybe After the End. However, in this Era near the start of time, many Pokémon and Humans are struggling to carve out their own niches and ways they can excel where others can't. For example, the Durants developed Steel Armored Shells to protect themselves from predators, only for their main natural enemy, the Heatmor, to develop Fire abilities. This allowed the Heatmor to take advantage of the Durants' x4 weakness to Fire, which is the only Type weakness the Durant possessed after they gained their Steel Typing. Thus, knowing how to specialize and doing so well can be key to thriving in this Era. By taking this Perk, you gain access to some kind of specialization. Additionally, all of the following will apply to your general tribe or starting area as a Human, or, if you are making a custom Pokémon Species, it will apply to that entire Species.

Firstly, select what you would wish to specialize against. You could pick a Pokémon Type, but more specific choices such as Dog-like beings or creatures with Exoskeletons are also allowed. This applies both to Pokémon and anything that would reasonably qualify both now and in any later Jump. Then, within the bounds of your specialization, you gain an immense amount of knowledge on their habitats, behaviors, and how best to hunt them down and defeat them. More than just general tricks, you would have at least moderate awareness of even the most niche of subjects, knowing how to identify signs of their presence and territory, their strengths and weaknesses, the types of tactics and abilities they typically use. You also know how they implement all of these and how best to counter them. This knowledge will also automatically update upon each new Jump.

Lastly, you also gain specialized weaponry and tools against your specialization. As a Human, this is a literal knowledge of weaponry and tools, and most likely some starting ones. Being custom made to exploit the weaknesses inherent to your targets and mitigate their strengths. You will understand the fundamentals of why and how they work, and be able to replicate them yourself. As a Pokémon though, this is more a biological trait you possess, such as Durant's Steel Armor and Heatmor's Flame Abilities and Long Thin Snout, as was discussed at the start of this Perk. You can choose exactly what it is, but it does need to be tailor made to take down your specialization of choice. It has to make sense. Additionally, if you are making your own Pokémon Species, then this trait is on every member of your species. With all of this, you will

certainly be able to eke out a niche in these dangerous times, although finding out how to apply it in the various other Eras you will visit may be a challenge for you.

- Note 1: You ***can*** pick Legendary Beings, but good luck with that. Genuinely, this is far more likely to be useful for distracting and slowing them down to allow you to get away, rather than actually hunting them down. There is only so much tactics can do if Kyogre decides that they want to flood your island, after all.
- Note 2: The difference between this Perk and the “Got a Type” Perk in the “Human” Perk Section is that this Perk is Negative / Harmful Specialization and that Perk is Positive / Assistive Specialization. They can synergize well, but they do have their own niches.

Tribal Territory (-400 PP, Discount for Primordial Times): People of all kinds, be it Pokémon or Humans, can be territorial. This is especially so back in the Primordial Times, where survival has made tribalism much more of a force of survival rather than just a societal belief / issue. Be it a tribe or pack that hold a collective territory or a single Alpha Pokémon that rules over their domain, there is no shortage of those who would seek to carve out a land of their own. And, while a Perk isn't necessary to achieve such a thing, this will certainly help with that. Firstly, this Perk grants you a general knowledge of moderately large scale people management. Be they Human or Pokémon, you have a grasp on a variety of skills needed to actually hold and run a territory of decent size in this primitive age, such as Delegation, Resource Storage and Management, and some amount of military tactics to run patrols of your borders. Additionally, this comes with a sufficient level of Charisma to be able to rule your territory without needing to *solely* rely on your strength. Although in such an Era, ruling with strength in some shape or form is all but a necessity.

However, this Perk does also come with Supernatural benefits as well. This all starts with the ability to claim Territory. If you either literally rule over an area or effectively rule over an area (such as a gang territory), you can claim it as your Territory via this Perk. Within this Territory, all of those who reside there will know both that this area is ruled over and that you are the one who rules this area, subconsciously at bare minimum. This can include them having the ability to recognize you on sight, should you desire that, and if you do opt into this, will result in people being generally more deferential to you.

Additionally, you will maintain your position of rulership within your Territory until explicitly challenged and you lose to said challenge or if you are absent from and/or negligent in your position for a consecutive year of your In-Jump Time. Thus, you can still time travel and maintain at least some semblance of your ownership of a Territory in later Eras. In fact, in later Eras, your claim will still survive, and people will even have it as part of their general culture and history that this area was your territory in the distant past.

There is no limit as to the number of territories you can hold, although the larger an area you control, the harder it will be to sufficiently rule it and fight off all of your challengers. Additionally, at the end of your Jump, you can have any Territory that you currently hold and have held for

over 2 years during your time here added to your Warehouse and taken along for all future Jumps. This also includes any life that would exist within them, be it plant life or the Humans and Pokémon that inhabit it. These can be imported into any later Jump, and unlike any new Territory you may claim, these will always be considered to be your Territory and you cannot lose them or be challenged for your position.

Lastly, possessing a Territory does also come with supernatural benefits. Firstly, you, all of your companions, and any Pokémon that may be in your immediate team / party receive a +25% bonus to all of your basic attributes (IE Stats) while they are within said territory. However, if you and yours are instead acting to defend your territory from some great threat to the entire area, be it politically, physically, or anything else, then these bonuses double to a +50% bonus. Secondly, you get a vague sense of the location of beings in your territory. You don't get enough of a sense to actually identify anyone from a distance or know what they are doing, just a general idea of the number of lives and where they are. This still can be useful though. For example, if a group enters your territory, you will immediately know about it. Additionally, you can notice people sneaking into areas where no one is supposed to go, or get a heads up on riots or organized attacks if you notice an unprompted mass amount of individuals in any given place. Lastly, you can choose any one Weather Type, Terrain, or any other condition that affects all parts of the battlefield *that you know how to enact*, and have it become a constant effect unless otherwise altered. That being said, be aware that you could absolutely cause mass environmental destruction if you pick something that doesn't mesh with the area, so use still wisely and/or sparingly. Making a sandstorm be constant in any area that isn't a desert will quickly change the landscape, after all.

Ancient Power (-600 PP, Discount for Primordial Times): The People of this World, both Human and Pokémon, can possess great power. However, it is also true that many have a hidden level of Power, which can be seen in phenomena such as Mega Evolution and especially the Primal Reversions of Kyogre and Groudon. In this Era, though, Kyogre and Groudon simply exist in those forms at all times. Similarly, especially powerful Pokémon can enter Mega Evolution on their own power, although for them it is generally as exhausting or more so than Mega Evolution usually is.

By taking this Perk, you gain this kind of power yourself. You gain the ability to transform into a form like Mega Evolution or Primal Reversion on your own power and without any outside assistance or objects. This applies for both Humans and Pokémon, although this will generally be more effective with Pokémon, as the boost in power is generally more useful for those that are already strong. This transformation has all of the normal effects it possesses in the games, such as changing stats alongside potentially changing your Type(s) and Ability for the duration of the change. Naturally, it all reverts back to normal once the transformation ends.

If you are a Pokémon that already has a defined Mega Form (or something equivalent to a Mega Form), then this just lets you access that under your own power and without needing to have a Mega Stone on your person. If you have multiple options for canonical Mega Forms,

select only one of them at the purchasing of this Perk to gain access to. However, if you are a Human or a Pokémon without an applicable Form, you may create one of your own. As before, please do be reasonable about this. The strength of this form should build upon your existing strengths and abilities, and should be of approximate strength to existing Mega Evolutions. Again, please do not give yourself Wonder Guard or min-max yourself to an extreme.

Lastly, this Perk does have one more effect. It is very likely that you either already have other Super Forms, Transformations, or other kinds of power-ups, or shall gain more in the future. As such, this Perk also grants you the ability to consolidate as many of those forms as you would wish into one, while also granting them the same ability of being independent outside assistance or objects. This will also remove any downside from them all bar stamina consumption, and will ensure that none of them conflict, interact poorly, or cause inefficiencies between them. While some Pokedex entries may say bad things about certain Mega Evolutions, that doesn't mean you need to experience that as well, after all.

King Under the Mountain (Free for Lands of Legends, Lands of Legends Only): In the world of Pokémon, slumbering legends are unfortunately all too common. It seems like just about every Region in the later Eras has some sort of superpowered ancient being slumbering somewhere and somehow within its borders. They aren't easy to find, let alone awaken, but they do exist. And, as such, one must make a rather silly conclusion: that any being of Legendary Status inherently has the ability to, well, do that. And, by being from this Era of Origin, you gain this ability as well. Now, this can activate one of two ways. Firstly, you may choose to activate this at will. However, exactly once per Jump, it will also activate if you would ever die, and did not have any kind of 1-Up you would want to take priority over this. When activated, you will fall into an incredibly deep slumber, and have all of your injuries fully healed upon doing so. While in this state, you will be unable to be harmed, and neither will you age.

However, unlike the Pokémon Move known as Rest, this has a massively longer duration. You will sleep for long enough to awaken in an entirely different Era of time, and your Jump Timer will not progress while you are in this state either. What exactly this state looks like is up to you, although making yourself into a stone version of yourself or becoming some kind of orb are the most common ones. Using this Perk has some rather obvious issues in a vacuum, such as leaving behind everyone you knew and being thrust into a new scenario with massive expectations on you once you awaken, assuming someone intentionally awakened you. However, well, this is a Time Traveling Jump. This Perk can be a last-ditch effort to travel forward in the Eras if need be, and you can always use whatever method of Time Travel you have or are burdened with to go back to your original Era later on. However, this will make you a rather literal part of History, so that will be a fun story at bare minimum.

Mythical Renown (-100 PP, Free for Lands of Legends): In order to have tales told about you, people need to both know and remember you even exist and what it is you've done. Many people have been doing many things over the years, so making your own deeds stand the test of time won't be the easiest of tasks. However, this Perk will help in that endeavor. By taking this, people become far more inclined to remember your deeds and stories about you as well as share them. Additionally, the details of these tales will become massively resistant to being changed over time or through the cultural and generational telephone process of being passed down. A single Era of time would have the legend be mostly unchanged from the actual facts of the actual events, and it would only start to truly be forgotten or be warped significantly. This also works to heavily prevent the warping and/or of your deeds or the retelling thereof for the sake of some agenda, be it through social measures or some supernatural power. Anyone who tries that will have their work fail to gain traction, as if they were trying to gather water in a sieve.

In addition, a side benefit of the above effect means that the effects of your words will tend to be much more impactful and long-lasting to others. After all, when they stick out much more clearly in the memories of those you interact with than the other events that will slowly fade to the fog of

time, it is only natural that they would think about it more and reflect, and perhaps justify, why exactly they remember the events with you more than they do other things. Of course, when traveling through time, you would already tend to stand out, so this may not be as significant of a boost as one may think. Lastly, you do possess the ability to turn this off if you want, but you cannot micromanage this. People will be more strongly affected and better remember your actions taken while this is active, and will respond normally to actions taken while this is off. This Perk's On-Off switch dictates what actions this Perk is affecting, not if it is working at all.

Forceful Pressure (-200 PP, Discount for Lands of Legends): Even in the Eras long past the time of Legends, Legends can still be identified as being as such. Even when their names and deeds have faded from memories and pages, those who encounter these figures will be able to know instantly that something is special about them. This is because they have a special presence, a certain air around them, a ***Pressure*** that weighs down upon all of those around them. By taking this Perk, you now possess this as well. You now have a pressure that you can call upon or suppress at will. It notes you as someone inherently special to those around you, with everyone recognizing it subconsciously at bare minimum, even if not everyone is willing to actively acknowledge that. This doesn't have an active relationship with your strength, and will even be felt by those much stronger than you. As such, it can also be used to try and bluff and/or intimidate those stronger than you, should you end up in a situation where you would need to do such a thing.

Additionally, this presence has an additional effect aside from just being a projection of supposed strength and status. Whenever someone would act against you or any of your allies in your general vicinity, it will take them twice as much effort to do so. Now, to be clear, this doesn't actually reduce their capabilities. If an enemy is able to destroy a building with an attack, they can still achieve that. They will simply be twice as tired as they otherwise would be from doing so. If your enemies wish to conserve their stamina and/or other resources, they may choose to use weaker and less strenuous methods of fighting, but if they are willing to expend themselves they can fight as usual in the face of this. This is primarily a resource denial tool over a method to directly weaken your enemies.

Now, many of you may have already noticed, so yes, this is mostly just the Pokémon Ability Pressure. It is the most common ability amongst Legendary Pokémon, in addition to being on over a dozen Non-Legendary Pokémon that generally possess some sort of gravitas around them, such as Absol. This makes it one of the most common abilities amongst all Pokémon, but also one that has a special kind of status to it. As such, it seemed suitable to be given out as a Perk.

Hero of Justice (-400 PP, Discount for Lands of Legends): While the grand Legends of this Era are generally viewed more like forces of nature, such as Groudon and Kyogre, or the embodiment of concepts, like Zekrom and Reshiram, it wouldn't do to forget the more down to earth heroic figures that fill the tales as well. The figures which are remembered for their deeds

and character against evil, such as the Swords of Justice in Unova or Zacian and Zamazenta in Galar. Through taking this Perk, you receive a variety of benefits to assist you in becoming a hero of such status yourself. Firstly, you receive a social benefit. Now, so long as you are acting with at least reasonably good intentions in mind, people will be far more willing to accept your help, have a significantly enhanced first impression of you, and will be more willing to trust you. As such, if you are racing through a burning village or forest to save the innocents, they will be far more willing to work with you rather than against you, which can help you save many more people.

Secondly, you gain an advantage against Darkness in many forms. To start, you gain a +50% Effectiveness to any attacks or other action you take against any being that has some inherent affinity to Darkness, which includes both Dark Type Pokémon and Shadow Pokémon in this current Jump. Similarly, any Darkness aligned attacks or actions (IE Dark and Shadow Type Moves) done against you or any of your allies is only half as effective as they would normally be. You also induce the same effectiveness reduction against anyone in your general vicinity attempting to perform any sort of trickery, subterfuge, or any other methods of dirty fighting that would also generally be categorized as a Dark Type Move against you or your allies. However, this does not stop Dark Types or Shadow Pokémon from using other types of moves with their normal effectiveness, such as Chi-Yu using Overheat at its normal effectiveness instead of Dark Pulse at a reduced effectiveness.

Thirdly, you gain the move Sacred Sword, even as a Human. It is a very powerful Fighting Type attack that ignores any temporary enhancements or debilitating effects (IE Buffs or Debuffs) that the target may have. This may not be especially useful as a Human without prior Jumps, but you will certainly have time to work on that. As an additional benefit of gaining a move literally called Sacred Sword through this Perk, this also grants you the ability to wield any sort of holy, blessed, and/or sacred weaponry as if you were its proper wielder, regardless of any normal requirements, costs, or consequences for doing so. Of course, simply having such a move, and possibly weapon later, does not make someone a Hero by default. However, it will certainly assist in having others believe such a thing.

Keeper of the Scales (-600 PP, Discount for Lands of Legends): In the World of Pokémon, there are many Legends that end up causing problems. This can be intentionally, due to malice, grudges with a rival, or even just to cause mischief, but sometimes even simply existing in the wrong place and/or failing to contain their powers can cause unintended strife to those around them. However, the world still stands, and this is due to those who are responsible for maintaining the balance and making sure none of the Legends go too far. The Group Mom / Dad or Joykill, as some may say. Some examples of this include Rayquaza, for the Weather Trio alongside stopping apocalyptic meteors from entering the atmosphere, Zygarde, who manages the environment alongside regulating Yveltal and Xerneas, to even more minor examples like Landorus who mostly just stops his siblings from ruining the weather system without any additional responsibilities. Through taking this Perk, you gain a variety of abilities to take up such a role yourself, should you desire to do so or get forced into that kind of situation.

Firstly, you gain an additional sense that will let you know the happening of and general location of any serious threats to the world or otherwise large scale general status quo that are occurring. The key word there being “Serious”. A forest fire or volcano eruption as an isolated incident would not qualify. A flood or hurricane would not alert you on its own. This also applies to more cultural things, such as you not being notified of a major cultural shift nor would your attention be drawn by a civil war or rebellion in some country. Such things, even if they cause harm and chaos, are simply a part of life. The scale of this applies to events that can at least devastate a Region / Continent or otherwise change the course of History on its own. The smaller scale disasters can be left to the Absol and more local residents, after all. That being said, this doesn't only alert you once it's too late to stop the damage. This sense is also partially precognative, granting you early warning signs, and having the information given to you become more detailed and strongly conveyed the closer these plans and events come to reaching fruition. Lastly, such an event occurring that would need your help will be able to wake you up from the stasis caused by the “King Under the Mountain” Perk. So, you will always be at least somewhat forewarned and won't sleep through the end of your country of rest at minimum.

However, while you may know about such threats, the prospect of dealing with them may seem impossible. As such, this Perk also grants the power to make a difference in such situations. Now, when dealing with any person, organization, force, or other being or thing that is currently qualifying for the detection portion of this Perk, you gain a massive, but temporary, bonus to your Attributes (aka Stats). It isn't enough for this enemy to simply be strong enough to theoretically qualify, they need to be an active and legitimate threat. At minimum, this benefit is an x2 Multiplier to all of your Attributes. However, if even that boost is not enough to make you at least 3/4th (aka 75%) as powerful in any one regard as the threat you are up against and/or the power needed to handle such a threat on your own, this Perk will cover that gap, raising you up even further to that level of power. As such, you will be able to significantly contribute to the efforts of preventing devastation and/or protecting the people of any given nation.

Adaptability (Free for Tumultuous Present, Tumultuous Present Only): The modern world of Pokémon is changing and evolving in a myriad of ways. Urban Development, Social Unrest, Massive Technological Developments, Climate Change, and even the awakening of Ancient Legends by a myriad of malicious forces. There is no shortage of things and situations that people in the present day need to adapt to. However, the people of this Era have adopted such ideas deeply, and for you, such ideals and lessons have crystalized into an entirely different power. One that is represented by this Perk.

The benefit granted by this Perk is simple is concept but somewhat complex is execution. Put plainly, it makes it so, no matter the environment you are in, you will only face half of any penalties you would otherwise face and receive half of any bonus which others receive and you do not. This includes any Weather Condition, Terrain, or any other kind of situation that is similar. For an example, let us use the Harsh Sunlight weather condition. The main two effects of this weather condition is that Fire Moves are increased in power by +50% and Water Type Moves are decreased in power by -50%. With this Perk, while your Fire Type Moves would retain the +50% bonus, all of your other moves that would not usually have their power affected by the Field would also gain a +25% bonus. In addition, your water type moves would only face a -25% penalty, rather than the usual -50%.

That was just for universal effects though. This Perk also works on personal benefits or harms. To continue with the prior example, say you are facing an opponent with the ability Chlorophyll, which doubles their speed while in Harsh Sunlight. Since this is effectively a bonus they receive from the environment, you will also receive a bonus to your speed, albeit only one of +50% rather than doubling it as your opponent receives. Lastly, there is the topic of absolute effects that some areas can inflict, be it positive or negative. In cases where one exists but it would be applied to you through the effects of this Perk, apply a condition that is effectively half of that absolute effect if possible, but if not, then do not apply that effect at all. For example, in the Extremely Harsh Sunlight Weather condition, Water Type attacks cannot be used, because the environment instantly evaporates them. In this case, it is reasonable to instead make your Water Type attacks only be 50% weaker, so that will be what you endure in that environment. For a different example though, say that an opponent gains a bonus from the environment that makes their attacks always hit. There is no reasonable way to halve that, so you would not receive that benefit in any form. Unfortunately, there is no one size fits all ruling for that kind of situation, but that's why Adaptability is important.

- Note: To be perfectly clear, no, this is not the Pokémon Ability, nor does this grant you it.

A Kinder World (-100 PP, Free for Tumultuous Present): The world can be harsh, that much should be obvious to anyone. However, that doesn't mean that people need to accept such conventional wisdom as the way things must be. This philosophy is at its strongest in the Tumultuous Present, and while a single Perk cannot solve every issue, this one can indeed

help. By taking this Perk, a universal effect is applied to everyone and everything that exists by default. Although, you can restrict this to just yourself if you desire, both in what you receive and what you deal to others. For what this Perk actually does though: from now on, everything that would deal damage or harm to a person is now inherently Non-Lethal Damage, and people are unable to deal injuries that cannot be healed or will leave permanent damage. The only exception to this is if someone is willfully and intentionally trying to do so. Be it crippling or killing, it will only be possible if, in that moment, they actively and intentionally want to cause that outcome. This applies to attacks, be it beams of energy or powerful blows, but it also applies to things like disease and poisons. Generally, the worst that can happen to someone is that they will be knocked out, and will generally just need bedrest to recover, be it from taking a hyper beam to the face or having ending up as collateral. With deadly poisons, diseases, and other infections, while they may still eventually kill, they will take a great many times longer to do so. This grants medical professionals and other healers significantly more time to help and cure them. Of course, things like Age still exist as well. This Perk cannot eliminate Death entirely, but it can make the world a kinder place.

A Good Meal (-200 PP, Discount for Tumultuous Present): As it turns out, good meals are nice to have. While the prior Eras may have had herbal medicines that certainly worked, they are miserable to use. Bitter to the point that even Pokémon that like bitter food will resent someone for feeding it to them, even if they understand the necessity. Perhaps one could call it the conveniences of the modern Era, but this period of time has focused on making restoratives better to consume, which inevitably crossed over into the realm of cooking. Thus, food is what this Perk shall grant you.

By taking this Perk, you gain an Intermediate level of skill in cooking of all kinds and disciplines. In addition to that, you also gain the ability to have your cooking grant supernatural benefits to those that consume it. This can range from healing wounds and other conditions, such as burns or poisoning, to granting temporary bonuses to their basic attributes (IE stats). Other, more niche, effects are also possible. These include temporarily increasing the chance those who eat it will be able to find certain types or items or types of Pokémon, increase the eater's rate of growth for a time, or even granting small but permanent increases to the eater's basic attributes (IE stats) or intelligence. The strength of these effects, and also what specific effects the food grants, are based on the quality of the materials and how well the meal is prepared. That being said, you will need to use trial and error to figure out what exactly each meal grants to those that consume it, so keeping a cookbook is recommended.

Secret Bases (-400 PP, Discount for Tumultuous Present): There is a certain romanticism around the idea of a secret base. To have a hidden place that is all your own, a refuge from the rest of the world. In the Pokémon Games itself, such things were a mechanic in the 3rd and 4th Gen Mainline Games, but the idea of this was also present in various other Pokémon games, such as PMD Sky, when the protagonist gains their own hidden home in Sharpedo Bluff. While every Era has those who make their own homes, even in areas they shouldn't normally live in,

the idea of making a home anywhere while not altering or disturbing that location nor making yourself a major factor in the local environment is very much a hallmark of the Tumultuous Present. As such, this Perk shall provide you with the ability to make Secret Bases.

Firstly, to make a Secret Base, you will need to spend between 5 to 10 minutes generally uninterrupted working wherever the entrance to your area will be. Once this is done, your Secret Base will form. Now, a Secret Base made via this Perk is a small interdimensional room that has exactly 1 entrance and exit to the normal world: the one you just made. As such, it is recommended that you pick somewhere discrete to place it. It is around 600 square feet in area, and is only a single story tall. Additionally, this room contains a passageway to and from your Warehouse which you can use at will. There is no limit to the number of Secret Bases you can have at any point in time, and all of them created in a Jump will be added to your Warehouse upon the end of that Jump. As such, you could use your Secret Bases to imitate Fast Travel. Even with that, however, you cannot use this to cheat Time Travel though. You can only use your Warehouse to access Secret Bases that exist within the Era you are in.

Each Secret Base is also automatically equipped with a Bed and some other amenities. They will also contain breathable air despite being an entirely closed off space. Additionally, you may bring in as many other people into your Secret Bases as you would desire. That being said, only you possess the ability to take people into and out of your Secret Bases. Even if others find the entrance, they will be unable to force it open, lock it shut, or even destroy that entrance without getting drastic and doing something that would rearrange the landscape. They could maintain a constant guard over it though, so be careful not to place this somewhere obvious.

If a Secret Base's entrance does get destroyed or is otherwise unavailable, the only way in or out would be through the Warehouse, as the only two ways to exit or enter it are via its entrance or your Warehouse. There is, however, a failsafe. If your Warehouse is unavailable for some reason and the entrance is destroyed or otherwise unavailable, you can have everything inside of it unceremoniously deposited in the nearest safe location. Lastly, while the isolation of a Secret Base is a strength of it, it also has its downsides. You cannot launch attacks from the safety of a Secret Base, unable to be touched, nor can you communicate with the outside world to do things like gather information or hack into things without fear of reprisal. A Secret Base is not supposed to be used in a fight, after all. Have some more joy than that in using your Secret Bases.

More Than Your Nature (-600 PP, Discount for Tumultuous Present): There are many Humans or Pokémon that are either suffering or unwillingly inflict suffering or problems around those around them by simply existing, by their very nature. Such examples include Parasect, which is overcome by a parasitic mushroom, or Muk, which inherently pollutes and poisons its environment by existing. Spoink has to keep in some kind or movement constantly or they will die, and Slugla and Magcargo are made of lava yet lack the “Don't burn things” protections that Ponyta and Rapidash possess. In addition to all of these inherent issues, there are also conditions like Shadow Pokémon, where they have lost touch with their rationality and self, and

Mega Evolution where they can lose control of their abilities and excess power. Truly, this world has many unfair things within it, but that is no reason to accept them.

Rather, the entire point of this Perk is to counter such injustices through effort. By taking this Perk, it allows yourself and anyone you are helping to grow past any issue they have have which they lack control over or could not otherwise entirely and completely resolve without outside assistance. This includes inherent issues to their physiology or nature (including instincts), gaining control of things previously uncontrollable, and permanently overcoming parasitism, conditioning, corruption, mind control, or anything else of that type. This can take the form of either allowing them to expel that influence from themselves, or take over it and wield it as their own power without any other outside influence.

Each and every example given in the initial paragraph is something that this Perk could solve. You could help a Muk become non-poisonous when it doesn't want to be, let a Magcargo go on a trip through the forest without concern of a forest fire, allow a Spoink to safely rest, and even give a Parasect control of its own body back. You could also free a Shadow Pokémon from its sad state, purifying it on your own, and allow a Mega Evolved Pokémon retain control over its massive powers. This is a process though, not instantaneous. It will take time and effort, but so long as both yourself and whoever you are helping puts in the work, they can regain control of themselves and their life.

Of Alloys and Composites (Free for Far Off Future, Far Off Future Only): While Rock and Steel Type Pokémon have always been around in some concentration, the Eras of the past always tended looked at them differently. They were life made out of things that life wasn't usually made out of, after all. In this Era, though, the advancements of technology has made such a distinction moot. Basically all life in this Era is made of a combination of these differing types of materials, and the only people who care about such things in any way are the most fringe of extremists. As such, you are the same, and this Perk takes it even one step further than the average person in this Era. Firstly, by having this Perk, you can design your body as described above, with any material composition of your choosing, be it biological, mechanical, or even just having parts of your body be pure metal or rock. However, this is mostly cosmetic, not even affecting your Type as a Pokémon unless you want to be a variant with that typing, as per the Pokémon Race of Origin section. The technology of the world has advanced to the point where the distinction between these categories of life are moot after all, and thus your performance will generally be the same regardless of what you pick. This also does not eliminate your ability to age, even if you make yourself entirely mechanical. Somehow, all the cybernetic enhancements in the world cannot stop the march of Time's effects on people.

However, this Perk has additional benefits. Firstly, as a general consequence / precedence from the prior rule, your body will continue to function without issue or drop in general performance no matter what it is made of. Even if you, say, petrified or had an infection turning parts of your body into crystal, you would be able to continue on living as if nothing happened. In a similar view to this, you have the ability to interface with any kind of machinery/system and reproduce with anything kind of being, even if it doesn't make physical or logical sense for how you would be able to do so. Granted, this process isn't instantaneous, and the less it would make sense for you to be able to do so, the longer it will take, but nothing is stopping you but time. This also doesn't guarantee you have proper security clearance for whatever it is you're messing with either. Lastly, well, there is the ability to eat. Because, as it turns out, Robots can eat sandwiches too in Pokémon. As such, you now have the ability to consume any type of matter or sustenance. However, do be careful. Just because you *can* do this doesn't mean you are immune to the effects of what you take in. If you drink a bottle of poison, your body can eventually convert it into resources, but it's still poison. The same for acids, dangerous spores, or so on. However, those sorts of things can be solved by other Perks, so if you have any that cover this, that won't be an issue.

Integrated Energy (-100 PP, Free for Far Off Future): In this Era, Humanity mastered the implementation of Energy into the land and their direct surroundings, and have done so basically everywhere. This isn't just Electricity, but all kinds of Type Energy. Even a Park will have energy coursing through the ground and plants within, humming just beneath the surface. This has proliferated to such a degree that the access and utilization of this energy has become a part of life for everyone, Human and Pokémon alike, and properly accounting for and

capitalizing on the energy in the area is the most basic of tactics in this Era. As such, this Perk grants you a variety of benefits related to these “Fields” and other forms of integrated energy.

Firstly, you gain an in-depth understanding of how to implement, optimize, access, and utilize any kind of embedded energy system. As a Pokémon, this mostly comes in the form of knowing all of the Moves that only create Terrains and some Moves that gain special benefits from there being a specific Terrain, while a Human would specialize more technical knowledge that could lead to a more permanent implementation, albeit through significantly more time and effort. That being said, these are really the same topic from two different angles, so both Races of Origin get some of the other's benefits as well. It's just a matter of priorities.

Additionally, this Perk isn't restricted to only being useful in this one Era or Origin or this Jump alone. This Perk grants you the knowledge and skill to be able to access any system like this as safely as possible, for both yourself and the stability of the system and those who rely on it. These can be something like a Power Grid in more modern situations, or even Leylines or their equivalent in more magically oriented settings. Additionally, these benefits will be updated each Jump, to account for the intricacies of their Integrated Energy Systems. That being said, these systems can still be volatile. If you are trying to draw in inherently emotionally charged energy and/or power that has some corruption-inducing effect, those can still affect you. This Perk grants you skill, not blanket protection to ignore the negative effects of handling such power. That being said, you can always get that sort of protection elsewhere, so you may not need to worry about that based on what you already possess.

DIY Repair (-200 PP, Discount for Far Off Future): It isn't something that immediately may come to mind, but an issue with taking advanced technology to a Past Era is that, should it break, you can't exactly just take it to a shop. Really, this issue applies in any direction, because who in the Far Of Future is going to know how to do bookbinding or troubleshoot a Pokedex that's millennia out of date? As such, you will almost certainly need to perform some adhoc maintenance from time to time until you can get your devices to an expert. This Perk will assist with that process. Now, you will always know the easiest and simplest way to stop-gap or temporarily repair anything you possess or have access to, without causing permanent damage to that subject. This also applies to not only weaponry or devices, but also Living Beings. This is primarily focused on more artificially based Pokémon, like the Pokémon of this Era or those like Honedge, but this can generally double as a basic First Aid Perk. However, being perfectly clear, this is not saying that you will be able to perfectly repair anything, that these repairs will allow the device to function at peak efficiency, or that this repair or type of repair can be maintained indefinitely. This is absolutely not a replacement for a proper repair job with sufficient tools, skills, and materials, no matter if it's a mechanical repair job or medical work. However, this will allow your devices to continue working for longer and keep their functionality when they would otherwise break. . . Even if that functionality is achieved via the equivalent of duck tape and popsicle sticks.

Infiltrator (-400 PP, Discount for Far Off Future): In this Era, technology is everywhere, and information is gathered and spread from every corner of this world. As such, secrecy is both very desired and very hard fought to be kept. As such, this Perk will greatly assist you in both maintaining your own secrets and discovering that of others. Firstly, this grants you a master's level of skill in hunting down targets and information and bypassing security measures as well as in hiding evidence of your own existence or actions and maintaining your own secrets. This knowledge includes not only the techniques and methodology needed for such a thing in this highly technological Era, but also includes methods and knowledge like tracking, lockpicking, and scent masking for the other Eras that you will be visiting. Additionally, this knowledge will be updated each Jump, to account for the updated techniques and methods of both secret keeping and finding that exist within that World.

However, this Perk does have a supernatural benefit. Firstly, there is one that assists you in maintaining your own secrets. By having this Perk, you now have a mental toggle. While it is Off, nothing happens. When it is on though, any evidence as to your specific existence or identity that you leave behind will begin to rapidly degrade. Now, that sounds drastic, so some examples will be given. Say, for example, that you are going to rob the mansion of a rich businessman for evidence. This Perk would not make it so that you could break down the walls and rampage through, and overnight it would be like nothing happened. Rather, camera footage would quickly lose details, DNA evidence and fingerprints would become messy and unreadable, and even memories of your features would begin to fade and have things blur. This will occur until the evidence has gone from “This specific person did this.” to “Some person did this.”

This process does not start or stop when you flip the switch either. If you did the operation above, made it to a safe house, and then turned it off, all of the evidence while you had this ability active will continue to degrade. The switch determines when it is adding to the list of information and residue to degrade, not when that is being degraded. Additionally, the more information any given piece of evidence has, the longer it will take to become unusable. If you have several minutes of video and audio of you where you directly state your identity, location, and motive, that won't be fading away quickly. However, incidental information will quickly become useless to any would-be pursuers. This effect also applies to any copies of the information or evidence made during this time. In fact, since said copies usually contain less information than the original, they will be even faster to degrade, thus limiting the spread of information.

This has one additional ability: that of being able to white-list certain things or people. For example, if you wanted to have others remember your name (or codename), you could make it so that specifically would not be affected by this Perk, even as everything else does. You can set certain people to be able to remember you clearly, even as others may forget. This applies to all Companions by default, but you can include others as well. Of course, even with this, it is not recommended that you have this Perk active at all times, otherwise you may effectively end up as a ghost in a world you've spent years within.

- Note: To be perfectly clear, no, this is not the Pokémon Ability, nor does this grant you it.

Zero Point Generator (-600 PP, Discount for Far Off Future): . . . Well, Jumper, this is a Miracle, even by the standards of the Far Off Future. Somehow, in some way, you now possess truly infinite energy. Be it Type Energy, Stamina, or so on, there is a wellspring of energy inside of you that will never run dry. This cannot be replicated or separated from you, much to the despair and chagrin of anyone who even attempts to understand it, but it is undeniable that you possess this ability. Granted, that isn't to say that anyone *does* know about it right now, as that is up to your Backstory. However, it is still important to state that such a thing is black-boxed, rather than everyone in this Era possessing Infinite Energy.

However, there is a. . . not exactly a drawback, but a condition to this Perk. See, while you may possess *theoretically* infinite energy, you can only use so much of it at a time. Even if you plug a firehose into the ocean, it can only still spray out so much water at once, after all. Injuries are still Injuries are still Injuries, after all, and if you push yourself too far, your body **will** break down. So, rather than being able to overcharge all of your attacks until your Ember outpowers a Blast Burn, it may be better to think of this as a Perk that allows you to exist at your theoretical non-self destructive maximum at all times.

There is, however, one singular exception to this condition. If you are powering a Terrain or other Integrated Energy Systems, such as the kinds you are granted knowledge and skill in by the "**Integrated Energy**" Perk, then you can pay for the upkeep cost for that Terrain from your Infinite Energy without it impacting your limits. Now, to be perfectly clear, this is ONLY the upkeep costs. You could power an Electric Terrain and have it act like normal, but you could not power a city by sitting yourself down in a Power Plant. Once people start actively drawing power from the Terrain, rather than passively benefiting from its existence, that cost needs to either come from you or some other energy source. This isn't one simple trick to getting unlimited power, after all. You'll need to put at least a little more effort into it than that.

Final Survivor (Free for After the End, After the End Only): At the end of time, there are only a few living beings left. And, as it turns out, you are one of them. This is by no means an easy life. There is a reason so many others have died, after all. Resources are sparse, the environments are hostile, and hope is a rare commodity indeed. However, you have indeed survived so far, because you still exist by the start of this Jump. Surviving such life experiences and environmental factors have granted you resilience. Firstly, your endurance and ability to sustain exhaustion and injuries has greatly increased. You can endure 50% more than you otherwise could, although this doesn't guarantee that you will be able to do so at your peak performance. Secondly, you have gotten accustomed to operating off of poor and/or minimal resources, and can stretch the bare minimum very far. You now need half as many resources to function. This includes the essentials of life, such as food to eat, water to drink, and air to breathe, but this also applies to the amount of sleep you need and how much stamina and energy it will take you to fight, flee, or perform other actions. After all, while the reasons you've obtained such traits are indeed tragic, there's a reason you're one of the final survivors of such a desolate land.

Well Practiced Scavenger (-100 PP, Free for After the End): To call resources sparse in this ruined Era would be an understatement of immense proportions. Not only have all of the low hanging fruit been picked, but all of the fruit trees have been stripped bare, leaving nothing but barren trunks with all sap tucked out. If you want to survive, you will need to be able to find hay in a needlestack, and this Perk will help you do that. Firstly, you now have the ability to perceive and identify items that have the potential to be useful to you. To put this in video-game terms, this is the ability to have anything useful gain a very noticeable glow or shine around them, just like the usual pickups you would find in the newer Pokémon games.

However, that doesn't mean much on its own. So, in addition to that, this Perk also grants you a variety of knowledge and skills at an Intermediate level. Firstly, you can actually extract said resource from whatever situation it is in, be it excavating an Elemental Stone from rock, harvesting a computer chip from a wreck, or even harvesting a fruit from a tree in an Era that actually has those. Secondly, you know how to properly preserve and store what you harvest. So, you will know how to keep what food you can obtain from rotting, as well as how to properly transport even fragile minerals and electronics across inhospitable ruins and keep them in decent condition in this poor environment. Lastly, you gain a general understanding as to what these spoils can potentially do for you, and how much others may want them for. So, you will never be entirely lost in terms of what you can do with what you obtain or what you can trade it for.

That all being said, this Perk does not come with the necessary skill to make the most of what you obtain. Salvaging electronics will not make you an engineer, nor will finding food make you a chef. You will need to look elsewhere for those kinds of skills, or cultivate them yourself.

Bloom from Ruin (-200 PP, Discount for After the End): A single failure is not the end. That much should be obvious to you. After all, in an Era like this, you wouldn't have survived this long if that was true. Instead, your experiences have shown you that failures and disasters, while tragic, are also opportunities to grow from, and this Perk is a crystallization of that lesson. From now on whenever you lose something or otherwise have something tragic occur, be it losing a battle or having your home destroyed, you will receive a temporary bonus to your ability to grow and rebuild. This bonus will scale in type, length, and strength, based on whatever it is that happened. For example, if you were fighting a criminal syndicate and lost, you will find it easier to train yourself and your allies to be stronger. On the other hand, if some natural (or “natural”) disaster destroys your home and makes the area uninhabitable, you will find it significantly easier to locate somewhere else to live and grow very swiftly in the skills to construct a new shelter, possibly making something even better than what you had before. Generally, this increase in growth rates scales somewhere from +25% on less significant failures, to +100% on truly devastating ones that can overturn the course of your life. So long as you survive, you can find a path to coming back even stronger than you were before, because that's what it means to survive in such a harsh Era as this. Although, it isn't recommended that you seek out ruin either. There's only so far you can push your luck before something occurs that cannot be taken back, and failure is rarely fun even in the heat of times. Which this Era clearly is not.

Starchaser (-400 PP, Discount for After the End): There isn't a lot of hope in this Era. In fact, some might call it non-existent, that things have gotten so bad that there is no way to meaningfully improve things or avert the end. However, just because something seems impossible, or maybe even is impossible, isn't a reason to give up trying. And this Perk will help you along in those efforts. Firstly, there is now nothing that is literally impossible for you to be able to achieve. The odds of succeeding in your goal may be astronomically small and/or require an unfathomable amount of effort, but you will be able to achieve anything so long as you put the time and effort into doing so.

Secondly, this Perk will assist you in actually achieving these goals. To start, all of the following benefits will scale, becoming stronger the more implausible, hard to achieve, and/or grandiose the goals you are aiming to achieve are. One benefit is a sort of sixth sense that will help you know about and locate ways to further achieve your goals. This will scale in strength and detail, but will generally be in the realm of a gut feeling / instinctual belief, rather than it being more like a divine revelation that tells you exactly where to go and what to do. Next, things will tend to go your way more often than not. To put it more plainly, this is an increase in luck. That being said, this will never get strong enough that trying to do something unlikely will become more likely to happen than the alternatives. Betting on a one in a million chance will not make it more likely that the more reasonable alternatives. That isn't to say that this is useless, but picking the harder path is still very much picking the harder path. This is to alleviate the burden, not eliminate it altogether.

The last benefit this Perk provides is a bonus to your basic attributes (IE Stats) in relation to how difficult or unlikely whatever it is you are currently trying to do is. So, even if your eventual goal is to change the course of History, you won't get much help if all you're doing is fighting a Ghastly. Generally, this scales from no bonus at all to a +50% bonus to all of your basic attributes. Lastly, though, there is some clarification that is needed for this entire Perk. You must be actively and deliberately aiming at some goal to get any of the bonuses mentioned in this Perk. You cannot simply proclaim that your goal is to take down an Inter-Era criminal organization and obtain all the bonuses this Perk would give you if you do not actually intend to put in the time and effort to achieve said goal. Half-Hearted prayers and goals will not be answered, only those willing to go the distance can truly call themselves Starchasers.

Terror of Time's Demise (-600 PP, Discount for After the End): It isn't only the life that inhabits the world that inhabits this world that is terrified of what has occurred. No, even the will of the planet and fabric of reality acknowledges and fears the end of the world, and possibly even time itself, depending on the specific scenario chosen. As such, various blessings have been granted to those who may be able to help resolve the crisis affecting everything. And, as it so happens, you have received one of those blessings yourself, in the form of this Perk.

Firstly, you gain the ability known as the Dimensional Scream. This is the ability to, when touching a person or object, receive a vision of the past or future of something related to said person or object. This will always be information that is somehow useful to you or relevant to your goals or your desires. Additionally, this ability cannot be detected, blocked, or co-opted in any way, nor can you be negatively affected or attacked through these visions. No matter the actual length the vision may seem to take to view, it will never take longer than a second in actual reality, and receiving these visions will never occur at a time where it would be dangerous or severely inconvenient for you to do so.

Secondly, and perhaps more importantly depending on your view, you receive very powerful protections. You now possess an immunity to any Time, Space, or Dimensionally based effects, or attacks that use the fundamental forces of Time, Space, or Dimensions as its vector of attack. The most obvious examples of these would be the Creation Trio's signature attacks: Roar of Time, Spacial Rend, and Shadow Force. However, there are a variety of other attacks and effects that qualify for this, such as the Future Sight Move or the Time Stopping effect caused by the “Time is Collapsing” Plotline. The immunity is entirely universal, unless it is an effect that you would want to affect you. If you are under the influence of a universal effect of this regard, generally you alone will be unaffected. However, if that doesn't make sense, this Perk will resolve the situation in a way that keeps you unaffected and is minimally disruptive. There is, however, one exception to this broad immunity. If you choose the “Dialga used Roar” Method of Time Travel, you will still be transported through time, even without your consent.

Items

Next up, we have the Items section.

This is the place where you can get more physical items, in contrast with the abilities and talents you can obtain from the Perks section.

For things that are not based upon an Era, and are instead from the General, Human, and Pokémon categories, interpret that item in a way that would best fit your Era of Origin. Well, assuming that there aren't pre-existing examples for you to work from.

As per usual, all items here cannot be stolen, irreversibly broken, or lost. Notably, that does mean it *can* be damaged or even broken, but nothing that can't be fixed to make it as good as new.

Additionally, take the following:

Gain +100 CP for Items Only

General Items

Traveling Outfit / Accessory (Free): While Humans are almost always wearing something, Pokémon that are protagonists generally are also given an accessory of some kind to visually signify them. As such, everyone can partake of this item. What this Item does is simple: it grants you an outfit / accessory that you will start this Jump with. These wearable objects have no special properties to them aside from being high quality, that's why it's free.

- Note: You can insert any accessory / outfit you have into this item, if you want to.

Pocket Change (Free): It would be a pretty bad parent that would send their child out into the world with no funds. As such, you can choose to take a starting amount of money yourself. This is an amount of Poké (or relevant Era-specific currency, should another exist) that will be enough to cover a week of room and board in any area. Well, under the assumption you aren't spending the night in a Pokémon Center. Spend it wisely, or not. It's your journey after all.

Pokédex (Free): This isn't a new concept if you've played the Pokémon Series before. It's a Pokédex, an encyclopedia that records and analyzes the details of any Pokémon (or later on, creature) you run across. It has enhanced details if you have captured / recruited a certain being or if you have had enough encounters with members of that species over time. It will simply just work, regardless of what form it takes and what Era you are from.

Omni-Bracelet (-100 PP): In the world of Pokémon, special effects that require the use of some kind of gemstone are surprisingly common. There is Mega Evolution, Z-Moves, Dynamax Phenomenon, Terastallization, and the Looplet and Emera system, just to name a few. All of which require their own specialized gemstone to be on the person of the Trainer and/or Pokémon that wishes to use this phenomenon's power, which is usually done via a bracelet. However, after a certain point, it gets unwieldy and unfashionable to have half a dozen bracelets or accessories. That's where this Item comes into play! What this Item does is simple: whenever you come across a new mystical / technological gimmick or system that would require you to hold a specific item or gemstone on your person, it will adjust itself to incorporate this new system into itself without taking up more space or being an ugly mess. Additionally, while the name of this Item says it is a bracelet, this Item can be in any form of accessory. You could easily have a necklace, ring, or even keychain attachment that works for this. You only get to pick once though.

- Note: You can insert any accessory you have into this item, if you want to.

Traveler's Bag (-200 PP): The Bags of Pokémon are rather infamous for the amount of things that can fit into them. While the Pokémon Mystery Dungeon games have at least some limitations, basically all of the Mainline games have a bag with effectively infinite space. This is

mostly a gameplay abstraction, but it can also be explained away by the same kind of spatial warping technology that Pokéballs use. Regardless of the “why” though, by purchasing this Item, you receive your own infinitely spacious bag. It is exactly as said, there is an infinite amount of space in the bag for you to store things. Additionally, anything you want to grab from the bag will immediately be grabbable once you put your hand (or other appendage) inside of it, so that you don't need to rummage around just to grab a Potion or an Oran Berry if healing is needed. That being said, it is still limited somewhat to common sense. Anything you want to fit in and out of the bag must actually fit through the bag's openings and, rather critically, the bag cannot store living beings. Even with this though, you can still have fun pulling a bike out of a bag in front of someone. You'll just need to finagle it in and out of the opening, which may take some practice.

Scrumptious Stockpile (-400 PP): While the idea of “catching them all”, or simply recruiting a lot of friends is appealing, there is a core issue. That being that everyone still needs to eat. However, with this Item, that's no longer an issue. By taking this Item, your Warehouse now possesses a stockpile containing a sufficient amount of every kind of mundane food and drink to ensure that you, your companions, and any Pokémon you have can be fully cared for in that regard. The food and drinks granted from this Item also fully refills at the end of each and every week, so you don't need to worry about running out. Notably, this does not include the variety of restorative or otherwise meaningful edible items that exist with the Pokémon World are not included here. You do not receive supplements such as Carbos or Zinc, foods such as the Lava Cookie, or any specialized or restorative herbs, mints, and berries. This is meant to just be food, not battle items.

Capture Devices (-100 PP, Free for Human): The very core of the Pokémon Mainline Games is the idea of catching Pokémon. For a Human to partner with a Pokémon through the use of a Pokeball, or more generally, a Capture Device. This grants you 10 of such devices, and you will receive more in your Warehouse to refill any you have used every week. The exact nature of this device depends on the Era you are from. For the Tumultuous Present, it's the classical Pokéball. The Far Off Future and After the End have similar methods, albeit in different technological forms and appearances. In the Primordial Times and Lands of Legends, though, they have different methods. Specifically, they possess harnesses and other literal restraining devices that are used instead, often also imbued with some mystical power to ensure they work. These may be armored or decorated, but generally they aren't a major assistance in combat. The purpose and ability of the objects you have in your possession is rather self explanatory: they are to be used to capture and restrain any Pokémon or other Magical Creature you may find in later Jumps. Additionally, they serve as a way to incapacitate those you have captured after doing so in case they disobey and signify that the being in question is captured already so that someone else cannot do the same.

Now, that may seem rather cruel or heartless, and in some ways it can be, there is some nuance to this. Firstly, these capture devices do work the same as your standard Pokéball in a Mainline game. If the target is not sufficiently weakened first and/or is not willing, then they will be able to break out of the capture device. This also allows this Item to work with the “To Catch Them is my Real Test” Perk, and also gives the one who would be captured the opportunity to attempt escape. Secondly, while the Capture Devices possess the ability to restrain the one captured via literal restraints or returning them to the ball, these devices do not actually enforce any loyalty or obligation for them to follow orders. As such, nothing is stopping them from doing nothing, running when given the opportunity, or even attacking the one who holds the reins if they feel strongly enough. And lastly, well, this is the World of Pokémon, with all of the culture and morals that comes with it. If someone abuses the Pokémon they have, others will inevitably intervene to help those being abused. That all being said, it is important to keep these dark sides in mind without losing sight of the benefits of it either, and use these capture devices responsibly.

Myriad Medication (-200 PP, Discount for Human): While there is always the Pokémon Center for healing, a Pokémon Trainer will often find themselves wanting medication on them. Be it a potion for the middle of a fight or an antidote to ensure one of their partners doesn't faint from poisoning during a trek through a forest, there are many points where immediate medical attention is immensely useful. By taking this Item, you receive 3 of each and every type of medication in a Mainline Pokémon Game. This includes the classics like potions, antidotes, paralyze heals, and so on, but it also includes more advanced medications like Full Heals and Hyper Potions. These will each refill the amounts used back up to full at the end of every week, with the items being placed in your warehouse. However, it is still important to manage what you

have. After all, you could use a Full Restore for an injury, but since you only have three per week, perhaps a Super Potion and an Antidote after the fight would be better.

- Note: This Item only covers the normal medication in a Pokémon game, which is generally defined as what you could buy from any standard Pokémart or an equivalent that makes sense for your Era of Origin. This means that supplements such as Iron or Calcium, foods such as the Old Gateau, and specialized or restorative herbs, mints, and berries are not included in this Item.

Revival Device / Artifact (-400 PP, Discount for Human): You have come up into possession of a very miraculous device and/or artifact: one that can revive the dead! Well, with some very major restrictions. Firstly, the form of this Item. Most likely, it is some sort of technologically based device that you have obtained either from within your own Era or from a Future one. However, it can also be a mystical artifact from within the Eras of the Primordial Times or Lands of Legends, if you would prefer. This device / artifact is decently large and bulky in form, but is at a scale at which a regular 10 year old human can carry it around with minimal issues.

However, let us move on to the effects of this Item. As was said earlier, this Item has the ability to resurrect the dead. Although, only very specifically the very, very ancient dead. It has to be over 100 years since their death, to be specific. Yes, this item is designed to let you resurrect fossils, as is a mainstay of the Pokémon series. This will allow you to, with even a miniscule amount of valid DNA or some other individually identifying object, to fully resurrect the individual you have a sample of in Mind, Body, and Soul. And yes, the target does need to be completely and utterly dead. They cannot be comatose, in some sort of stasis, or any other sort of situation that is death-like or better.

This being said, Fossil Revivals do tend to have consequences for the revived. This generally results in them having the Rock Type, alongside some other minor adjustments to them. For the item in your possession, this is the result of a rushed revival, which can be done in around a day's time. For a perfect revival, though, it will take around a week to perform the revival. During the time this item is working, you do not need to perform any sort of upkeep or pay any attention to the item, as it will work automatically. This can lead to some unusual situations, what with you time traveling, but that is something you will simply need to deal with.

Universal Free Healthcare (-600 PP, Discount for Human): In the many Pokémon games, the Pokémon Center is ubiquitous. To explain what you almost certainly know, they are buildings colored Red or Orange, and are found in almost every town in every region of the world. Here, anyone can walk in and have themselves and their Pokémon treated medically, all without costing a single Poké. Yes, in the world of Pokémon, there is truly Universal Free Healthcare for everyone and anyone, at least in the modern times and beyond. By taking this Item, this now becomes a fact of reality wherever and whenever you go. Be it the ancient past, the edge of space, or even an isolated sub-dimension, one will always be able to find a Pokémon Center. Everyone will always be able to have their wounds healed for free.

One may think, though, that such a thing is ridiculous. That surely, various powers would try to monopolize this source of Healthcare, that a war would draw lines in the sand, or that such a system could not function without the technology of the modern Era and beyond. However, this is not the case. Running the Pokémon Centers are the various Nurse Joy, which is as much of a title as it generally is a family and appearance, at least in the Pokémon World. All of them are masters in all forms of medicine, and all of them have very powerful Pokémon partner(s). Generally, all of them simply assist in treatment, but they are also perfectly willing to protect the neutrality of the Pokémon Center. They have the power to fight off anyone less than a Legendary, and aren't willing to raise their arms for any cause other than maintaining their area as a neutral zone for helping others.

That being said, while this may not be a massive shift in the world of Pokémon, it certainly will be in other Jumps that you will visit. As such, you can choose how this is implemented in each world. Firstly, you can choose how this Item interacts with the world-state. You can either have the Pokémon Centers be retroactively around from the beginning of time, be a recent institution that is getting accepted by the residents, or have them simply appear directly when you start your Jump. Additionally, there is the nature of the various Nurse Joy to consider. While they will always end up getting powerful friends and/or Pokémon that will act as described in the second paragraphs, you will need to answer who exactly are the various Nurse Joy. The first answer you could select is that anyone could be a Nurse Joy, provided that they go through the proper training. This would also generally come with a uniform, and probably also dying one's hair pink, as is the signature of the Joys. The second is that there is a very expansive Joy Clan of sorts, that practices medicine all across the land. The last, and perhaps most extreme, option, is that there is only one Nurse Joy. Rather than there being a variety of mortal beings that practice medicine and help people, Nurse Joy is the equivalent of a Legendary representing Healing and Medicine, who manifests avatars of herself all across reality to help any who are in need. Any option is viable no matter the setting, so feel free to pick whichever you would like. No matter what, you can always rest easily knowing that this Item is a Net Good for all of reality, and that the insurance industry will never again harm anyone.

Adventure Map (-100 PP, Free for Pokémon): As it turns out, knowing where you are going is rather helpful. Additionally, while Pokémon and maps aren't especially common partners in what one may consider to be the main series of games, they are very common in the Pokémon Mystery Dungeon games. As such, even if you aren't in such a world yourself, you can still receive a map. This isn't just any map though. Rather, this is a full blown magical and/or technological map that automatically updates with information as you go. Be it from filling out with general landscapes, names, and information as to each biome as you approach it, to more small-scale actions like mapping out a dungeon as you explore it, including the location of items, entrances and exits, and even other people that inhabit the area. The map can also update itself with information you obtain from others, be it getting a tip on location to go or even just finding an actual map to update yours off of. That being said, you will need to actually visit a location for the map to automatically update itself, as it only does so within a relatively small range. You could track someone across town, but not across the continent, for example. But hey, exploring is part of the fun.

A Berry a Day (-200 PP, Discount for Pokémon): In the Pokémon World, there are a myriad of different Berries, most of which have some special effect that can be useful in combat or training. By taking this Perk, you now have access to all of them, just in the form of one a day. Yes, once every day you can select any Berry of your choice from the canonical Berries, or other Naturally Produced Consumables like the Seeds from the Pokémon Mystery Dungeon games, and simply receive one of them. There are no limitations on what you can do with this berry (or other applicable item) once received, nor do you need to use up what you possess to receive a new one. If you would wish to plant these to grow more, feel free. Same if you would wish to make a stockpile of them for some emergency. The choice is yours, just so long as you only receive one a day and stick within the canonical limits.

Specialized Equipment (-400 PP, Discount for Pokémon): Combat Related Items are a staple of the Pokémon series. From the general kinds like the Quick Claw to the Pokémon Specific like the Soul Dew, they can be a vital part of life. For this Item in particular, however, you now get to design your own! Particularly, this is an item that only works with your exact Pokémon Species / Evolution line. This also ***IS NOT*** a Held Item. This is an Item that, by simply having it near you / in your bag, will give you some benefit. Now, let's set some expectations of power here. If your item is even comparable to what you can receive from even the first tier of the “Fragment of Creation” Item directly below this one, it is far too strong. You should also not just copy a Held Item or even put together several Held Items, such as doing “This Item is Choice Scarf + Life Orb”. Rather, consider using the 3 Star Exclusive Items from “Pokémon Mystery Dungeon: Explorers of Sky" as an example. Items that have some powerful effects in very specific conditions, some chance-based effect on your attacks, or that can deal with one specific Type Weakness your species may possess. For example, an Exclusive Item for Dragonite that would

be reasonable could be one that makes it heal from Ice Type Damage instead of being hurt by it, to counter its 4 times Ice Type Weakness. One that would not be appropriate would be something that gives a 50% boost to its Speed and Attack. Please, be reasonable with what you create here.

- Note 1: By virtue of creating this new Exclusive Item, other versions of this will inevitably, if rarely, also end up with other members of your species. This especially applies if you are creating your own Custom Pokémon Species.
- Note 2: The Dragonite Example for an appropriate level of strength is actually the canonical effect that the Dragonite 3 Star Exclusive Item possesses.
- Note 3: If you happen to be buying this as a Human for whatever reason, then have this apply to your Pokémon Partner's Evolution Line.

Fragment of Creation (-600 PP, Discount for Pokemon): Congratulations, through the luck of discovery, the silver lining to an unfortunate encounter, or some other reason, you have happened upon a fragment of a Legendary Pokémon Power. No matter the original form of this fragment, it has culminated into a crystalline form, similar to a gemstone. This gem contains the power to amplify the power of moves for that Legendary Pokémon's type. If the Legendary only has a single Type, it boosts the power of that Type's moves by +50%. However, if that Legendary has two types, it instead boosts the power of those two Types' moves by +30%. Additionally, this will grant you a boost to your general power. This is more significant if you were already on the weaker side or aren't fully evolved yet, but it can still be impactful for even some of the strongest Pokemon. To put this boost in the perspective of gameplay, one could consider this to be a held item that gives +5 bonus to each of one's Base Stats, being a total of a +30 to one's Base Stat Total, in addition to the above Move Power Boost. That being said though, do not expect to be able to match a Legendary Pokémon, even with this. This is only a fragment of a Legendary's power, after all.

- **Fragment of Authority** (-300 PP, No Discount, Requires Fragment of Creation): Well now, it seems that your fragment truly is exceptional. Not only does it contain a fragment of a Legendary's power, but it also contains a piece of their Authority. By possessing this item, you gain the ability to wield lesser amounts of that Authority. Generally, this is limited to one minor use of that Authority each day, such as wielding Reshiram's Authority over Truth to dispel mass illusions or compel someone to tell the full truth. Attempting to use Larger Manifestations of your fragment's Authority or using it many times in quick succession are technically possible, but they'll have consequences. These generally take the form of getting the attention of the actual Legendaries / that Jump's Deities or manifesting via physical, mental, and/or spiritual backlash based on how much you overstepped these bounds. It is also possible that you could get a more ironic punishment as well, such as abusing the Authority of Truth resulting in you being unable to tell lies for a time. Additionally, this change to the Item increases the general power bonus that the base item grants you. Now, it can be seen as a held item that gives +10 bonus to each of one's Base Stats, for an updated total of a +60 to one's Base Stat Total, in addition to the other effects listed for this item.

- Note 1: Having this Item, of either Tier, does not meaningfully impact the power of the Legendary Pokémon in question, nor do they particularly want this power back.
- Note 2: Despite using Legendary for all of this, you may also use any Mythical Pokémon as the source of your Fragment.

Tribal Paint (-100 PP, Free for Primordial Times): You now have a bowl of primitive paint, which refills itself once used. This also comes with a variety of items to apply said paint, and the paint can come in any color of your liking. It can be used to draw tribal marks on your own body or others'. These marks won't get washed away by water, dirt, or the struggles of battle. Marking somebody with this paint, while they are willing to be marked as such, makes them a part of your tribe, which will make everybody who looks at them know of their general allegiance. If the one who looks upon them isn't aware of your tribe or you in general, this will likely just be "Oh, this person is a part of some tribe / group", but if they are aware, they will instantly recognize them as being a part of the same group as you. This is both their safety and your responsibility, as you will be automatically thought of as the 'tribe leader'. But well, what else would you expect when you start marking others as yours.

- While not truly necessary, do try to maintain a consistent theming and/or pattern with markings.

Primordial Berry Tree (-200 PP, Discount for Primordial Times): Well now, this one is interesting. This item is a singular physical tree, one that will be located somewhere around your starting location in your specific Era of Origin, but will be relocated to your Warehouse after this Jump has been completed. Specifically though, you have access to *the* Berry tree, the primordial fruit tree which meets all the dietary needs from legendary pokemon to the weirdest Ultrabeasts. You have access to a single instance of this tree per Jump. It produces up to 3 Berries per week on its own, but further perks, items, or knowledge from other jumps may allow you to hasten this process. This tree also does not need any sort of care, water, or anything else. The berries produced by this tree cures any and all status effects and damage the one who consumes it may have upon being eaten, on top of always tasting like their favorite flavor. To put it another way, it is a Full Restore in Berry Form. It also allows you, or any who eat it, to survive without hunger pangs for a full month, and without water for a full week. Of course, you will need to find your way back to this tree, and the Era it is in, whenever you would want to grab more, but that seems like a small inconvenience compared to the benefits.

Primal Stone (400 PP, Discount for Primordial Times): While the Primordial Times were primitive and lacked many of the advancements of later ages, what they truly excelled in was Strength. However, that doesn't mean that what can be found in the later Eras do not also have strength lying within them. By taking this, you receive a special stone which you can apply to any other item, whether bought or native to the jump you are in. This stone will transform that item into a Primordial version of itself. By doing so, that item's attributes will be enhanced as if affected by the Strength to Survive perk. Meaning that they will have a static bonus to overcome the gap between 'mundane/human items' and empowered tools, and then have the +25% bonus to their function/attributes.

The stone can also be removed at will, and transferred to another item. However, it can only be attached to one at the same time, as it is only the one item after all. If removed from an item, its enhancements will be removed as well. These primordial versions of items impose upgrades or specializations onto the item, akin to the 'Past' Paradox Pokemon. One example of this would be creating a Primal Pokeball from a Standard Pokeball This would, in addition to its default enhancements, would also make the Pokeball more effective if you and/or your team / allies are more effective than the one you are trying to capture. A tool such as a knife would change its materials to be made out of rocks, bone, and other materials, but become far more effective against living beings as it does so. Lastly, a form of transportation would generally have the least changes. It wouldn't come to life, but it would change its appearance and materials, and generally gain increased functionality and ease of use in off-road or other rough terrains. This all being said, you only do have the one stone, so expect any of your opponents to quickly figure out what is going on if you decide to swap which item you are applying this to frequently.

Paradox Chronicles (-100 PP, Free for Lands of Legends): As you undergo your Journeys in the various Eras, you will undoubtedly create many legends and changes in the timeline. However, as you will inevitably be traveling throughout time, you won't be able to see the development of those firsthand, and will be thrown directly into the results later on. This can result in you learning about the consequences of your actions when you run into them face-first without warning. However, this Item gives you another option. This is an Atemporal book that collects all of the legends and stories that you create, the consequences of your actions in the timeframe of Eras, and how the general course of history has been shaped by what you have done. It will automatically update as you perform your actions and is unable to be perceived or co-opted by others. With this, you will always be able to see how the river of time has shifted before you run into it firsthand.

Steelclad Honor (-200 PP, Discount for Lands of Legends): One of the most common cultural icons of the Era of Legends is that of the Knight. Well, or a culturally equivalent form of one, based on the Region. This could be the knights of Kalos and Galar or the Samurai of Kanto, Johto, and Sinnoh. Regardless of the name or aesthetic they held, they are the Armored Warriors that served a Lord or traveled the land. And, well, doing so requires a set of armor, and that is what this Item provides.

You now possess a set of armor that perfectly fits your form, whatever it may be. No matter if you are a Pokémon and evolve, are transformed from a Human into a Pokémon (or vise versa) by some effect, or by changing into an Alt-Form, this armor will always fit your form perfectly. This armor is very strong and can mitigate a significant amount of damage that you would face. To put it in terms of Pokémon gameplay, at its base level, this armor can act as a Held Item that grants +20 to Defense and Special Defense. Additionally, the armor itself is not vulnerable to any sort of move interactions, regardless of its form or material. For example, metallic armor does not make you more vulnerable to Electric or Fire Type attacks.

However, it was that earlier that the armor had effects “at its base level”, which then implies higher levels. As it happens, that is indeed correct. In addition to the initial defensive values, this armor also can grow stronger from your convictions. The longer you keep to your morals and values, specially when you prioritize them over short term benefit or gain, the armor will grow more durable, to the point it can be a magical aegis which saves you from the deathly blow of a tyrant's superweapon, or frustrates a hero's ace in the hole sword technique. That being said, this is only a temporary benefit, so if you do break from your beliefs and vows, the armor will fall back down to its initial state.

Legend Manifest (-400 PP, Discount for Lands of Legends): Every Hero goes down in legend in their own way, but there’s always a common factor. That being what the hero wore or wielded on

their day to day, an icon or an identifying item or effect on their person. One that can become synonymous with their legend. For some specific Hero, it may have simply been their favorite jacket, but as time went on, people can start assigning properties to the jacket to justify the hero's deeds or enhance the legend. This item is one of those mythical items. Whether a sword, a shield, or mayhaps a simple bracelet, it's an item which becomes a permanent fixture of any retelling of your legend, and will become one of your epithets.

The item begins as simply a high quality version of its kind, but as you earn renown and carve your legend into history, people will start suggesting features and powers related to your deeds. The item will grow these features, and, even if your legend fades, the feature will remain there. Even if those features may be weakened by the lack of people remembering its glory. If you resume your activities, using this weakened feature from the start will make an even firmer image in people's minds, with the new version of the legend exaggerating even more the relevant item's power.

For example, let's say that you are a Pokemon. You successfully fight off an Alpha Swampert who tried to expand their territory by using Muddy Water, and in the aftermath of the fight, you picked up an earring which then hangs from your ear. Even if you beat the swampert through simple combat, your legend will insist your detailed earring has a property to control mud, or make you more resistant to Water type moves. And, from this legend, the item itself now gains those properties to some extent, even if not exactly as it is told in the legend. For example, even if they claim the earring made you invulnerable to water type attacks, it will only grant you a resistance to water type attacks at best. Over the course of many Jumps, these effects can compound and grow stronger as well, but do understand that such a legend will take time to build.

Wondrous Wardrobe (-100 PP, Free for Tumultuous Present): While people of status have always had a variety of outfits, the common person hasn't historically been able to possess a variety of even moderately good quality outfits to swap between as they would want. That is, however, until the modern Era. Nowadays, both Humans and Pokémon have been able to dress up in a variety of ways in many games, be it from the Trainer Customization options to dressing up Pokémon in Unova and the Cosplay Pikachu. As such, this Item grants you that as well. By taking this, you receive a wardrobe in your Warehouse. It contains outfits for every conceivable situation, style, and reference one can think of, and all of them will match the size of whoever wears them. While these outfits are of good quality, they are ultimately just mundane pieces of clothing with no special effects to them. However, that doesn't mean you can't enjoy dressing up regardless.

Super Bike (-200 PP, Discount for Tumultuous Present): As, the Bike. A staple of Pokémon, or at least it was once upon a time. Fundamentally, it is a vehicle that allows one to travel more quickly with less effort under their own power. In Pokémon, the Bike is also known to be infamously light and portable, being able to be carried in a bag by a 10 year old child alongside everything else they are carrying around, and without any added difficulty or exhaustion. The bike you get keeps true to that. However, this isn't just any bike. No, this is a Super Bike. It can travel over land, just like a normal bike, yes. It also possesses an incredible max speed as well, allowing you to travel at twice your normal theoretical max speed no matter the surface you are traveling over/through. It also has the acrobatic capabilities of the Acro Bike, allowing fantastic capabilities for tricks and jumps. Lastly, and perhaps most impressively, is that this bike is capable of going through any environment. Over land or mud, through water or magma, or even through air or space. All you need to do is pedal and you can go there, and the Bike will keep you entirely safe from the environmental conditions as you do so. Just, uh, be sure that you can handle whatever environment you'll end up in once you get ***off*** the bike. It can't really protect you then.

- Note: Yes, no matter your Species, it will work for you.

Advanced Frontier (-400 PP, Discount for Tumultuous Present): In the world of Pokémon, there is occasionally the Battle Frontier. A large facility, basically an entire city, that is dedicated to the many types of Pokémon Battling. Different facilities within contain their own styles of battling and employ special restrictions. These can include a specific number of Pokémon being used at once, consecutive battles without healing, rental Pokémon, and strength restrictions, just to name a few. Each different facility is run by its own Frontier Brain, a master trainer who also specializes in that facility's style of battling. However, you may be wondering, why is this being explained? Well, that is simple.

By taking this Item, you receive your very own Battle Frontier of which you are the de facto owner and head of. This can be ridiculous in-universe, but it will always be the case. You can design it as you wish, be it the actual architecture of the entire complex or the individual styles and challenges of each facility. As this Item is essentially an entire city, it also comes with residential and commercial areas, which you can also design. The staff to run the Battle Frontier are also included in this Item, which includes the general day to day staff, the rental Pokémon, the Frontier Brains, and any other trainers that may be on-staff. Lastly, the facilities here will always be sufficiently scaled to be a challenge to you and yours, no matter how strong you may be. So there will always be a challenge to be found here.

Now, based on the nature of this Jump, a clarification does need to be made. This Item will only exist in whatever Era you start in. While you could perhaps find remnants or a successor in later Eras, the actual Battle Frontier you purchase here will not be in later Eras. Additionally, as is usual for an item like this, the Battle Frontier you purchase here and everything included alongside it will become a part of your Warehouse after this Jump has been concluded. When visiting any further Jumps, you can also choose to have it retroactively included as a part of the world or directly insert it when you arrive. Naturally, this will also include all of the Pokémon. It will be up to you to determine how exactly this is explained and impacts things in the world, if you are choosing to do so retroactively. Of course, you can also choose to just have it not affect anything else and have your Battle Frontier be a strange exception, but perhaps making said changes could be interesting or advantageous.

Space-Time Positioning System (-100 PP, Free for Far Off Future): While once can navigate around the various Eras with a map, which can be greatly assisted by the “Adventure Map” Item, it is rather difficult to navigate through Time. This is an item to do just that, through the form of a very advanced technological device. This is a smart watch type of device, and one that is run and operated by an onboard Porygon-Z. However, this Porygon-Z is staunchly a pacifist, which is why they took this job in the first place. As such, they will not be assisting in any of your combat endeavors.

That all being said, let's cover the details of what this Item does. Firstly, this item gives you your exact time and location. However, if you don't possess the “Adventure Map” Item, then the location aspect of this item will be the equivalent of a “You are here” dot on a zoomed out map of the area without much other details. There are no limits as to the location you are in or time period you are occupying that this item can operate within. This item is also able to grant you the distance and direction to any other point of your choosing, provided you have sufficient reference to know where that is. For example, you could use a Pokémon Center you've been to for reference, but not some Evil Team's base that you don't know the location of.

Lastly, if you have sufficient information, or the “Adventure Map” Item, this item can also route you the most effective path to that destination. If you are wanting to go to a specific time period or would need to go through some sort of spatial warp, this routing will also take into account any detours that may be required to get there, assuming you need such a thing. That being said, you do need to actually make the trip yourself, but at least you'll know which way to walk.

Universal Power Supply (-200 PP, Discount for Far Off Future): Here, we have something that is both a rarity in this Era but is also rather necessary if you would wish to travel through time. This is a Universal Power Supply, and it does exactly as one would expect: it can supply power to any sort of device, no matter what it operates off of. One may wonder how this became outdated, but once the Terrain-based Power Structures became near-universal, actually needing a bespoke option to hold power became something only needed in especially niche cases. Specifically though, this item has two modes, that being a Full Power and Minimal Power mode.

In Full Power mode, this item can fully charge up any device or system, no matter its scale or capacity. However the Item will be recharged upon finishing your current Jump, or after a decade post-Spark, and there is no alternative way to fully recharge this item. However, that doesn't mean this item is useless outside of that. In this item’s Low Power mode, it also functions similarly to the Booster Energy item. What that means is that, once per battle, it can allow the wielder to activate an Ability that would require a certain Terrain or Weather to activate, even without those conditions being met.

Purpose Tested Support Devices (-400 PP, Discount for Far Off Future): Well now, this is an interesting one. By taking this item, you receive a set of machines. Specifically, a set of three machines. These machines are designed to mimic the appearance of extinct wildlife once native to the region they are deployed and *can*, although not recommended, function as an impromptu security force for a region. That being said, the primary and recommended purpose is for Utility, Research, and Environmental Repair and Regulation.

Their loadouts mostly contain scanning devices and other information gathering systems, and they possess methods to adjust for changes in the environment indirectly. They can follow simple commands and have basic defensive weapons, but lack the processing to do more than their tasks. If required to fight, they would quickly exhaust their power supply. And so, their default programing is to try and notify you or others who may be able to resolve the situation in case of emergencies, and use on-board stealth and evasion systems to remove themselves from immediate danger if encountered. These devices are powered off of systems that can slowly regenerate power from the environment, meaning that they generally function continuously when not stressed, but may need to “sleep” after exceptional situations occur.

Once deployed in an Era, they will take on a mechanical appearance reminiscent of native wildlife. This is not a permanent configuration, allowing them to be reconfigured and mostly blend in no matter the Era. Now, to be perfectly clear, these are Machines designed for a purpose of your choosing and merely shelled in a way that mimics life. They are not Mechanical Life, they are Not Future Paradox Pokémon. These are machines built for Utility, Research, and Environmental Repair and Regulation, not as devices for combat. Much the same as a wrench can be used as a blungeon, it ***can*** do the job, but it is not meant to. You will have far greater usage using them as transport vehicles than as a Pokémon, for example.

Unassuming Inheritance (-100 PP, Free for After the End): Within this Era of ruin and desolation, there are many worthless items that can be found everywhere. At first glance, what you have received from purchasing this is much the same. It could be a chunk of rock with an unknown symbol engraved upon it, a strange fragment of metal with some complex patterns displayed, or anything else. The key here is not what exactly it is, but that it appears worthless to anyone who does not know its exact use. Even you will not know exactly what the use of this Item will be upon receiving it.

However, it will have some important use during your time here. Somehow, in some way, the seemingly useless item you have obtained will end up playing some pivotal role within this Jump. Additionally, it can do the same in any further Jump, acting as a key plot macguffin that can further things along in some very impressive and helpful manner. You may never know exactly how this will be helpful, but it will always have the ability to end up being so.

Scavenger's Dream (-200 PP, Discount for After the End): In an unforgiving Era like this, resources are always scarce. In order to survive, people need every advantage they can get. Which is where this Item comes in. By taking this Item, you will effectively receive a routine supply drop via discovering some previously unknown cache or resources while exploring or looking through areas. The resources you receive through this Item are entirely random, but because of that, there are no restrictions on what you can receive, unlike other Resource Items on offer in this Jump. That being said, the resources you will receive from this will be in good condition, especially in comparison to what would normally be found in the Era of After the End. You are also able to receive resources from the World of Pokémon, even in later Jumps, alongside resources from that Jump.

Now, this Item functions via a mix of probability manipulation to create the area and resources to be collected as well as generating new resources wholesale for you to be able to collect, even if it doesn't make sense for them to exist there or be in that condition. You gain an additional sense as to where these resource stockpiles will be located, and will be aware of whenever a new cache is generated. As for the frequency, one will be generated once a week, with an especially plentiful one occurring randomly with a frequency around once every month. Of course, you'll still need to search these out and recover them, but that isn't likely to be too hard for you.

Junk Town and Services (-400 PP, Discount for After the End): While this Era is mostly desolate, that doesn't mean it's entirely devoid of life. This Item is one prime example of that principle. Specifically, this Item grants you a small village, primarily composed of ramshackle buildings and scattered lean tos. It may not seem like much, but what this little town of scrap lacks in material, it makes up for in skill. Each person here has been trained the hard way in

making the most of what they got, from making rudimentary medicine to rations and even defenses. They are all able to make the absolute most of whatever resource they can get, and do not waste a thing here. Despite lacking any formal training, everyone here possesses immense work ethic alongside talent and hard-earned skill that matches even the greatest minds in all of history. No matter what you can find during your journey, be it in the wastes and ruins or any other Era, someone here will be able to successfully work with it to some productive end. Granted, it may not be the prettiest work, but every single scrap will be turned into something useful.

Now, in this town, you are unequivocally considered to be the leader. With the state of the world as it is, societal expectations such as age or species in relation to leadership no longer exist, so that is not a concern you may need to worry about. This village will also only be in the Era of After the End, and as that is the latest Era, there is no legacy or future version you will need to worry about encountering. Additionally, as is usual for an item like this, the town you purchase here and everything included alongside it will become a part of your Warehouse after this Jump has been concluded. When visiting any further Jumps, you can also choose to have it retroactively included as a part of the world or directly insert it when you arrive. Considering the state of this town, it probably won't make too much of a shock from existing so long as no one looks too closely at it, but it's always possible depending on the setting.

Companions

Up next, and perhaps most importantly, is the Companions. Your Friend and Allies that you will have here in the World of Pokémon, one that undeniably works on the Power of Friendship.

As such, there are many options here, many of which are free. Additionally, there is a Custom Companions section below, which you can even get some extra PP from. So, be sure to check that out!

Additionally, as a general rule, Human Companions can take along up to 6 Pokémon that they catch during the course of the Jump, and any Custom Companion that has “The Power of Us” listed on them keeps that effect Post Jump.

Bonds Beyond Time (-50 PP Each OR -200 PP for 8, Can be taken Multiple Times): It's perfectly understandable that you will have friends in prior Jumps. As such, this option here is to allow you to properly insert them into this Jump. You can pay 50 PP for each individual Companion, or you can pay 200 PP for up to 8 Companions. As this can be taken multiple times, you can pay 400 PP to insert 14 separate existing Companions, should you have that many.

Now, for each Companion, they receive a stipend of 800 PP to start. If their Race of Origin Option would cost PP, they will still need to pay for it. They can select any Era or Origin and Location, although if they start in an Era and Location Combination different from yours, you need to find them within the Jump to reunite with them. They receive the flat +100 PP Stipends for Perks and Items, but they cannot take Companions, any options in the Jump Scenario Section, or any Drawbacks that affect the world at large. However, they do receive ***HALF*** of the Net PP that you would receive from the Jump Scenario Section. To give an example of how this works, let's say you took the “Time Nexus” Method of Time Travel for -200 PP and the “Silvered Seeker” Plotline for +400 PP. That is a Net PP of +200, so all of your Companions inserted this way would receive +100 PP. However, if the Net PP from that section is Negative, they are not penalized.

Improbable Alliances (-100 PP Each, Can be taken Multiple Times): This one is a little strange, compared to a normal Jump. This is the slot where a “Canon Companion” area would sit. However, as you should know by now, this is a Jump without a canonical bedrock. As such, what this Jump instead allows you to do is pull in any individual, ***Non-Special***, Pokémon Character from all of Pokémon Canon. This is the way to journey with someone like Cynthia or Ash, not a way to guarantee an encounter with a random member of a specific species of Pokémon. Somehow, in some way, they and you will end up encountering each other and time traveling together. You are guaranteed to start off on good terms and by virtue of the time traveling situation, you will be spending a decent amount of time together. If you can maintain

this relationship, they'll surely love to continue your adventures into other worlds. Oh, and if this character is a Human Trainer, they bring along all of their Pokémon as well, naturally.

Eternal Partner (Free): This is your Partner. The one that you will start off your Journey alongside. Quite possibly your closest companion. You can create them using an initial 1000 PP Stippend. Their Era of Origin and Location must be the same as yours, but they do have some choice as to their Race of Origin. For their Race of Origin, they most likely are a Pokémon, even if you are one yourself, but it can be a Human. However, if you are a Human yourself, it is ***mandatory*** that your Partner take some tier of the Pokémon Race of Origin. They will still need to purchase their Race of Origin though, should you want them to start as a stronger species of Pokémon.

They receive the flat +100 PP Stipends for Perks and Items, but they cannot take Companions, any options in the Jump Scenario Section, or any Drawbacks that affect the world at large. However, they do receive ***ALL*** of the Net PP that you would receive from the Jump Scenario Section. To give an example of how this works, let's say you took the “The Wings of Time” Method of Time Travel for -400 PP and the “True History” Plotline for +600 PP. That is a Net PP of +200, so your Partner receives +200 PP. However, if the Net PP from that section is Negative, they are not penalized.

The exact details of how you meet and your relationship is up to you to decide, but it will always be positive in some form. Additionally, as they are your Partner, they will be able to freely import themselves as a Companion, using the basic import option, in all future Jumps for free. If you wish, you can also import any of your existing Companions from prior Jumps into this role.

The Team (Free): As you travel throughout the Eras of the World of Pokémon, you will undoubtedly make many friends, be it via Capture, Recruitment, or any other method. It would be cruel to make you part with them all, but there are also limits to what can be given for free as well. As such, this option is a compromise. You can take any six of the Pokémon friends you have made along the way, and take them with you as Companions. This does not include any Companion received through this section of the Jump, as should be obvious. Additionally, you can treat all six of them as a single Companion Slot for any later Jump, and if you do so, they will all receive the Perks and Drawbacks taken for their slot in their build.

- **The Entire Ranch** (-300 PP, Requires The Team): Well now, I suppose you couldn't restrain yourself to just six, could you? That's understandable. By taking this option, you can now take along each and every Pokémon that you have recruited / caught / befriended at the end of this Jump that would wish to come with you. Additionally, just like the initial option, you can insert 6 of the Pokémon you've taken with this in a single Companion Slot, and can continue to do so for multiple Companion Slots. So, for example, you could insert 18 Pokémon in 3 Companion Slots. Also like before, if you do so, each Pokémon in a specific Companions Slot will all receive the Perks and Drawbacks taken for their slot in their build.

An Egg (Free): It is common sense that Pokémon hatch from eggs. However, that does mean that they aren't always hatched alongside their biological parents. By taking this Companion, you've ended up with one such case. Congratulations, you now have a Pokémon Egg. This Egg can hatch into any ***Non-Special*** Pokémon species of your choosing, although you must make a one time decision before starting the Jump as to what that Pokémon species is. You also won't need to worry about this egg being stolen or poached from the biological parents. The exact "how" is up to you, if you would care to decide, but you being the caretaker of this egg will not be at the expense of someone else. On the other hand, well, you'll need to raise the child. An egg hatches into a baby, after all, and it will be your responsibility to raise it. They won't be combat ready for years, and will likely get into a good amount of trouble as they learn about the world. Such a thing is just part and parcel of being a parent though. If you are up for that, or even are looking forward to such an experience, then feel free to take this Companion.

- Note: It should go without saying, but if a Pokémon Species has evolutions, the Egg will hatch to the earliest evolution in that line. You cannot get a Dragonite from an Egg, nor am I sure why anyone would want that.

Custom Companions

Next, we have some pre-made Custom Companions. All of them are free for you to take, should you want them.

The pictures here are also only taken from official Pokémon art and are meant only as a representation of the closest example to them. There are likely to be many differences in their appearance from that example, but having any reference can be helpful, and can also be used to break up the different companions.

However, I am also aware that these kinds of companions aren't often taken. As such, an incentive has been offered.

*If you take **AT LEAST ONE** of the custom companions on offer here, you receive an additional **+400 PP**, which can be spent anywhere. This **does not** stack through taking multiple of them. It is a one time bonus only.*

However, as these are rather extensive, you will also be provided a quick Table of Contents for this specific section.

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Firrir (Free): First in the list of custom companions is Firrir, who hails from the Primordial Times. Firrir is a male Flygon, or rather the Temporal Variant of Flygon. As a Past Paradox Pokémon, he naturally possesses the Protosynthesis ability. He also possesses the Ability Levitate from the “Genetic Perfection” Perk as well as Pressure from the “Forceful Pressure” Perk. However, his Temporal Variant is instead Bug/Dragon type, and he specifically specializes in the move Fury Cutter. His species stats are stated below, alongside the stats of his Mega Evolution in parentheses where applicable.

- HP: 125
- Attack: 105 (145)
- Defence: 95 (105)
- Special Attack: 45
- Special Defence: 95 (105)
- Speed: 105 (145)
- Total: 570 (670)

As for Firrir's Perks and Items, they are as follows: Paradox Proof, Natural Communication (Free), The Power of Us, I Stick to the Path that I Choose, March of Civilization, To Understand the Incomprehensible, Form of a Monster, Safe for All Ages, Cute Charm, A Good Rest, Dangerous Beast, Pack Leader, Unlimited Potential, Genetic Perfection, Strength to Survive, Untamed Heavens, Predation Specialization (Legendary Pokémon), Tribal Territory, Ancient Power, Forceful Pressure, A Berry a Day, Specialized Equipment (Ignore Accuracy and Evasion changes), Tribal Paint.

Firstly, Firrir's Temporal Variant of Flygon generally looks similar to a modern day Flygon, as is shown in the reference image at the bottom of this Companion. However, one major difference between the modern day Flygon and this variant is the covering around the eyes of Flygon. The version of Flygon that exists in the Primordial Times doesn't possess that trait, but you may not know that if the only example you have seen is Firrir.

See, Firrir is a relatively older Pokémon, in his mid-20s of age. See, he possesses a human friend, and that friend made him a pair of goggles. These goggles look exactly like the natural coverings that Flygon would later obtain, and also act as his “Specialized Equipment” Item, which makes it so Firrir can ignore Accuracy and Evasion changes in combat, such as things like double team and sand attack.

Now, one may think that some tragedy occurred to Firrir during his life, but that really isn't the case. His human friend is still alive and well, and Firrir visits them occasionally. He also doesn't possess a mate, but that is mostly because he spends most of his time managing his local territory and/or taking care of his many younger siblings. He possesses no rivals in his area, and is undisputed in terms of strength. Even in cases where someone could theoretically match him, the power of his Mega Form blows those would be rivals away. He has even managed to redirect a Legendary a time or two, albeit not without great cost in his stockpiled resources, significant effort, and much cooperation from others. Truly, Firrir could be considered one of the true winners of his time.

However, Firrir does not like the state of the world. He is not so cold hearted as to be able to accept that this must be the way things are, that he should be happy to stand above others, even as they suffer to try and survive. He desires change, for things to get better. He wishes for fewer eggs to be stillborn, less having to fight for food, and for there to be decreased disparity, even if that means lowering himself from his own position.

Although, perhaps the most drastic of his desires is his feelings towards Legendary Pokémon. While he appreciates them for the fact that they brought the world into being and the state it is today, Firrir does not worship or revere them. Rather, the Flygon sees the destruction they can cause in their feuds, and wants them gone. At bare minimum, the mortals should be protected from them, but he would prefer they be sealed away or put to sleep. To the end of all of his desires, Firrir would gladly join a Jumper alongside their journey through Time.

That being said, don't expect Firrir to be “your” Pokémon. He would be willing to work alongside a Jumper, but the Dragon has his pride as well. Things such as taking orders, outside of a life or death situation at least, and especially submitting to some capture device are things that will take a large amount of time and trust for the Flygon to even consider, let alone accept. The position he would hold is one of an independent but reliable ally.

Compromise is certainly possible though. After all, you each have advantages the other doesn't, and while Firrir is not willing to be subservient, he is well versed in trades and favors. There are so many things that the ancient Flygon will want to learn. Agriculture, Infrastructure, Technology, Culture, Language, differing Environments, and so much more. If you assist Firrir in understanding these things, he will not forget the favors you have given him, and will be willing to pay you back in kind.

As you journey, Firrir will pick up various souvenirs from the different Eras you end up in. Not for any purpose of use, but rather to give to his many younger siblings and his human friend to prove that he did said adventures. One of the most meaningful things that Firrir could get would be an image of himself alongside a modern Flygon. The idea that the goggles that he received from his friend could become a part of his species would be a somewhat odd but deeply heartfelt revelation to him.

Speaking of Firrir's human friend and siblings, though, he will near-demand that a detour be made to check on them when returning to that Era, if it is even remotely feasible. The Flygon won't ask you to cross the ocean or trek across continents, but if you're in the area, he will be obstinate in going. While Firrir left his Human Friend in charge of watching his siblings, he is still concerned and wants to check in on them. Generally, he can be described as a “Dad Friend”, the kind that takes a lot of responsibility onto themselves and constantly wants to make sure those that they care about are okay and cared for. Also expect him to get protective around any lost and/or mistreated children. If you do get close enough to him, Firrir will also start to care that way about you as well.

That being said, Firrir still is the commanding Alpha of an area in spirit and experience, even if he is leaking a leave from his position to travel through time. Do not expect him to back down in the face of challenges to his strength or dominance without significant effort, which can get you into otherwise avoidable problems. The Flygon is also likely to have strong opinions on how certain rulers manage their territories, although he is generally tactful enough to not cause a scene about it without some other event predicting his action.

During your journeys with Firrir, it is likely that you will grow closer enough to him that he would be willing to join you on your journey onwards to other Jumps. Although, if you wish to stack the odds especially in your favor, helping him along with his desires to make his Era a kinder world will be immensely favorable towards you.

Yaskaya (Free): This Companion's name is Yaskaya, a Pokémon born in the Lands of Legends Era. Although, that may not be when you first meet her. See, her story is somewhat complicated, and by taking her as a Companion, you will inevitably end up a focal point of it. To start though, the basics. Yaskaya is a female Vulpix / Ninetales, specifically an ancestor of the Kantonian variety. Her abilities are Drought and Flashfire due to the “Genetic Perfection” Perk, as well as Pressure from the “Forceful Pressure” Perk. Additionally, she has Burning Jealousy as an Egg Move in addition to the normal ones she would receive, and she is a Fire / Psychic Type Pokémon in both stages. Her Base Stats as a Pokémon Species are the same as a normal Kantonian Vulpix / Ninetales.

To get the mechanical side out of the way, we will list out Yaskaya's Perks and Items. The ones with (O) after the Perk are only in the later version of her you will meet, the context of which will be explained later. Yaskaya has the following: Paradox Proof, Natural Communication (Free Initially, Paid (O)), The Power of Us, Form of a Monster, Safe for All Ages, Cute Charm, A Good Rest, Dangerous Beast (O), Pack Leader (O), Got a Type (Ghost Type), Extraordinary Talent (Psychometric Self Enhancement), Unlimited Potential, Genetic Perfection, Tribal Territory (O), King Under the Mountain, Mythical Renown, Forceful Pressure, Keeper of the Scales (O), Infiltrator (O), Steelclad Honor (Not Immediate), Fragment of Authority (Solgaleo), Specialized Equipment and Legend Manifest (Same Item, Not Immediate, the Specialized Item has the effect of Healing from Ghost Type Attacks).

Now, let us start at the beginning of Yaskaya's story. Yaskaya was born in the center of a crater of a mass disaster. One could call it a meteor strike, for that is what one would assume when looking at the result, but that isn't exactly the case. Rather, the cause of the disaster was the exact same thing that saved her life: A fragment of Solgaleo's Power and Authority that was a casualty of a conflict, which exited an Ultra Wormhole and ended up crashing into the forest that her parents once called home in the form of a gem. A gem that ended up embedding itself inside of her body as it crashed down directly over her egg. Upon hatching into a desolate wasteland, Yaskaya was immediately bombarded by the anger, sadness, and myriad other lingering feelings of all of those that died. It was through these lingering impressions and emotions that a young Yaskaya began to learn about the world.

Such a birth impacted Yaskaya heavily. The fragment of Solgaleo's Power and Authority within her body strengthened her significantly, as well as enhancing her affinity for the Psychic and Steel Types, although the Psychic Type is what is relevant here. As was stated before, Yaskaya's first exposure to the world was via the imprints on the world around her, made incredibly vivid by the combination of the above effect and her inherent Psychic Typing, which was natural in the Vulpix of her Era. As such, she ended up developing a talent for drawing in the ambient emotions in the world around her, and using it to power herself. The experience also gave Yaskaya a great affinity for the Ghost Type, being a life born in the Lands of the Dead.

As one may expect from an upbringing like this, Yaskaya was rejected heavily once she finally reached somewhere that had life. As an infant taught from spite and sorrow, who is starving and desperate, Yaskaya took what resources she needed but made many enemies in the process.

This negative relationship didn't improve as the young Vulpix grew, although it did shift to include fear, as the biting sunlight she could summon alongside her strength and the pressure around her drove away any who approached. By every metric, Yaskaya did not have a good life, being alone and quite literally wallowing in misery as she wandered from place to place. By the conventions of the Era, she would be on track to become the Villain of a legend.

However, that is where you enter Yaskaya's story. Yes, as was mentioned in the start of this Companion, by taking her as a Companion, you will inevitably end up a focal point of her story. Some time within your journeys in the Lands of Legends Era, you will come across the young solitary Vulpix named Yaskaya. Though the exact details are dependent on the situation and who you as a person are, you will inevitably end up recruiting her to your side and having many adventures alongside her. During this time, she will also receive the “Steelclad Honor” Item as literal armor, and a gift from you that will take the roll of both the “Specialized Equipment” and “Legend Manifest” Items. These adventures may or may not involve taking her through time alongside you, but no matter what, those days will be the best in her life so far and for a long time afterwards.

However, all things must end eventually. Just as your meeting was inevitable, so too is a parting. Something will happen to separate you through time, and Yaskaya will not take it moderately. Perhaps you will die in the Primordial Times Era and will eventually be revived via Fossil Restoration, or the “King Under the Mountain” Perk gets used and you will be in a deep sleep. The method doesn't matter too much, it could even be you traveling through time and her not understanding. Something will occur to trigger this. Once it does though, Yaskaya will take it upon herself to guard you. Perhaps she becomes the guardian and caretaker of your grave, or perhaps she will dedicate herself to making sure your long rest is not interrupted and wants to be there when you awaken. Regardless, she will use her immensely long natural life to keep this vigil for Eras.

And this is the other way in which you may meet Yaskaya first. For, in the Tumultuous Present, and perhaps even the Far Off Future, she will still be there, guarding some version of you or what she believes to be you. Over this time, she has grown stronger, more experienced, and has evolved into a Ninetales. She has gotten more skills during this time as well, gaining expertise in leadership, managing and ending disasters, and keeping a lower profile. Ultimately, regardless of the lessons you may or may not have taught Yaskaya, she cannot protect you if the entire area is destroyed. As such, she likely has formed some kind of organization to maintain and preempt such things, which can be what leads into you meeting her in that Era. It is also possible that, if she believes you are dead and believes she has your remains, that she has orchestrated the research and creation of the Fossil Revival Technology purely for the sake of reviving you. It may even be true and this can be how you are revived if you died in the Primordial Times.

How exactly Yaskaya will react to you will depend on what has happened / what she believes has happened. However, she will never try to restrict you or take offense at your existence. On the other hand, you will be unable to take her alongside you until you have gone through all of

the events with the Yaskaya of the past. Once you have, though, time has only made her heart grow fonder. You will be hard pressed to find a more loyal and passionate follower in every Era combined. With her ages of experience and practice she is a fearsome combatant, and she has a wealth of intelligence for you to use as well. Age hasn't slowed her down either, being more powerful than ever. This is the Yaskaya that will join you at the end of your Jump as a Companion, and who will happily spend eternity by your side on many adventures.

Fulligan (Free): Now, we have Fulligan. He is a male human from the Tumultuous Present, and is in his mid-teens. While the reference image is a generally good representation of him, Fulligan has a variety of outfits that he will swap between. There is no general style he sticks to, except that they have a sufficient amount of flair.

As for his Perks and Items, Fulligan possesses the following: Paradox Proof, Natural Communication (Free), The Power of Us, Bystander's Barrier, No Time to Question my Moves, I Stick to the Path that I Choose, To Train Them Is My Cause, The Very Best, Extraordinary Talent (Performance Art), Mythical Renown, Adaptability, A Good Meal, More Than Your Nature, Starchaser, Traveling Outfit / Accessory, Pocket Change, Pokédex, Omni-Bracelet (None Set at Start), Traveler's Bag, Wondrous Wardrobe, Super Bike

Whether or not you read his Perks and Items, there is a glaring fact about Fulligan that does need to be addressed: he does not possess a Pokémon Partner nor any Items or Perks related to catching Pokémon. That being said, this isn't a matter of some tragedy, lack of opportunity, or even a lack of talent. No, this is purely a philosophical and personal choice that Fulligan made, and is core to his character.

And, on the topic, Fulligan does possess immense talent in the field of Pokémon Training and Battling. In his short journey that he underwent back when he was 10 years old, the boy quickly became infamous as a rising star, overcoming basically all comers. Although, just as soon as his star as a trainer began to rise, it suddenly vanished as Fulligan quit.

The reason for this is simple: Fulligan simply doesn't enjoy Pokémon battling, despite all of his talent in the field. Rather, his actual passions lie in the field of Performance Art. Song, Dance, and many other types, Fulligan loved it all. And in addition, his talent in those fields matched his talent for training and battling. This also does come with a cute tic, where if left alone and unoccupied for long enough, he will subconsciously begin to hum a song and shuffle around to do a generally restrained dance to the music. However, one may wonder why the child didn't simply change from the Gym Challenge to the Contest Circuit. Surely that would be more his speed?

Well, the Contest Circuit would be more in-line with Fulligan's interests, yes. Additionally, when he does battle, his fighting style ends up looking like what a Contest Star would use. However, this is where the philosophical choice mentioned before comes in. Fulligan is a fervent believer that art is a deeply personal thing, as well as that there is inherent virtue in sharing art with others alongside helping them understand and develop their own art. While pondering this belief during his short lived journey, Fulligan eventually came to a rather drastic conclusion: that it would be morally wrong for him to keep a Pokémon Partner that doesn't also match his path or also progress their own art expressly through traveling with him.

As such, he parted ways with the partners he had gained. On good terms, mind you. Fulligan still considers himself to be close friends with his old partners, and they also think of him fondly.

However, as the young boy didn't have any Pokémon that were “his”, he was disallowed from the various official avenues. So, he instead decided to wander the world to teach anyone willing to learn about Performance Art, no matter who or what they are. Fulligan believes anyone can learn to do art given time and effort. The Perks “To Train Them Is My Cause”, “More Than Your Nature” and “Starchaser” represent both this belief and his ability to make it a reality that he possesses. If given the opportunity to time travel, this is also what he would be doing.

Of course, not possessing any partners of his own doesn't make Fulligan helpless in the wild. Rather, he generally operates like a Pokémon Ranger or N, the eventual/prior King of Team Galactic. As he travels, the young human will make friends with random Pokémon in the area to assist him, even as he teaches them various kinds of art.

Aside from his commitment to Performance Art, Fulligan also is well versed in sewing and cooking. Generally, while he purchases the outfits and accessories for himself and his current collaborators commercially, he is the one that needs to repair them should anything happen and also make any adjustments to them. Aside from that, while he is a good cook, good enough to qualify for the “A Good Meal” Perk, that doesn't mean he's perfect. Firstly, he absolutely cannot stand spicy food. He refuses to make it and cannot handle eating anything that is even moderately spicy for a normal person. Additionally, while all of his food *looks* fantastic, they tend to all be generally bland. This isn't even done intentionally, it is simply how it turns out, no matter how much seasoning or other techniques he tries. Lastly, Fulligan always overproduces the food that he makes. He'll ask like it's a mistake, but in reality, he has found that this is a good excuse for being able to feed more people. It's always something that he enjoys doing.

With that out of the way, let us discuss the issues involving Fulligan. Firstly, as you likely picked up, he is very firm and stubborn about his ideals and beliefs. While he will not begrudge others for having their partners, trying to actually accept any himself will be an endeavor. As someone to assist you, he will be very inconsistent until he can be convinced to take a partner, even if his skill in training and battling can still be immensely useful both for his own temporary collaborators and for yourself and/or any other Pokémon you've recruited. Secondly, as something you may not have expected, Fulligan's goal of spreading art to as many as he can is very likely to cause ripple effects in the course of History. Depending on the Jump Scenarios you have chosen, this could either be a minor benefit or a serious detriment to you. Lastly, due to his focus on art, such things as “laying low” or “not causing a scene” are near impossible to achieve. If you need a distraction for some aim, Fulligan can be fantastic for that, but the artist will want attention for their art.

That all being said, Fulligan doesn't do what he does for his own fame or recognition. Rather, he is a very selfless person, willing to make significant sacrifices and allowances for the wellbeing and betterment of others. Similarly, he is perfectly willing to help you as well, alongside anyone else he meets if you would take him along on your journey throughout the various worlds in further Jumps.

Aibhilin and Sonora (Free): For this Companion, we have not one but two individuals. Although it does also mean that this section will contain a significant amount of details, and thus length. These two are a near-inseparable pair, and will also only take a single Companion Slot in any future Jumps because of it. However, introductions first. Aibhilin is a Human Trainer and Sonora is what you would likely know of as an Iron Valiant, although it is simply called a Gallade in the Era of the Far Off Future, where both of them are from. To restate the canonical information, Sonora is an Iron Valiant, which is a Fairy/Fighting Type Pokémon that has the Quark Drive ability. She has also learned the move Protect and is very proficient with it, alongside having 31 IVs in every Stat except for her Special Attack, which is instead at 0. Both Aibhilin and Sonora are female and are both in the end of their teenage years age wise. In fact, they both share the exact same age, down to the second, but the details of that can wait for now.

For the appearance of Aibhilin and Sonora, there are reference images below this Companion, as there are for every Custom Companion. However, while the Iron Valiant art for Sonora is generally an accurate depiction of her appearance, the art for Aibhilin is a little off. See, as this Document is only using official art from the Pokémon Series, the closest comparison was used, being Zossie from Pokémon Ultra Sun and Moon. This is generally accurate, with one critical exception: Aibhilin is very tall, standing at over 6 feet. However, aside from that, she does still possess long orange hair, wears very concealing outfits, and has a visor. Even when in disguise to not stand out in other Eras, Aibhilin will generally keep to this philosophy, wearing outfits that show minimal skin and wearing glasses to correct for her vision.

However, before we cover that, the mechanical details shall come first. Both Aibhilin and Sonora possess the following Perks: Paradox Proof, Natural Communication (Free), The Power of Us, I Stick to the Path that I Choose, Dangerous Beast, Extraordinary Talent (Tremorsense), Extraordinary Talent (Superstrength), Unlimited Potential, Of Alloys and Composites, Integrated Energy, DIY Repair, Infiltrator.

Additionally, since they are so inseparable, they also share their entire items pool, which is as follows: Traveling Outfit / Accessory, Pocket Change, Pokédex, Omni-Bracelet (None Set at Start), Traveler's Bag, Capture Devices, Myriad Medication, Universal Power Supply.

However, Aibhilin and Sonora are different people, and so they also have Perks that they do not share.

Aibhilin has the following Perks to only herself: Bystander's Barrier, No Time to Question my Moves, Got a Type (Fighting Type), To Understand the Incomprehensible, To Catch Them is my Real Test, The Very Best (Only with Sonora).

Meanwhile, Sonora has the following Perks that only she possesses: Form of a Monster, Safe for All Ages, Cute Charm, A Good Rest, Predation Specialization (Psychic Type), A Good Meal, Well Practiced Scavenger.

Now that all of that information has been explained, the backstory of Aibhilin and Sonora shall now be covered. The start of the lives of this set of twins begins in a laboratory. Yes, they are in fact twins, being artificially grown designer babies created by an evil team in their attempts to create a perfect Human and Pokémon partnership to be an ultimate champion for them and their ideals.

Not to say that the pair were a success though. Nor that they were the only such attempt. Such a thing would be false, the evil team that brought Aibhilin and Sonora into the world has attempted such a process countless times. Still though, they sought to get some use out of the best of the failures.

Aibhilin and Sonora specifically were marked as failures for a few reasons. Firstly, the evil team that created the twins was obsessed with the idea that their ideal champion could only be achieved through Psychic Powers, and neither the human infant or the newly hatched Ralts (of this Era's Temporal Variant) showed any signs of such a thing. That alone would be enough to mark Aibhilin and Sonora as failures, but they had some other inconsistencies from their creator's designs that also stood out. Firstly, the two did not possess any sense of smell or taste whatsoever. Secondly, the two were massively colorblind. It's to such an extent that they are able to discern nearly no colors aside from the most distinct of shades, with the one exception of the color Orange, the same as Aibhilin's hair. Additionally, Aibhilin's human biology means that she also has general vision problems, and uses a visor and/or glasses to correct for that.

This doesn't mean that Aibhilin and Sonora had no benefits from their uniqueness though, although these too were considered points of failure by the evil team. Firstly, the sisters were blessed with incredibly enhanced strength. Even Aibhilin could overpower many Pokémon, but well, she only received Strength, not Durability. As a Pokémon, her sister Sonora was able to make much more effective (and safe) use of the strength the twins were granted. Secondly, Aibhilin and Sonora's lack of some senses was compensated for via their sense of touch and hearing, granting them a different way to perceive the world: what could be called Tremorsense. Through vibrations through the ground and air, these twin sisters could perceive the world around them in ways their peers couldn't, capable of things such as perceiving the presence, actions, and even words of others from dozens of feet away, even through the psychically shielded walls of the facility the two were kept in. Lastly, well, this one isn't unique to them, but Aibhilin and Sonora possess a greater sensitivity and perception of the energy fields in their Era, which is represented via the “Integrated Energy” Perk. They can feel the flow of energy in the world around them, and can utilize this to gain an understanding of the environment around them and the interactions that occur with said energy, like stationary machinery drawing power.

To continue, though, all of the failures (IE every attempt they ever did that lived to infanthood) were placed in a facility. From there, the pairs are forced into “training” as well as being experimented on to determine why they “failed”, how to improve on their next attempts, and how the evil team can best make use of their unique traits. Said “training” is generally forcing the Human-Pokémon pairs into combat against another pair of siblings, with the victors being rewarded with such fantastic benefits like “medical attention”, “warm food”, and “a bed”, while

the losers are left with scraps and to nurse their own injuries, assuming they survive. Naturally, Aibhilin and Sonora were not exempt from this either.

It is through these experiences, or torture or you're feeling less charitable, that Aibhilin and Sonora both grew up and obtained their combat experience. Sonora gained a specialty for countering and defeating the Psychic Types that made up nearly all of her opponents, eventually being able to dominate despite the inherent weakness that her Fighting Type gives her against them. Aibhilin, meanwhile, had her fighting style forged in battle. As her opponents were also overwhelmingly psychic, she took that into consideration just like her sister did. Firstly, the twins worked out how to communicate without words, using signs and tells alongside their unique senses to talk without words or even psychic communications. A way their opponents could not understand or pick up on. Additionally, the fighting style Aibhilin came to is to quickly and accurately notice the weaknesses in her opponents, be it physically, mentally, socially, or so on, and attack those with precise and significant force using whatever methods and targets she is willing to use. At the time, in the name of survival, she was willing to use anything and everything. Nowadays though, that isn't the case. Such details are for later though.

While the eventual goal of the evil team is to forge usable weapons and foot soldiers from their failures, it should be no surprise that escape is a common desire. Aibhilin and Sonora are no different. Additionally, Aibhilin specifically had a friend, one of the other girls in the facility. They spent time together when they could, and became close. Between Aibhilin and Sonora's unique strengths and her friend's and her friend's sister's Psychic abilities, they attempted an escape plan. In a way, it did technically succeed, as Aibhilin and Sonora were able to escape. However, at the end of their plan, the other pair of sisters had to stay behind to ensure that Aibhilin and Sonora could escape, otherwise neither would be free. At that moment, Aibhilin's friend made her promise to live, before the two were cut apart.

This was the last time that the two would meet, at least before you the Jumper would meet the twins. What exactly happened to her friend after their separation is unknown, but Aibhilin was emotionally devastated nonetheless. Sonora had to carry her sister until they reached somewhere safe, a trip that took hours, maybe even days. Time became indistinct for them as they had to travel through the blizzard that was occurring at the time, giving both of them a strong aversion to cold areas and Ice Types in general that has persisted throughout their life.

Those events were years ago, back when Aibhilin and Sonora were around 12 or so. To restate, nowadays they are at the end of their teenage years. The twins learned to cover their tracks, physically and digitally, and have gotten a life stabilized. Aibhilin has gotten a job as an assistant to a small-time Pokémon Professor, generally helping with taking care of the Pokémon. What exactly this Pokémon Professor studies is variable. Ideally, pick something generally applicable to your Jump Scenario, but there is no real requirement. Additionally, Aibhilin is also passionately looking out for traces of the organization that hurt her and her loved ones for so long, although she prioritizes safety for now, both out of concern for Sonora and Sonora's own urging. However, that isn't all that occurred in their life. As Aibhilin had to learn over the years,

there is a difference between simply surviving and actually living, like she promised her friend she would do.

Firstly, Aibhilin and Sonora inevitably got hobbies. When directly together, the two of them have two main hobbies, each at the prompting of one sister, although they both enjoy both activities. Aibhilin enjoys singing with her sister, and the two have a small little band where they sing together, even if Sonora can't actually sing any lyrics. Due to being a Pokémon and all. However, despite being unable to speak in human languages, Sonora is actually literate at a very high level. This feeds directly into Sonora's group hobby, which is reading together. Specifically, Sonora enjoys reading fiction together with Aibhilin, in the form of cuddling together on a couch and/or under a blanket.

However, they cannot spend every moment together. People will need time apart, after all. As such, Aibhilin and Sonora have some hobbies they do on their own as well. Sonora enjoys scrapbooking. Yes, literal physical scrapbooking. It is an immensely old fashioned hobby for the Era, but she enjoys the physical proof of the actions and experiences she and her sister have gone through, as well as being able to flip back through the happy memories they have accumulated. Sonora also enjoys helping out around the home as well. Things like cooking and cleaning are relaxing and enjoyable for her. Aibhilin, on the other hand, genuinely enjoys researching history. The lives people lived in the past, their cultures and experiences, are all very enjoyable to read through for her. Aibhilin also enjoys dancing. It allows her to exercise her body and use the strength she possesses in a way that doesn't hurt her, while also simply being an enjoyable way to express herself.

In fact, that first hobby of Aibhilin is one of the main reasons why she would want to time travel. Being able to actually see those different time periods and the people that live there is immensely appealing to her. However, that isn't the only reason. The first is, well, Aibhilin and Sonora never got to have the typical Pokémon Journey. They missed out on a cultural touchstone and childhood experience that basically everyone had. The twins want that too. On a more serious note, well, the sisters recognize that they lack the power to actually take down the evil team that hurt them so dearly, and have continued hurting others the same way ever since. However, information is everywhere in their Era. They can cover their tracks currently, as they are intentionally trying to lay low, but if they actually went to try and get the strength and allies needed for such an endeavor, they would undoubtedly be discovered. However, they can't be tracked and hunted down if they're in the past, or at least nowhere near as easily. Thus is their motivation, should the opportunity arrive for them.

As people, Aibhilin and Sonora also have many positives. Both of them have a deep commitment to justice, primarily under the idea that what they had to love through was horrible, and no one should ever again go through what they have. They are also very empathetic to the plights of the weak and suffering, as they have known how it goes. Additionally, back during their time at the facility, the sisters did their best to help others when they could, although they had to do so covertly after they were punished for assisting the losers of duels.

Aibhilin is a very positive and outgoing woman. She excels in connecting with others and making friends, although her own hangup does mean that she rarely lets them in too deeply. In fact, she regularly gets suitors falling over to try and get into a relationship with her, not that she ever notices. She is also very caring, one could say motherly in nature, and loves to help others. That was her primary reason for taking her position as the assistant to the Pokémon Professor she works for. She can get paid to take care of others, a win-win.

Aibhilin can be excitable, speaking out her thoughts in a fever-pitch pace when she gets excited, but she never lacks for passion. However, when she does get truly upset, it may not seem like it. Rather than exploding in anger, the experiences of her life have made Aibhilin into a person who is energetic and explosive when happy but is focused into a razor edge when enraged. Her fury is a cold blade that will efficiently and precisely destroy whatever has angered her, and only that. Despite it all, Aibhilin will rarely lose sight of her situation and harm things other than her target.

Sonora, in contrast to her sister, is a more calm and composed person. She likes to take her time and put her thoughts into order before speaking. This results in a woman who, when she does speak, is exceptionally witty and charming. She also can be sassy and teasing, and can expertly read the room when doing so. While she may lack the mass appeal of her sister, Sonora still is a very appealing person. Just one that generally shows her charm in more private and secluded settings. Well, also assuming you can understand her, considering the unfortunate reality of being a Pokémon.

Of the twins, Sonora is more of the homebody. She cleans, cooks, and does her best to put things in order. She also does the scheduling, shopping, and resources management. She does her best to ensure that the most is used of every resource they have. These were habits she picked up back at the facility, but they've come in handy in her new life. She's considered getting a Maid outfit similar to what she's seen in the history books that Aibhilin likes to read, as she really likes the look and role, but it's too expensive to commission for one on their finances. However, if or when she arrives in the Era of the Lands of Legends, Sonora will do her utmost to obtain at least one.

Emotionally, Sonora is a very composed person. She is the one that has more of a mind for consequences and contingencies, and serves as both a rock and reasonability restraint for Aibhilin. That being said, her focus is more on how to maximize success and improve themselves rather than actually restraining her twin. For as much as she is more composed, both Aibhilin and Sonora tend to agree on most situations. It's merely the “how” that they debate. On a different note, Sonora has a higher sense of self esteem than Aibhilin, but in the sense where she has to hold herself back from replying harshly to comments against her sister that Aibhilin let slide. This is both to not trample on her twin’s decisions, but also because her status as a Pokémon means that the people insulting her sister wouldn't even understand her, to her chagrin. If you do take her to another Jump and she will finally be able to speak to Humans in her own voice, it will be immensely meaningful to her.

That all being said, not everything has been perfect for Aibhilin and Sonora. That should be expected, after all, as life will always have issues. Firstly, the two are massively codependent, due to their upbringing and experiences. They can handle temporary and small separations, such as being in different rooms of the same building. However, should they be majorly separated, or worse, then their mental stability will rapidly and drastically decline. Additionally, well, it's somewhat embarrassing for them to admit, but neither Aibhilin nor Sonora actually know how to fight alongside anyone else. It's why the “The Very Best“ Perk that Aibhilin has is listed as working with Sonora only. Together, they may have skills that can rival amazing trainers, but that is only when together. The moment Aibhilin catches a second Pokémon, she is basically going to need to relearn how to command a Pokémon in a fight from the beginning. Lastly for the shared issues is their strong aversion to cold areas and the Ice Type. Even when they would reasonably have all of the tools and preparation to deal with such things, it will be a difficult struggle to get the twins to engage with any area or Pokémon that strongly relates to coldness or the Ice Type.

Aibhilin and Sonora also have individual personal issues as well, of course. First up is Sonora. The biggest issue that Sonora personally has is emotional. You may have noticed that, during this entire explanation of these sisters, that a Bond Phenomenon transformation was not noted, despite them being very close and possessing the “The Power of Us” Perk. However, it isn't that Sonora doesn't care. Rather it's the opposite. Sonora cares about her sister immensely. So deeply, in fact, that Sonora harbors fears that the intensity of feelings is too high. That, if she was open about everything she felt about Aibhilin, it could drive her sister away from her or ruin the most important relationship in Sonora's life. This is the block stopping her from achieving Bond Phenomenon. A second issue she has is other relationships. Of the twins, Aibhilin is the personal and outgoing one, while Sonora is the more thoughtful and cautious one. However, she is also cautious to open her heart to others, and so she has no close friends outside of her sister, which is also a significant factor in her fear about revealing the depths of her feelings.

Sonora also has issues with her own abilities to communicate. While she can communicate perfectly well with Aibhilin, the fact that her nature as a Pokémon means that she cannot speak to Humans deeply bothers her. It is the reason that she took to learning the written word so ardently. However, even though she succeeded at that task, it is still a slower process than simply speaking. At many points, Sonora can feel mute or that she may as well not be there for as much as she can contribute to conversions, and that is a significant issue to her.

Of course, Aibhilin also has her own pile of personal issues. The first is that she is immensely emotionally dense. She is an outgoing and attractive young woman, and has received many advances over the years, but has yet to recognize even a single one of them as such. If someone is not exceedingly literal with her, she will not perceive any romantic intentions directed at her whatsoever. Secondly, Aibhilin harbors issues about her own self identity and relating to others. Based on her history, she perceives herself as fundamentally different from other people. As such, she has come to the conclusion that she needs to act “normal” around others, rather than simply being herself.

Aibhilin also possesses guilt and apprehension about her fighting style. Back in the facility, she would dig at any flaw or weakness to win, but she no longer has to fight simply to survive. Instead, she now has limited the flaws she will attack, the methods she will use to do so, and the tactics she is willing to utilize. However, she isn't basing these limitations based off of the stakes of the situation, but rather how morally reprehensible she considers her opponent to be. It could be a life or death battle against an entirely well meaning and honorable opponent, and she will be less vicious against them than she would be against a small-time gang leader. The principle is deeply important to her, and also a method of atonement in her eyes. Lastly, Aibhilin harbors a fierce independent streak laden with trust issues. She believes that she needs to do everything on her own, and that relying on others is both a moral failing on her part as well as pulling others into danger. Although, “her own” in this case also includes Sonora. Aibhilin trusts her sister absolutely, and generally considers the two of them to be one and the same in the terms of “Do it myself” versus “Ask others for help”.

Of course, none of these issues are absolute or insurmountable. Like all people in life, Aibhilin and Sonora gained strengths and weaknesses from the experiences they have undergone, and they can change through new experiences. In the process, becoming more well rounded, healthy, and stronger people. By taking them as a Companion, you will be in a prime position to help. Through the time you will spend together traveling through the Eras, it shouldn't be too difficult for you and these twin sisters to become very close companions, and all help each other reach a brighter tomorrow.

- Note: For the “Human Companions can take up to 6 Pokémon they catch during the Jump” rule, that is in addition to Sonora. So, Sonora plus 6 additional Pokémon for a total of 7.

Jeriala (Free): Last up on our list of Custom Companions is Jeriala. She is a Pokémon that has been born and raised in the Era which takes place After the End. She is a variant of Mawile, and her variant is naturally a Fire/Fairy type. Her abilities are Flame Body, Intimidate, and Strong Jaws due to the “Genetic Perfection” Perk, and she possesses Draining Kiss as an Egg Move in addition to the normal ones she would receive. Her Base Stats as a Pokémon Species are as follows:

- HP: 115
- Attack: 85
- Defence: 105
- Special Attack: 35
- Special Defense: 105
- Speed: 35
- Total: 480

To get the mechanical side out of the way, we will list out Jeriala's Perks and Items. Jeriala has the following: Paradox Proof, Natural Communication (Paid), The Power of Us, I Stick to the Path that I Choose, March of Civilization, Form of a Monster, Safe for All Ages, Cute Charm, A Good Rest, Dangerous Beast, Extraordinary Talent (Metal Purification and Reforging), Unlimited Potential, Genetic Perfection, Predation Specialization (Steel Types), Final Survivor, Well Practiced Scavenger, Bloom from Ruin, Starchaser, Adventure Map, Specialized Equipment (Healing from Poison Type Attacks), Scavenger's Dream, Junk Town and Services (Eventually / Possibly).

Now, let us begin with this temporal variant of Mawile that Jeriala is a part of. After the decimation that swept across the world, the Mawile species was one of the myriad species that struggled. However, while many perished, some did manage to survive. In a way, the situation was both a curse and a blessing. Mawile possessed the strength to break apart and devour much of the scrap metal that populated the ruins. However, the rampant impurities and fallout, from whichever event(s) caused the end of the world, would poison their bodies from the inside out. Those that survived did so as a result of their body massively heating up to burn out the impurities. Their general form remains mostly the same, but the process has generally reinforced their body at the expense of their speed. Eventually, this resulted in their Steel Type being converted to the Fire Type, as, even though they still ate metal as a source of sustenance and to form their horn-mouth, the aspect of Heat overtook the aspect of Metal.

Jeriala was born like most Pokémon in this Era, hatching in a relatively safe and hidden location with no one around. She never found out exactly what happened to her parents, but she would later assume that they died at some point. The only memento she has of them is a Bandana, which she will generally wear over her main mouth later in her life. This bandana also functions as her “Specialized Equipment” Item. Jeriala ate her way out of the metal enclosure she was hidden within, and eventually found her way to a semblance of civilization. The young Mawile was then taught in every topic she could learn, and did so with great proficiency, but not without running into issues with those that she was staying with. It isn't hard to see why though. Jeriala was a child at the time, and also one whose body burns very hot and that eats metal. Simply

getting a snack when she gets hungry can end up creating a structurally compromising hole in the ground.

Even so, life continued for a time. Initially despite her use of metal as a food source, Jeriala found herself gravitating towards construction, finding herself having a great affinity for building things. However, she would eventually find a way to refine and purify metal inside of her Horn-Mouth which would normally consume that metal, allowing her to gain access to greater materials than could normally be obtainable. Additionally, Jeriala was also someone who excelled in language, becoming not only well spoken, but also fluent and literate in both her natural language as a Pokémon and in Human Dialect.

Things couldn't continue forever though. Eventually, calamity reached Jeriala's little enclave, and people scattered. In the end, no one who survived reached out to her or wanted to take her along. And thus, the now older Mawile was alone again.

That doesn't mean she gave up though. On her own, slowly, she has been trying to build up her own village, to create her own place where people can belong and have a good future, and have hope in this ruined world. But. . . there's just too much she doesn't know. Construction techniques, philosophies of building, what would be needed for infrastructure, such knowledge has been lost to the past. Thus, the past is where Jeriala would need to go. And, well, there is a second issue that Jeriala would need to solve that she could get better at via the past.

See, Jeriala isn't really good with people. Because of all the trouble she had gotten in growing up, she made a lot of people dislike her. And, as a defense mechanism, Jeriala has defaulted to being confrontational and prickly to those around her by default. This has resulted in her current makeshift town being empty despite all of the work she has put into it so far. If she can improve her people skills and construction know-how and actually complete her town with the help of You the Jumper, then it will become the “Junk Town and Services” item for you to take along with her once this Jump ends. It would also mean the world to her if you did so.

However, in an ironic reversal that fits Jeriala's species, while the main face of the Mawile will be abrasive and harsh, her Horn-Mouth will say the true things she's feeling in her heart. After all, Jeriala cares. She cares very deeply about all of those around her, and wants a better future. Yet, she can be embarrassed by those feelings, or thinks it would be better to hide them. So eventually they overflow and are expressed by her Horn-Mouth, generally resulting in her quickly trying to shut it with her hands before it can spill any more of what she is actually feeling. Of course, this doesn't mean what she says with her main face is always a front or a lie. And, if she ever gets comfortable enough with you to let down both her harsh mask and her bandana, you'll likely find that her Horn-Mouth will be quiet for quite a while afterwards.

- Note: Jeriala must be taken with some sort of Apocalyptic Threat in the Jump Scenario Section, noted by the [AE] tag. Otherwise, the Time Period she is from wouldn't exist.

Drawbacks

Lastly, we have the Drawback Section. These are the challenges and restrictions that you can place upon yourself to gain additional PP.

There is no limit to how many Drawbacks you may take, or how much PP you may obtain from taking them.

However, be aware that each additional one you select will make all of them all the harder. This is because each and every one of these options will be occurring simultaneously, and will mesh with the other options rather than interfering with them.

As always, it is your responsibility as a Jumper to ensure that all of the options you select work together and make some level of logical sense.

Lastly, as a general reminder: Drawbacks trump Perks, as a rule. If you take a Drawback, that is occurring and you cannot get out of it. That's what it means to take a Drawback, after all.

Not My Type (+100 PP): Everyone has something they don't like, and sometimes this can be especially strong. By taking this, the same has applied to your for any one specific Pokémon Type. It can be any Pokémon Type of your choice, but you have to choose and stick to one. From now on, you are unable to catch or recruit any Pokémon that is of that Type, be it in their current form / evolution or any that they could still take / evolve into. However, this isn't a phobia to the level that you refuse to engage with them at all. You can still fight them and work alongside them for short periods of time, you just can't accept any of them being on your team, and would prefer to avoid them if possible.

Get with the Times (+100 PP, Human Race of Origin Only): When time traveling, you will need to change your outfits to blend in to the locals, otherwise you are going to stick out like a sore thumb. However, perhaps you aren't interested in going through the process to get those clothes or don't care too much about your outfit. If that is the case, we have this preset set of very tacky but Era appropriate outfits. You will be forced to wear one of the small selection of three or so outfits per Era, and the outfit you are wearing will automatically shift to an Era Appropriate one upon changing time periods. You'll stick out, but not in a way that would make you think that you don't belong in that Time Period, unless you count “That outfit is 10 years out of fashion”. On the bright side, you'll get to keep the outfits once you're done.

The Four Move Limit (+100 PP, Pokémon Race of Origin Only): Okay, I'm sure you knew this was coming. In a significant amount of Pokémon media, any given Pokémon can only actively remember and use four moves at a time. Obviously this is a rather farcical limitation, not

reflective of reality, but it has its benefits as far as gameplay balancing goes. By taking this Drawback, you and you alone are now subject to this Restriction. However, there are some conditions to this. Firstly, this restriction only applies to Pokemon Moves. Anything you may have from other Jumps is not affected by this Drawback. Secondly, whenever you are resting in a safe location, you are able to swap out any of the moves you have “set” with any other move you know. Lastly, the moves you use come out of your general stamina, rather than having an individual power point set for each move. As such, you cannot cheat your way out of exhaustion by swapping moves. Really, this isn't too restrictive. You will just need to carefully pick what you want to use and when each move is needed, as is the standard for the Pokémon series.

Temporal Motion Sickness (+100 PP): The very premise of this Jump is that you will be time traveling in the world of Pokémon. Generally, the act of traveling through time has no issues or side effects, aside from whatever is listed in whichever Time Travel Option you selected. Now, however, that isn't the case. Now, the act of changing what Era you are in disagrees with your body, leaving you mildly ill for a day or two until your body adjusts to the new time period. This is never to an extent where you are in danger of dying, but it can be mildly debilitating and is very unfun.

Lost Sense (+200 PP, Can be taken multiple times): While the medical technology in the world of Pokémon is indeed fantastic, sometimes people cannot get to a hospital in time or receive an injury that cannot be fully healed. On the other hand, people can also be born with a certain disability. No matter the case though, some people simply don't have a certain sense that others do. This is a Perk to represent that. To put it simply, you lose one of your 5 Main Senses. Those being Touch, Sight, Hearing, Taste, and Smell. Select which one you lose, and it is gone for you for the entirety of the Jump. You cannot recover this sense or circumvent this Drawback in any way. Be it Form Changes, Evolution, or Prosthetics, nothing will work.

Event-full Journey (+200 PP, Cannot be taken by Companions): In the various mediums of Pokémon, the difficulty of catching one varies, but it is never too hard of an ordeal, baring the capture of Legendary Pokémon. However, the process is no longer a simple one for you. No, now every Pokémon that you would wish to capture / recruit is going to take significant time and effort, and outside of battle on top of that. If you want to obtain a Pokémon for your team, you are essentially going to need to go through a narrative arc and/or sidequest chain involving that Pokémon for them to be willing to join you on your team. If you attempt to force capture / recruitment or battle for it without going through this process first, you will be doomed to fail no matter the methods you employ. The only ones that this does not apply to is anyone that you have obtained through the Companions Section ***AND*** would start this Jump alongside you, such as the “Eternal Partner” and “An Egg” options. If you need to obtain them after starting this Jump, then it is applicable for this Drawback. But hey, on the other hand this gives you more things to do with your friends, so it's not all bad.

Herald of Disaster (+200 PP / +400 PP): Absol are known as the Heralds of Disaster. When one appears, some tragedy or horrific event is sure to soon follow in their wake. Even though the factual reason this occurs is that Absol possesses the ability to sense disasters and try to warn people to prevent them, there is still a common perception amongst people that the Absol are actually causing the disasters they are attempting to prevent. By taking this Drawback, you have gained a similar reputation. However, the intensity of this Reputation is veritable based on the Paradox Points you receive from taking this Drawback. For 200 PP, you are mostly considered to be a Herald of minority bad times and inconveniences, but ones that will pass. You should expect people seeing you to respond with exasperation or exhaustion or going to stock up on some supplies. However, no one will treat you too harshly or try to chase you out. On the other hand, for 400 PP this gives you a reputation on the same level as Absol, foretelling immense disaster and tragedy. Compared to the less expensive option, you should absolutely expect harsh rejection, fear for their lives, and possibly even people trying to chase you out in the most extreme of cases.

What exactly it is about you that clues people in is variable. It could be some physical feature or mark of yours, some prominent accessory you possess and would not hide, or anything else. This could also not be a reputation for only you, but rather your entire species as a Pokémon or tribe/family as a Human. However, no matter what it is, all of history is aware that you appearing means that disaster and trouble is sure to follow and most people will be able to identify you as such soon after meeting you. The only people that wouldn't be able to identify as such would be the most innocent, ignorant, or unworldly of people. But hey, at least this is only a reputation. Any trouble that would be encountered would be happening anyways, be it from natural events or the Plotlines/Scenarios you have chosen. You aren't literally a magnet for Disaster like people think you are.

- **Disaster Magnet** (+200 PP, Requires Herald of Disaster): Oh sorry, that last part is a mistake. Now, the legends are 100% correct. Whatever reputation you chose for yourself / your clan or species in the “Herald of Disaster” Drawback is real. You are now literally a magnet for misfortune and tragedy that affects everyone around you. Naturally, how bad this Drawback is depends on how severe your choice for the “Herald of Disaster” Drawback was. That being said, this isn't going to be a fun time for you regardless, so good luck.

Regulation Paradox (+200 PP, Cannot be taken by Companions): Sorry, Jumper. Regulation Paradox means that you can only use certain Companions here. Or rather, you can only use Companion *from* this Jump. Yes, by taking this Drawback, you cannot import any Companions you have recruited from prior Jumps. Meanwhile, all of your Companions will be sectioned off in an inaccessible part of your Warehouse. However, they do get access to a sufficient supply of food, water, and fresh air, should those be lacking, alongside a repository of all of the Pokémon merchandise and media to ever exist. So at least they'll have something to occupy themselves with while this Jump occurs.

- Note 1: Yes, the Companions get to keep the Pokémon merchandise and media.

- Note 2: If you have no Companions from Prior Jumps, this is essentially free points. However, in exchange you do not get the Pokémon merchandise and media.

Misplaced Luggage (+200 PP, Cannot be taken by Companions): . . . Oops. Well, um, it looks like your Warehouse and all of your Items got sent to the wrong Dimensional Plane. Apologies, but it seems like this mistake can't be reversed quickly either. You can have an empty replacement warehouse while this gets sorted out, and some Paradox Points for the inconvenience. However, until the end of this Jump, you're going to need to do without them. You do still have all of the items you purchased here for this Jump though.

- Note: If you have no Items from Prior Jumps nor have filled out any Warehouse Supplements, this is essentially free points.

Level Reset (+400 PP, Cannot be taken by Companions): Sometimes, being too strong is boring, isn't it? After all, there is a reason that games start at level 1, and have you power up as you go along. If that is something you would want, this is the Drawback for you. By selecting this, every Power, Perk, and Skill that you have received from any prior Jump is suppressed for the duration of your time here. How hard this may make things for you really depends on the Plotlines / Scenarios you selected and what you have chosen. However, at the end of the day, this is still the world of Pokémon, so this is nowhere near the most dangerous of settings to take a Drawback like this in.

- Note: If you have no Powers, Perks, and Skills from Prior Jumps, this is essentially free points. Which, generally, should only occur if this is your first Jump.

Light in the Shadows (+400 PP, Cannot be taken by Companions): Jumper, are you aware of Shadow Pokémon? Not Dark Type Pokémon, but rather Shadow Pokémon proper. In case you aren't aware, Shadow Pokémon are Pokémon that, through some unknown but horrific process, have had the door to their heart closed. They have been turned from People into Things, incapable of empathy, companion, or even free thought. Generally, it wouldn't be wrong to perceive Shadow Pokémon as emotionless fighting machines willing to attack anyone or anything with no hesitation. As a side effect of this process though, Shadow Pokémon cannot grow any stronger than they were at the moment they became one, until they are purified at least. Once they are, the Former Shadow Pokémon will generally experience a massive burst of strength, as all of the experiences they had in their Shadow state floods into them at once. Usually, there is no visual indicator for a Shadow Pokémon without some special talent or device, but one can also tell from their actions. However, ultimately they are victims too, and someone needs to help them. By taking this Drawback, now you will be one of the people responsible for helping them.

Now, let us start off with a few premises to make this Drawback work. Firstly, you will inevitably be finding Shadow Pokémon across every Era, and you will possess or find some method to identify them as one. Secondly, Shadow Pokémon will only ever be encountered under the

control of some other being, and you will possess or find some method to free the victim from that control, usually in a method that puts them under yours instead. Lastly, you will possess or find some method to Purify the Shadow Pokémon you have freed back into normal Pokémon, albeit after a significant amount of work. Said “work” generally includes spending time and battling alongside the Shadow Pokémon, to help loosen the door to their Heart, so that the Purification Process can actually open it. You will also have some way of knowing once Purification is possible. Although, be aware that as the door to their heart is loosened, the Shadow Pokémon will begin to both unlock moves they have had repressed and experience occasional violent mood swings as their heart struggles to reopen. Both of which will intensify until they reach the point where they can be purified.

Aside from those details and conditions, there is more to this Drawback. As was said, you will be one of the people responsible for helping the Shadow Pokémon. This is enforced by the fact that this Drawback prevents you from catching / recruiting any Pokémon that isn't a Shadow Pokémon at some point prior to their capture / recruitment, barring anyone you have purchased from the Companion section. How exactly this occurs is variable, however, the general expected series of events is as follows: You will find a Shadow Pokémon under the control of someone else and take the control of said Shadow Pokémon from the controller. From there, you will journey and battle alongside them until they can be purified, and then purify them. Along the way, you will surely also need to deal with all of the issues of rehabilitating a Shadow Pokémon as well as the stigma from anyone around you who knows what a Shadow Pokémon is. Since, well, having a Shadow Pokémon with you is generally not a good indicator as to that person's morality. Hopefully it shouldn't be too hard to prove yourself better than that, though.

Walk Away (+400 PP, Cannot be taken by Companions): Are you aware that simply beating someone in a Pokémon Battle alone doesn't actually stop someone? Well, now you no longer are. See, there is a rather horrible habit in Pokémon media. Imagine a scene where a villain, a verified member, if not leader, of an evil team is defeated in a Pokémon Battle. The villain possesses no force, and the one who defeated them still does. So, what does that other person do? Why, they let the villain stroll out of there and walk free! It's nonsensical, yes, but it's a trend nonetheless. And now, you too are required to follow the same trend. You can fight your enemies and stop their plans, but you cannot actually finish things or capture them. They must be allowed to just walk away after their defeat. This restriction also applies to any Companions you may have. In order for them to stop, their spirit, desire, or will to continue will need to be crushed, similar to what happened / happens to Giovanni of Team Rocket. Actually making that happen is more easily said than done though. Well, that or you get some unrelated third party to capture them, but that will require some planning ahead to do so.

Useless Humans (+600 PP, Must be in a World where Humans are a significant part of the population, Cannot be taken by Companions): So, a quick question? Have you ever thought it was strange that, in many Pokémon games, the human characters have absolutely no capabilities whatsoever? A short stream can't be swum through, and instead a Pokémon has to

carry them. A small tree can't be walked around or shimmied past, and needs to be cut down. Sometimes they can't even hop up a few inch tall ledge. They can seem utterly incapable outside of commanding Pokémon to do things. Usually, that's just a gameplay abstraction, not something that actually is a representation of reality. Now, that's no longer the case. Every human being in this world, including you if you are one, is now generally incapable of actually doing things. Does someone have psychic powers? The best they're gonna do is lift a Pokéball. Do you have Perks that should make you on par with a Legendary? Well, they're not going to do you any good when you can't so much as throw a punch. If a human actually wants to achieve something, it has to be alongside or through the actions of a Pokémon. Nothing else will work with any success whatsoever.

To be clear, this Drawback generally applies to actions in the moment. Humans are still capable of developing technology and civilization, it's just that the actual legwork of building those developments has to be done by Pokémon. A human can plan a city, but a Pokémon has to pave the roads and build the houses, for example. Taking this Drawback does not utterly derail history, so you don't need to worry about that.

Archaeological Malpractice (+600 PP, Pokémon Race of Origin Only, Must have not started in the Primordial Times Era of Origin): I would like to express my condolences, Jumper. You have met with quite a terrible fate. You will awaken in this new life of yours as a newly revived Fossil Pokémon. However, you aren't a normal Fossil Pokémon. No, you are a mishmash of various fossils brought to life despite the discrepancies, similar to Dracovish and its fellows from the Pokémon Sword and Shield games. You are very visibly a mismatch of at least two different species that don't mesh correctly and, despite being a Fossil Pokémon, you most likely do not possess the Rock typing. An example image of Dracovish is shown at the end of this Drawback for reference purposes.

Life is not going to be easy for you. The parts of your body will conflict and clash. While they won't kill you, chronic pain is likely, alongside having side-effects and possible consequences to overusing one of your part’s abilities. You may be a Fire Type Pokémon mixed with an Ice Type Pokémon and have to regulate your own temperature to stop from partially melting yourself or weakening your flames. You could be an aquatic Pokémon mixed with a land dwelling one and be at home in neither, with each part of your body being out of place in the area where the other shines. Your limbs may not work easily with the food you need to eat, or even the process of eating with your body shape, and you likely have multiple competing instincts based on your component parts.

Fundamentally, you are not a creature that works nor would naturally form. Any that would naturally evolve would be far more coherent than you or not survive through the Eras. However, by selecting this Drawback, you are stuck in this form for the entirety of this Jump, despite the difficulties. At the end of the day, you chose this life, so it's up to you to live it out.

Naturalized (+600 PP, Cannot be taken with The PMD Special, Cannot be taken by a Drop-In): Wake up, Jumper, it's the big day! See, as far as you will be aware, nothing different has changed at all in your life. You will only remember the backstory you had in this exact Jump, and nothing else. As far as any Companions you have selected to encounter, perks you have retained from past Jumps, and likely even the fact that you will be time traveling at all: all of them are gone. You will not remember any of it until this Jump has been completed.

The PMD Special (+1000 PP, Cannot be taken with Naturalized): This one is a classic, but a rather drastic one. By taking this Drawback, you forget absolutely everything. Well, you remember things like your name, basic skills, language and literacy in said languages, and any knowledge that comes with Perks you possess. However, as far as any information about your past lives, your past Jumps and the Perks and skills you obtained there, and any details of what you selected in this Jump Document, they are all locked away for the duration of this Jump.

Ending

Welcome to the End of Time, Jumper.

Or, well, at least the end of your time here in the World of Pokémon, at least for now.

Your journeys through the Eras of this world have come to an end, but what path do you wish to take from here?

A Quiet Rest: I see. I can hardly fault you for wanting to retire. Go now and return to your original home, the world in which you first came from. You shall retain everything you obtained from your journeys, and gain the rest you desire.

Onward, to Tomorrow: I am glad to see that you have enjoyed this world to such an extent. If you wish to stay here in the World of Pokémon, then you may do so.

Into the Unknown: The same as it ever was, then? Naturally. Go then, onto the next Jump in your adventures. Onto the next stop on this journey of yours.

Author's Notes

Special Thanks to Ham, Alde, Orrin, Salome, and Ohm for assisting in the various sections, but primarily for the Items.

Additionally, the Companion “Aibhilin and Sonora” is based on Orrin and her sister Salome. Their input was and permission was obtained in the process of creating the companion, and they consented to being mentioned here in the Author's Notes.

I made pains throughout this Jump to not use the phrase “People and Pokémon”. Because, inherently, it implies Pokémon aren't People. However, every Pokémon is just as much of a person as Humans are. At least in this Jump, at bare minimum.

Please see Note 2 for the Primordial Times Origin, if you haven't already. It's rather important and applies to everyone.