



Pokémon - Sinnoh Games
Diamond, Pearl, Platinum, Brilliant Diamond, and Shining Pearl

Jumpchain by Cthulhu Fartagn

The Story Thus Far

Welcome to the World of Pokémon! You may have been here before, but if you haven't then let me go ahead and tell you about the place you'll be spending the next ten years. In this world, fantastical creatures known as Pokémon live alongside humans. With just under five hundred known species divided into seventeen types, it's your duty as an aspiring Pokemon Trainer to catch them all. Or, was it just over one thousand, divided into eighteen? As different as those two sounds, in practical terms it oddly isn't that much more of a hassle to capture one of every known kind of Pokemon. At least, that's the dream - there's no rule saying you actually have to do so if you'd rather kick back and relax. More relevant to you will probably be the Gym Challenge, or the ruckus that Team Galactic has been causing in recent months. Still, whether you plan to search out undiscovered species, train your team to new heights, or something more dastardly, I wish you luck on your endeavors here in the World of Pokémon.

+1000 cp

On Starters

By and large, I don't care what you choose as long as it makes sense. A Pokemon Trainer likely has one of the Pokemon Prof Rowan hands out, while a Galactic Grunt would have one of the more common 'pest' Pokemon. Meanwhile, someone with Inner Focus might have a Riolu as their starter.

Discounts

Discounts are half off to the respective origins, with 100 cp purchases being free. All origins but Moneybags gain an additional set of discounts to be used on general perks and items. Moneybags do not get any perk discounts, instead being able to purchase the entire general item section at a discount.

Origins

Pokémon Trainer

Gotta Catch 'Em All. Words to live by, don't you think? You're the assumption, the standard, everyone's first thought when it comes to this world. But, that isn't the only thing you can be, there are other things to do with your time and with your life that involve Pokemon. Maybe you could run a maid service, with your team as your assistant maids? Or perhaps you're more interested in Pokemon breeding, professors need to get their starters from somewhere after all. The world is your Cloyster.

Pokémon Researcher

The universe does not exist in isolation. When a Pokemon Trainer goes on their journey, it is often after years of study. Who does that teaching? Who writes those lessons? Who makes potions and pokeballs for the trainer to use? The answer is civilization, or more specifically the scientists who push forwards with our understanding of both the world and the Pokemon that live in it. And you seem to wish to count yourself among their ranks? That's fine, I only have one question for you - what do you want to learn first?

Team Galactic Member

Recently, a new organization formed in the Sinnoh Region, headquartered in Veilstone city. Their motto is "To extend our reach to the stars abo " - no wait, that's Team Rocket. Um. "We dream of the universe", whatever that means. There's a fairly interesting division in their ranks between those who do and doesn't know what that actually means. Maybe the reason you joined them was because you wanted to find out?

League Representative

Strictly speaking there's more to the Pokemon League than just the Gym Leaders, but those are what everyone expects when it gets brought up. So, if you wish, you can be a Gym Leader. Pick a type, any type. If it's already taken you might need to fight for it, but otherwise we can get you set up right away. Maybe Sinnoh could use a Fairy type gym? If that's not for you, maybe you could be the guy handing out hints and simple prizes to challengers?

Moneybags

Here's a story you might not have heard in a while - some people have plenty of desire to become a trainer, but absolutely no talent at the art. Those people tend to be fairly rich, and compensate for their lack of skill with absolutely top of the line gear and equipment, buying powerful tms and the like no matter what the cost. Because they can afford it. And now so can you! Because you're rich. But not very talented. Thankfully, money can fix that. Probably.

??? - Pokemon

Well now, this is interesting. It would seem that you're not any kind of Trainer at all - instead, you're a Pokemon. Maybe you're the kind of 'mon to run wild and free through the tall grass or perhaps you'll become some Trainer's ace, their oldest friend and closest confidant. Not quite a style I'd go for, but if you've any such desire then go right ahead. And hey, there are places in Sinnoh where Pokemon are no different than humans. Less nowadays, but there are still some.

The cost of this origin is equal to the base stat total of your intended Pokemon species, rounded to the nearest interval of 100. No Legendaries or Mythicals.

Perks

Pokémon Trainer

100 cp - Steadfast

Battles against wild Pokémon are a hectic thing, and even if you go out specifically looking for them you can never be quite sure when a wild Pokémon will decide to take offense to you. It could be as soon as you step foot into the tall grass, or right as you turn around to give up. That's why a steadfast bearing, and the ability to leap into action instead of being stunned or terrified is a good thing to have when you're a Pokémon Trainer. When others would flinch back in surprise, you are spurred into motion - throwing a punch, throwing a pokeball, making the snap decisions needed to win the battle when time is at a premium and all the strategies you thought up seem so far away.

200 cp - Run Away

Of course, no matter how quickly you throw your Pokémon into battle or decide what move to use next, there are still times when you will lose, your team beaten like a drum, and you really really wish that you were closer to a Pokémon Center. You're light on your feet and oddly capable of avoiding the attention of wild Pokémon during these times, turning an already excellent physique into something more than it ought to be. You'd even be something I'd consider outright stealthy, though probably not to the standards of that one Gym that has actual ninja on its roster. Not even social activity can really slow you down, with people who would otherwise have urgent business with you failing to notice you or even purposefully ignoring you. Right up until you get to the Pokémon Center and have your team fully healed at least.

400 cp - Reckless

It's said that the journey of a Pokémon Trainer is to discover not only Pokémon, but something about yourself as well. In that sense, it's a great time to take some risks, and if you make a mistake, well, you have the rest of your life to sort it out. Because of this, you have an odd sort of luck about you - not something simple, like winning a lottery or finding something rare by stumbling across it, but when you begin to delve into the realm of things that are bad for your health you tend to be rewarded for it. Stay up late to find a Pokémon that only comes out at night? Come morning you'll be the exhausted owner of three of those Pokémon. Wander into the wilderness without much in the way of supplies? You'll stumble across just enough for a meal, and your pitiful appearance might net you a free breakfast from another trainer. If you went head to toe with a criminal organization, you might even end up chosen to help by a legendary Pokémon - if you have the skills to survive that long, at least.

600 cp - Competitive

Mega Evolution? Z-Moves? Dynamax? Wake up already, you have to be dreaming - things like that don't exist in this world. But if they did, you'd need a way to deal with these trump cards before they could completely ruin your tactics and strategies. You're capable of reaching the same heights of power - or more accurately, helping your Pokémon reach those heights - as someone using one of those 'cheat' techniques would be able to reach through pure skill, a great deal of trial and error, and more than a little gumption. I'm sure that it will be a pain in the rear, but if you want to call yourself the best like no one ever was, here is where you start. ...With that said, I never claimed it would be easy, and you might need to stand on top of a freezing mountain for a few months to really get into that "I can do this!" mindset, but between that and a few other zany training methods - the crazier the better - you'll reap the rewards for your actions and put those fakers to shame.

Pokémon Researcher

100 cp - Analytic

There are so many things about this world that mankind doesn't understand. Places we haven't been. It is our privilege and our pleasure to go to these places and learn these things, our dream to be the one to discover something new or make a breakthrough nobody ever thought would be real. But, that is the end, and we are still at the beginning. Simply put, you are observant, your senses mildly sharper than they probably ought to be. With the faint crackle of wind through the trees, you can tell that someone is launching flying type moves in the distance. By watching a Pokémon match, you could tell that a trainer's Pokémon has skipped leg day in order to double down on their offense. Of course, all these things are held back only by your ability to determine what they truly *mean* - to that end, do your utmost to never stop learning.

200 cp - Schooling

A trainer's job is to bring out their Pokémon's natural talent, be it in battle or on a stage, and part of that is knowing what kind of tools to use. You don't need to worry about that however, as you're not a trainer but rather the one making the tools. Maybe you're a professional berry grower, a maker of natural medicines, the guy who creates speciality incense, or a programmer of Poketch apps. You could even be the someone who polishes cast off claws into Quick Claws, amongst other things. Go ahead and pick one such thing to take as your speciality, and just like that you'll have a job helping out young trainers by providing them with useful gear. Or maybe you'd rather sell your stuff at a mom and pop kind of store? Well, either way works.

400 cp - White Smoke

As much as it's your job to support people, nobody ever said that you had to be a good person while you did it. By day, you're an ordinary scientist doing ordinary scientist things - but by night, you're probably selling your goods off to a criminal gang on the downlow, and that's assuming you aren't a fully fledged member to begin with. Of course, such a person tends to be even more bland and faceless than the mooks by the dozen, which is all the better for keeping out of trouble when some irritating ten year old inevitably knocks them over. Well, the point is, you have little trouble keeping any divided loyalties straight and separated, whether it's splitting you between two branches of science or two sides of the law. You'd also be remarkably good at undercover work if you felt like it.

600 cp - Seed Sower

Scientist, researcher, developer, all of these are wonderful titles to possess, but they fall short of something like Pokémon Professor. You aren't just an academic who can recognize most of Sinnoh's Pokémon on sight - though, yes you can do that. You're an inspiration. You can tell what kind of Pokémon a person needs for the person to grow, not just what kind of person a Pokémon needs. People you give Pokémon to are all but destined to grow into something amazing, the kind of person who gains and deserves the attention of a legendary Pokémon. Of course, they may need some help to get there, and who else would they rely on but the friendly Pokémon Professor who started their whole journey? Tree name recommended, but optional.

Team Galactic Member

100 cp - Hustle

The aims of Team Galactic are as mysterious as the stars the Executives name themselves after, and a lowly grunt could never hope to comprehend them. Thankfully, you don't need to understand your orders to follow them. You have the perfect disposition to act like a thug, on the tall side, hair that's easy to style into ridiculous shapes, and a naturally intimidating disposition. Combined with the knowledge on where to hit to break bones, and you're a foe that can get away with outright stealing Pokémon from their trainers rather than something as pathetic as battle with them. Just be careful not to become too thuggish, lest you attract the attention of some irritating do-gooder.

200 cp - Emergency Exit

It's not running away, the way some weakling trainer would do, it's a tactical retreat, a fighting withdrawal! It's also the super secret art of not getting arrested by the police for your crimes, something that lower ranking members of Team Galactic might not even realize is an issue. Because of this, you're highly skilled at less obvious means of stealth, such as hacking security cameras, cleaning up a crime scene, or securing the "cooperation" of any witnesses to ensure that they can't or won't finger you as the one doing all these dirty deeds. And yes, you are absolutely fantastic about fading into a crowd of people, even if you happen to be wearing your special and unique outfit that makes you stand out. All the better to evade the police with, right?

400 cp - Weak Armor

You know the absolute worst about being the commander of a team of incompetents? It's incredibly difficult to work them and their Pokémon teams up to snuff, and even then they're still idiots. Thankfully, you've figured out that the best way to get your tasks accomplished is to get in, throw a mass of bodies at anyone who would interfere, and then get out. Not quite a hit and run, but close. To that end, your plans can take a truly horrendous number of setbacks - Grunts drawing attention to themselves, having basic and weak Pokémon, some irritating busybody poking their nose in, scientists refusing to cooperate - before you personally are even mildly inconvenienced. Sure, half your squad got their butts handed to them, but those were the ones you didn't care about. In other words, every loss you suffer is a pyrrhic victory for them.

600 cp - No Guard

In centuries past, a young child played a flute, forged a chain, and made friends with a god. You aren't that child, but you've learned from his actions in all the worst ways. Your studious nature combined with reckless planning and honestly baffling goals leave you a foe that's nearly impossible to plan for and even harder to counter - assuming they can manage to understand your plans at all, that is. Moreover, that same enigmatic desire gives you a tremendous amount of insight into stealing things that by all means shouldn't be able to be stolen - such as a Pokémon's ability to evolve, or outright the power they possess. Rip out the psychic might of three Legendary Pokémon in a sick parody of the ancient child's befriending of them, and bind them to your will with the resulting chain - if you can manage that, the world is your oyster.

League Representative

100 cp - Battle Bond

While there is more to life than simple strength, those who represent the Pokémon League tend to be a cut above. You have to be, in order to handle the grunts of the local criminal gang or even just rowdy Pokémon who are in a snit for whatever reason. Because of this, you share a special connection to one of your Pokémon, likely your starter, the one who has been with you the longest. You connect to them easier, can push each other to move faster and fight harder, and can all but communicate despite them being a Pokémon. If this was a world in which Mega Evolution or other such nonsense existed, you'd be a shoe-in for being able to use those things. As things stand... Your starter is just a monster of talent, pure and simple.

200 cp - Forewarn

Gym Leaders aren't just a metaphorical wall for Trainers to test themselves against, they're also a part of the community. Fantina, the Ghost type Gym Leader, is well known as a mover and shaker of the fashion industry, for example. However, between people challenging the Gym, their own personal hobbies, and whatever odd jobs they end up in charge of... Well, there aren't always enough hours in the day to get everything done, you know? Despite this, you're somehow able to condense a whole lot of work into not a whole lot of time. Maybe you can file paperwork on your phone with one hand between challengers just as efficiently as you could sitting down at a desk, or you're just so damn good at makeup that you can do an hour's worth of preptime in five minutes. Of course, this isn't limited to just those things, as I doubt your interests line up exactly with Fantina's - the longer you keep up a particular task, the easier you'll find it becoming. Get efficient enough and you might actually have some free time once in a blue moon.

400 cp - Own Tempo

Fire. Water. Grass. There aren't just kinds of Pokémon, they're also philosophies to live your life by and tactics to go into battle with. Hell, they can even be personality traits if you're willing to go deep with this. Fire is passionate and brings change, Grass is lively and constantly grows, Water is always in motion as it flows through life. As a Gym Leader, you now understand one of the various Pokémon types on a fundamental level, able to inspire it in others, to test them with it, or to temper it when it becomes a flaw. This applies to both people and Pokémon, or even to building design - a Gym is itself a challenge you'll have to overcome, after all. Maybe you'll build a puzzle into yours that the trainers have to solve to reach you? Or maybe you'll teach them not to be afraid of ghosts by having the entire thing be pitch black. No matter how you want to cut things, you're an expert and the one who decides if they've learned your lesson.

600 cp - Illuminate

Gym Leaders and Elite Four members aren't just the strongest trainers in the region. They have duties and responsibilities, some of which were assigned to them and some of which they took on to become stronger or closer with their Pokémon. Sinnoh's Rock and Steel type representatives have recently teamed up on a massive excavation project that spans the entirety of the Sinnoh region, after all. Whatever type of Gym Leader you're supposed to be - related to but not requiring the previous perk - you will find yourself with an absolute wealth of practical knowledge. A rock type Gym Leader could feasibly be an archeologist, a historian, a miner, a mountain climber, or even a teacher who specializes in drilling an education into students with rock-hard heads. While you probably aren't all of these things at once, you'll find that anything even vaguely related to your chosen type is something that you have pretty much zero problems with, even if you've never actually done that before a day in your life.

Pokemon

100 cp - Pressure

Ordinary people don't become Gym Leaders or members of the Elite Four. They definitely don't become Champion. And while you might not be partnered to any of those, that's merely a case of 'yet'. Your partner isn't one of those things, yet. Now, there's only so much you can do to aid them. Grow strong, develop strategies, sure. But everyone prefers to think that they're destined for greatness, and in some small way you do seem to be. You're capable of manifesting a faint aura - not actual Aura, more like the sensation of raw power - around yourself. To any but the most strong hearted, this aura gives the impression that they're looking at something dangerous. How they react to that will naturally vary. Someone weak will likely fumble, begin to make mistakes. Someone strong... it might just make them take you seriously.

200 cp - Synchronize

One of the largest flaws in the relationship between Trainer and Pokémon is that Pokémon cannot speak. Sure, they have their own language, but that language often consists of their own name and various contractions or derivatives thereof. Not the best for discussing strategy. With practice, however, and no small level of bonding and mutual respect, you may acknowledge an individual as your partner and the vast majority of communication issues between the two of you will effectively disappear. As time passes and you fight together, you will eventually be able to relay entire conversations with nothing but a brief meeting of your eyes. Or at least the general impression of your thoughts and feelings on the topic at hand.

400 cp - Normalize

Pokémon are Pokémon, and humans are humans. But... Humans might also be Pokémon, and Pokémon were once treated as human. It's an old custom, one that has long since fallen out of practice. Except for you, it seems. As long as you're capable of communicating with someone, they'll treat you as if you were the same species they were more often than not. Sure, there are some biological concerns such as the potential lack of thumbs that they might look down on you or simply feel bad for you about, but by and large the more boxes you tick on the list of things a productive member of society should have and be able to do, the less anyone will care that you're actually an electric mouse. Or a flying jellyfish. Or a sentient cloud of gas. Yes, that means you can get married legally.

600 cp - Friend Guard

The key to victory is trust. Friendship. Connection. Sinnoh doesn't have much in the way of means to exploit these connections, unlike the Hoenn or Kalos regions with their Mega-Evolution or the Aloha region and Z-Moves. That doesn't make it irrelevant, however. One should always seek to be on good terms with your allies and teammates. That said, without an outlet of some kind, you're really only left with the most ephemeral of techniques. When training with someone, the both of you will receive minor enhancements to how quickly you learn or how efficient the training is based on how close you are. Additionally, you may draw upon your connection with your partner as a source of strength, allowing you to effectively brute force your way through certain issues such as being sedated or frozen solid. In short, in the name of seeing your dreams fly and not letting them down, the exact mechanisms of battle become more like guidelines.

General

100 cp - Technician

While many a young child has set off on their adventure to become the very best, the ones that stand out are most often the ones that don't walk the same path as everyone else. Specialists often do better than generalists, and having a theme for your team makes the whole thing that much more cohesive. To that end, you now have the rough equivalent to a degree in something of your choosing, be it camping and hiking or other outdoors activities, or ancient languages. Depending on the topic you may or may not have a piece of paper that declares your greatness as well. While not strictly necessary for a Pokémon journey, this kind of thing does tend to make the whole thing more interesting.

100 cp - Cute Charm

It's not enough to just do something, you need to look great while doing it! In another region you might be a shoe-in for a movie star, but here and now you're probably someone who'll do great in the Pokémon Contests if your Pokémon are half as well trained as you are pretty. Of course, there's more than a few ways this can express itself - maybe you'd rather have a rock hard jawline that's sure to stand out amongst the toughest of competitors instead of a smooth and sleek look all of the smartypants are going to go for? Just remember you need to train your Pokémon to look fabulous as well, you can't just enter on the grounds of how *you* look.

100 cp - Rivalry

Pokémon and people alike will often grow the quickest when they're challenged. You can set up an obstacle course or a shooting range to test yourself with, but nothing is quite as motivating as having someone else to measure yourself against. Whether you're fighting to stay on top of your game, or to finally surpass the friend who's always been better than you, you'll find that you and your Pokémon get better results from a single battle against your friends or your enemies than against dozens of wild Pokémon. This intensifies even further the more times you cross wits and teams with them - a Gym Leader might mildly trigger this, as they exist to challenge you, but the lieutenant of an evil organization that you keep crossing paths with, or the meddling do-gooder interfering in your operations would absolutely drive you to new heights in the name of getting one over on them.

200 cp - Disguise

Behold! ...A perfectly normal Team Galactic grunt, as cookie cutter as the rest of them. But in truth, it's none other than YOU, the master of disguise and member of the international police! Well, I hope you're a member of the international police. Be mighty awkward for you to be cribbing Looker's notes otherwise. Still, you have immense talent as a spy and an infiltrator, able to easily walk into a criminal organization while looking and acting like you belong there without any fear of getting caught unless you outright tell someone that you're a spy. Well, maybe if you came face to face with the commander your disguise would fail, but at that point you're not having an issue, they are. As a side note, other law enforcement and such allies of justice will instinctively ignore you while in disguise, so as not to ruin your plans.

200 cp - Moxie

Having a rivalry with the kid next door is great and all, it encourages you to both do your best, but if you're serious about being a Pokémon trainer then that just isn't enough. You need to do better than your best, and to help your Pokémon do the same. So let's go in the opposite direction for a bit - you don't get down. You don't get discouraged. Finding out you just pissed off a terrorist doesn't mean you need to go into witness protection, it means that you finally have an opportunity to finally push yourself as hard as you can go. And perhaps more relevantly, the more pressure you end up placing yourself under, the faster you can grow. Taking on the Gym challenge to try and best the Gym Leaders will see you grow decently quickly, while accidentally ending up as the hero who needs to save the nation would see that multiplied several times over.

200 cp - Adaptability

If you think that base violence is the end all and be all of being a Pokémon Trainer, you have another thing coming. While it is the most common one, there are plenty of Trainers who focus on breeding, some who treat themselves as Pokémon, and of course there's always Coordinators, or those who specialize in Pokémon Contests rather than just battle. And, if you have any interest in Contests, then this is the perk for you. You're now *inventive* in a way that extends beyond just being tactical in battle. With a bit of effort, you can whip up training routines for turning your Pokémon's Flamethrower move into more of a blowtorch, or to make it look long and thin spikes of raw heat, or even to have it all come out in thin streamers of brilliant color. In short, you can find ways to train your Pokémon to fight beautifully with only a smidgen of effort - as always, putting those routines into effect is more difficult than it sounds, and they may not always see the point.

400 cp - Natural Cure

While most trainers will use potions and revives to heal their Pokémon, I can't really say that the Pokémon in question will actually enjoy them. They're made to be inoffensive to most breeds, but you can never be quite sure. Luckily, there's other methods to turn to - such as berries. While not as efficient at healing as a potion, berries are something that most Pokémon will thoroughly enjoy, doubly so if the berry in question has a flavor they're compatible with. Of course, simply being good - great, even - at growing berries isn't all that impressive, which is why you also know how to turn them and a few other ingredients into more natural forms of medicine. With nothing but a decent garden and perhaps a mortar and pestle, you could make enough medicine to fully revive and restore an entire team of Pokémon. Though, consider mixing in some berries to help with the taste?

400 cp - Stance Change

Gym Leaders are largely type specialists who utilize a single kind of Pokémon in their work. However, there is another set of dividing walls that some trainers choose to utilize when building a team - the specific abilities of a given species, such as how much offensive power they have or how sturdy they are. Such trainers are specialists in a given statistic, rather than a type, and you may now count yourself among them. Perhaps you have somehow acquired immense insight into how best to train Pokémon to punch your foes into submission - most people would take that to mean fighting types, but it could just as easily mean Slaking, one of the laziest and yet strongest Pokémon around. Whether it's bringing it out in those who would normally have it as their weak spot, or just maximizing them to bring out even more power, you know the best ways to work with one of the six primary stats.

400 cp - Justified

Up until this point I'd largely been assuming that you were a new trainer, fresh to your position. Or perhaps you're a league official who does paperwork rather than battle, bearing only your halfheartedly trained starter pokemon on your belt. But, that doesn't need to be true, and in many cases it may even be unideal. Simply put, you're now an expert. An ace. A veteran. You've been a Pokemon Trainer for some time now, and possess a well rounded skill set as a result. You know a smidge about the lifestyle and habits of all the various types, and their diets. About how to help a fire and a water type work as a team, or perhaps an ice and a dragon. In general, you have a year or ten of experience under your belt. Naturally, this extends to your starter as well - they're most likely in their final evolution stage unless they have some reason not to evolve or just can't in the first place.

600 cp - Keen Eye

As sad as it may be, the Pokemon you start with may not always be the one you keep with you to the end of the journey. Your starter will always be special, but after a lifetime of being trained, you may find that their child is even stronger than them or knows an anomalous move, and that can convince some people to trade up. Simply put, you're now abnormally talented at determining talent, at putting specific values to an individual's affinity for various things such as speed to raw physical prowess and how much effort and what kinds of effort would be best to put in to maximize those numbers. And, as a related topic, you likely qualify as a breeder if you're inclined to go into that field. Just don't completely abandon your starter in the name of the perfectly talented team, alright?

600 cp - Inner Focus

Being a good trainer is important, but you should never neglect your own personal competence because you were too busy helping your team out. For you, however, you'll find that you barely need to put any effort into staying in shape - because as it turns out, you have access to Aura and have been using it to enhance yourself subconsciously. You're not an Aura Guardian, not yet, but you have the potential to become one fairly easily. At its simplest, Aura can be used to replicate numerous Fighting type moves, often in imitation of Lucario. It can also be used to see life energy or to heal, though that is a bit more advanced. Perhaps more importantly, it will allow you to connect to others more easily, creating bonds that most would assume were forged in fire over the course of a few days. If Mega Evolution were something that existed in this universe, you'd find using it to come easily to you as the connection it requires is something you likely already have.

600 cp - Color Change

Well this is a bit unusual. While I've touched on things that don't exist before, that has mostly been in terms of things you do not, and in most cases, cannot have. But it would seem that you've found at least some small way to affect them? In the back of your mind there's something akin to an empty slot. This slot can be filled in with powers and abilities - generally speaking, your build from a given jump - and will slowly alter the world around you to be in line with the source of those powers. Drop some stuff from a superhero jump into it? You might see a few trainers theming themselves after superhero teams pop up out of seemingly nowhere, or maybe a trainer who actually moonlights as a vigilante. Isn't there that one guy, Gilgarman, over in Johto? It's also possible for this to cause more Pokémon to appear - not new ones per say, but if you used a jump with a lot of dragons as the material for this change, don't be surprised if you suddenly start encountering a lot of Dragon type Pokémon on the regular.

Items

All origins receive 200 cp to spend only in this section

Pokémon Trainer

100 cp - Explorers Kit

Now, before you get exceptionally excited about this particular gift, let me take the edge off of things - it's not the kit you need to access the Underground. Instead, this small bag that is far larger on the inside than it ought to be, and contains within it a number of useful odds and ends that you may find yourself needing out in the wilds. Things like bottles of water and simple snack foods, or toilet paper. You may even find a watering can for tending to any Berries you stumble across, or a set of simple tools for digging up fossils. ...Okay, maybe I lied - you can technically get into the Underground, but these are very low quality compared to the ones you could get from the Underground Man.

200 cp - Experience Share (+)

A most wonderful device for use on weaker Pokémon, the Experience Share is a rather strange helmet that stimulates the mind of the wearer in such a way that they feel as though they are in battle, as though they are gaining experience, without ever leaving their Pokeball. Simply place this small clip upon an actively battling Pokémon, and this rather goofy looking helmet upon the intended recipient of the experience, and away we go. In addition, for a surcharge of 100 cp after discounts, you may instead receive a significant number of clips instead of just one clip and one helm, allowing you to transmit experience between any member of your team... or just the one, if you don't wish to train the rest.

400 cp - Mysterious Gifts

To be clear, this is less of a specific item and more of a collection of strange and unusual items. Every year, one such item will make its way into your possession, perhaps handed to you by a delivery man in green, or maybe you'll receive a letter detailing a rumor that bears investigating. A Pokeball containing the occasional rare Pokémon or even a Legendary might outright fall from the sky. In any event, these items represent the promise of an adventure - a key might lead to a hidden room with treasures inside of it, a flute might sing the song that calls forth god. The only thing stopping you from making full use of them is the fact that they don't exactly come with instructions.

600 cp - Azure Flute

A relic from a bygone era, once wielded by a child from the future. Maybe. By all accounts, it was never created, does nothing, can be used for nothing. Even blowing into it makes no sound. However, graven into the inside of the flute is a phrase. Gotta Catch Them All. In essence, this flute is a collectors item - it enables collectors. Once you set yourself a goal of some kind, ownership of the flute will see circumstance and 'dumb' luck drag you forwards as if fate, destiny, and Arcues themselves had decreed your completion of that goal. And, as you walk down this road, you will naturally encounter almost everything the world has to offer. Before you arrive at the peak of the tallest mountain, just as a madman puts a deity in chains, you might find yourself doing battle with enough trainers to say that you've fought every Pokemon in the Sinnoh region. By the time you reach the champion, your journey might have seen you acquire every known kind of Pokeball. Or perhaps you'll return to that mountain once more to prove yourself to god, after doing everything this world holds to offer. In short, the flute will drag you forwards, mostly towards the completion of a collection of some kind. If you gathered all eighteen of Arceus's plates, perhaps he'd reward you with his Legend Plate. If you captured every Pokemon in the world, perhaps he'd let you catch him.

Pokémon Researcher

100 cp - Travel Arrangements

Sitting around in a laboratory all day is all well and good when you need to put your nose to the grindstone, but most of the time we can't wait for the science to come to us. So instead, you'll have to go to it. Which sounds nice, but can get a bit inconvenient when the science is on another continent. Thankfully your contributions to the scientific community have left you with a certain amount of pull, making it actually fairly painless for you to get places. In fact, if there are any conferences or debates, or other scientific gatherings you might be interested in going to, you'll find that they sent you tickets ahead of time - both to the convention itself and for the plane you'll need to get there. Or, if you don't plan on heading quite that far out of your way, a business owner who wants you to look something over for him might buy you a year long bus pass as payment. Trust me, you'll never have issues going places again as long as it's in the name of science.

200 cp - Research Rewards (+)

As any decent scientist should know, sometimes when you're conducting an experiment you really just need people to not ask questions about why you need ten miles of copper wire and a bunch of Rawst berries. Unfortunately, they do anyway. Still, as an accredited researcher of this or that, you now have an... not quite an allowance, but the right to request various materials. As such, every week, you receive a shipment of materials and parts that are related to whatever you happen to be researching at the time. It probably won't be all ten miles of wire, but there's probably at least a mile, alongside some better anchor points than whatever you were planning. In addition, for a surcharge of 100 cp after discounts, you can receive more valuable stuff than just raw materials, albeit somewhat randomly. Perhaps your next shipment will have a Dubious Disk, a Thunderstone, and a Scope Lens inside of it? I'm not sure what use you have for them, but I'm sure they'll come in handy sooner or later.

400 cp - Personal Laboratory

But, I think we might be skipping ahead of things a bit. Where are you going to store your things? Where is 'home' to you? Well, that's where this comes in, your very own house of science. It's a bit on the small side, you'll be cramped if you try to have more than a dozen people working here, but for anything less than that it's basically perfect. Even got a small house off to the side, for when your science is done and you need to sleep. This place is automatically set up to research a single topic, such as Prof Rowan and his forays into Pokémon Evolution, meaning you've probably got quite a few bookshelves full of research notes and historical tomes in equal measure. If you decide to change your area of study, this place can rejigger itself once per jump. Any more and you'll have to wait.

600 cp - Professors Suitcase

A scientist should always be carrying a few helpful odds and ends with them. A ruler, perhaps, or maybe a small scale. A magnifying glass might also be of use. That's why we've put together a small kit for you, a number of tools relevant to your field of study - and a change of clothes and some emergency cash - packed away nice and neatly inside of a smallish piece of luggage. Large enough to contain the essentials, but small enough that it doesn't get in the way. Not quite a portable laboratory, but close. More importantly, however, is the fact that no matter how much stuff you shove inside of this case, no matter how full it is, you can't put a single thing more inside of it... There's always three pokeballs, sitting on top of your things whenever you open it up. Now, these pokeballs aren't for you. In fact, I encourage you to give them away. One is always fire, one is always water, and one is always grass - though, they aren't always the starters that most kids would be familiar with. Once given away, the three people that take from each set of three will end up tied together by fate and destiny, the best of friends and the fiercest of rivals.

Team Galactic Member

100 cp - Space Case

For whatever reason, the various criminal and dubiously legal organizations of the Pokémon world have an odd tendency to enforce a dress code of sorts upon their members, often with a logo identifying them as a member emblazoned somewhere upon them. To that end, you now have as many copies of the Team Galactic Grunt uniform as you want. There's even hair dye and contact lenses, for that blue and blue theme. Closets full of them, spare boxes in your warehouse, more than you could ever need... unless you needed to outfit an entire organization, I guess. These uniforms are remarkably well put together and are even weather resistant and easy to clean, but their true power lies in how ridiculous they look - while wearing them, people have a severe tendency to underestimate you, perhaps mistaking a hardened criminal for a mere thug or prankster. You can of course modify the outfit, but the more you stand out the less you'll be underestimated.

200 cp - Recruitment Flyers (+)

Team Galactic's plans are as enigmatic to its enemies as they are to its own grunts, but that doesn't stop most of them from being fanatically devoted on account of the sheer coolness of the delivery of those plans. Whoever designed those presentations has a present for you as well - at the beginning of each jump, you may dictate a cause, organization, or similar concept, and you will shortly receive a number of flyers, posters, and maybe even a few tv commercials or online ads championing your cause. They're fairly light on details as to what recruitment will entail, but despite that they have an acceptable turnout for minions. In addition, for a surcharge of 100 cp after discounts, the quality of your advertisement will be raised, and by extension the quality of your recruits. Actually competent people may apply occasionally, and you might even get someone worthy of holding the title of 'Admin'.

400 cp - Galactic Buildings

No matter what your villainous intent may be, you need a place to set up shop, keep all the uniforms, torture innocent Pokémon to further your aims... You know, stuff like that. That's why you now own two buildings, each in a city of your choice, that you can base your operations out of. In addition to simply being a place for your Grunts to mill about in, these buildings both have storage areas underneath them - once per year, you may throw open these areas to dramatically reveal to the world what you've been planning. What you'll find in there is something that will help out with said plans - bombs, large enough to destroy an entire lake? A machine to extract energy from Pokémon? Appliances, to force the Forme change of a Legendary? Whatever you want, it's yours - as long as you're mysterious enough about it, at least.

600 cp - Red Chain

There exists a theory about the nature of Pokémon that caught Pokémon are inherently weaker than wild ones. Something about the human imagination - or more specifically, the lack of it - limiting their natural powers to what the Trainer can think to do rather than what can really be done. The Red Chain is Team Galactic's means of bypassing this issue, all but ripping the power away from the Pokémon in its entirety and placing it directly in the hands of the wielder, no need for petty things like trust or calling out what attack they should use. As you might imagine, this chain is strong enough to bend gods to your will, though actually finding those Legendary Pokémon may be an issue - someone willing to use this probably isn't what they consider "worthy". Still, if the power of a god is what you seek, then this is something you will absolutely need.

League Representative

100 cp - Bag of Badges

In order to participate in official events hosted under the umbrella of the Pokemon League, a trainer must not only be registered with the league, but also must possess sufficient credentials. For the most part, this requires an aspiring trainer to have undertaken the gym challenge and obtained eight badges. As a representative meant to judge the quality of those trainers, you are therefore granted a badge of your own that represents your approval. Strictly speaking you're supposed to grant these to people who defeat you in battle, but you may refuse to do so for cheaters or hand them out without one to people you personally approve of. In future jumps, lacking a Pokemon League, these badges will merely serve as mild proof of character, the owner of a Rock Badge being seen as more dependable as an example. If you wish, these can instead be Ribbons to be handed out after a contest, though you will need to be a judge for those and not a Gym Leader.

200 cp - Personal Villa (+)

By the time you're officially hired to represent the Pokemon League, you're expected to have a certain level of connections to your name. You've been here previously and saved a rich man, you went there next and teamed up with another region's gym leader to calm a rampaging Legendary. As part of these connections, and as part of your pay for being a representative, you've been given a rather nice villa on a nearby island off the coast of the Sinnoh region. Call it your home away from home if you like, or you could just move in entirely. A pokemon groundskeeper or two will have the place in tip top shape whenever you stop by, even if your job keeps you busy for months on end running around putting out fires or just being seen doing things to help scare the criminals into submission. In addition, for a surcharge of 100 cp after discounts, you also have a house in a small town nearby. Perhaps Celestic Town, perhaps not. What matters is that this town happens to have a small cave system located nearby that can be used to gleam a few clues about the main 'plot' of a given jump.

400 cp - The Jumper Gym

As an official representative of the league, you are given a certain amount of leeway to not only test challengers to take their measure, but to design a testing grounds - or, in other words, a gym. The Canalave and Snowpoint Gyms are meant to teach you about the hazards of using Steel and Ice Pokemon unwisely - treat them carelessly, and you'll fall off the beams or through the ice. The Eternia gym was originally a small forest, to test survival skills but was eventually rebuilt into a clock face, because nature can't be rushed. As such, you have been given your own building to design as you please within the expectations placed upon you. Or, if you prefer, you could instead have a contest hall in which you serve as the judge if you'd rather take a somewhat more laid back approach.

600 cp - Old Keys And Stones

In each region, there are a number of Legendary and Mythical Pokemon, and in order to be worthy of holding the title of Elite Four or even Champion, you should do your utmost to stand on par with those Pokemon. Beyond them, however, there are Pokemon that aren't so much powerful as they are annoying. The Pseudo-Legendary dragons are always a pain, and the less said about Feebas the better. And yet, you might have one? While an ordinary trainer is obligated to gather up their own team over the course of their travels, you're nominally a Gym Leader - you ought to already have one. With this option you may choose four Pokemon that can be found within the Sinnoh region and we'll simply arrange for them to be given to you. League rentals, perhaps, or gifts from various officials that you've done a favor for. You'll still need to train them yourself of course, but beyond that... They do need to follow some sort of theme, such as water type Pokemon, or perhaps being ideal for a certain kind of contest, but beyond that, go wild. In future jumps, this will instead manifest as a series of odds and ends that allow you to find something rare significantly easier than most would, in a similar manner to the Mysterious Gifts item.

Pokemon

Free, Exclusive to Pokémon – Your Poké Ball

If you are, in fact, someone's partner Pokémon rather than just a wild Pokémon, then clearly you must have a Pokeball, right? Or maybe you've just been holding onto this in case of a rainy day or a human you actually approve of. It can be any kind of ball you want, including one you made up just now. On a mechanical level, it's closer to a Luxury Ball, standard capture rate included. Wouldn't want to give you a Pokeball that wasn't comfortable after all.

100 cp - Ball Capsule

Throwing a Pokeball is a fairly simple task for a trainer, but some of them just want to do it in style. That's why the Ball Capsule, or Ball Decoration depending on who and when you ask, was invented. It's a transparent shell that can be attached to a Pokeball and then various seals, stickers, and other decorations can be attached to the shell. Thus, when thrown, the shell will cause various effects to occur, such as a burst of light, for floating letters to spell out your name, or perhaps for a blaze of flame to surround you. You have a small collection of these decorations that I'm sure you enjoy using, as well as a small case that they are stored in by default.

200 cp - Held Item (+)

A battle between Pokémon doesn't just boil down to a test of who is more powerful. There's also the skill of the Trainer to consider. On top of that, there's also various items that might come in useful. Wild Pokémon are fond of carrying around various odds and ends that might have a minor effect on a particular move they know, and Trainers often give their Pokémon berries in an attempt to cover weaknesses. You have one such item, preferably that has a minor affinity for your chosen species. Pikachu, for example, can be considered to have an affinity for the Light Ball, while Starly can often be found with a Yache Berry. In addition, for a surcharge of 100 cp after discounts, you can instead choose any held item, even if they lack an affinity for it. Oh, and if you do end up choosing a Berry or other consumable item, it will be replaced once every three days.

400 cp - An Empty Place

Wild Pokemon live in the tall grass. This is a pretty well known statement. But it isn't entirely true, they don't only live in the tall grass. There are other places that Pokemon gather. Places like the Old Chateau, an abandoned mansion where Ghostly gather in ghoulish groups, or the Fuego Ironworks, an iron foundry where Aron can rarely be found. You are now the proud owner of such a place, an abandoned fragment of human society where the wild Pokemon have since moved in. This place is compatible with your own species to an extent, such as having easy access to a material or mineral that you might need, or simply having an environment that you find comfortable. There are also no small amount of other members of your species hanging around, as well as a random smattering of others. You may be their leader - their Alpha, if you will - if you desire.

600 cp - Fragments and Feathers

High atop the tallest mountain in the land, there is a temple. Even further up, in a place that isn't a place, there is a throne. Surrounding that mountain are a trio of lakes, and far to the west there are a pair of islands. These places and many others are places of power, where the gods reside. You may choose one of them, and they will give you a gift. Perhaps a feather that glows like moonlight and that drives away nightmares. Or perhaps a red gemstone that calls forth willpower. While you possess this item, you will be able to reach past your normal limits, able to use a fragment of that gods power as though it were your own. You do not need to be holding it, simply having it nearby is enough.

General

100 cp - Set of Pokeballs

If there's one item a good Pokemon Trainer should always have on hand, it's medicine. But that's for the team you already have. For the team you don't have yet, you're gonna need some Pokeballs. That's why I've set you up with a small, eh, let's call it an allowance of sorts. Every week ordinary Pokeballs will appear in your bag alongside five other random balls. Could be Nest balls or Dusk balls, could be Quick balls or Heavy balls, you might even find a Great ball in here every now and again. And before you ask, you'll never find a Master Ball. Additionally, this only kicks in if you have less than ten Pokeballs on your person. If you buy fifty Ultra Balls as part of chasing down a legendary, I'm afraid you'll miss out on this 'allowance' until you've used most of that up.

100 cp - Bicycle

There's something to be said for walking the length and breadth of a continent, or just wandering about letting your feet take you wherever you want to go. But at the same time, I find that most people are just a bit concerned with going places in a reasonable timeframe. Flying everywhere is convenient, but not everyone has a Pokemon that can learn Fly. Or fly at all. Except for Dodrio. No idea how that works. But, when walking isn't fast enough and you don't have the permits to really soar, you can always hop on this bicycle and just cruise through life.

100 cp - Wardrobe

Being out and about all day in the wild can be pretty rough on your clothing, and that's before the weather decides to turn a bit nasty. Trust me, being covered in mud is no fun when you haven't got a change of clothes. For days like those, it's best to come prepared and the best way to come prepared is to buy something real sturdy for your daily wear. Which is exactly what I have for you. You have a couple of simple outfits that are mostly immune to wear and tear. Unless someone specifically cuts them, your pants are basically rip proof, and as long as you've got any soap at all they won't stay stained either. Of course, just clothes aren't the end of things, so you've got something else as well. Perhaps a lab coat with surprisingly large pockets, or maybe a more formal set of clothes for when you want to make an impression? Or maybe just some accessories, like a hat that will never be blown off by the wind or a decently stylish bag.

100 cp - Pokedex

The completion of the Pokedex is in a very real sense the reason this world exists. Perhaps even this jump. So naturally I would be remiss not to offer you one. As a tool of science, the Pokedex can automatically record data on the pokemon you encounter, taking notes and spitting out helpful hints or fun factoids about them as you wander the land, alongside whatever statistical things it can such as how big the Magikarp you caught was. For more practical things, the Pokedex can also serve as a form of ID, proof of whatever certifications you qualify for, and a bank card if you need to make a purchase in a jiffy. Good things will happen if you fill it up.

200 cp - Poketch (+)

It's hip, it's hot, it's the brand new Pokemon Watch, or Poketch for short! The fresh new product from the newly formed company is honestly less of a watch and more of a fairly advanced gaming system - heck, the president of the company started in his garage, making custom watches for his friends and family. Not only does it tell time, but the dot matrix display can be shifted into any number of other applications, such as an turning the time display into an actual clock face, a stopwatch, a timer, a pedometer, a incremental clicker, a memo pad, a map of the Sinnoh region, a map of where you've seen berries or other interesting things, a calculator - look, there's a lot of apps for the Poketch, and the company makes more of them all the time. You've got a decent chunk of them, but not all of them. So go out and make some friends, and maybe they'll share the rest with you? In addition, for a surcharge of 100 cp after discounts, you'll get the extra special application that can be used to summon Pokemon to use HMs and other Field Moves for you. You'll still need to earn the right to use those HMs, but you won't need to have an 'HM Slave' or anything like that.

200 cp - Concert Kit (+)

Oh? Was I mistaken? Could it be that rather than a Pokemon Trainer, you're a Coordinator? A kind of trainer who specializes in raw style rather than raw power? Well, if you are, or you have any dreams of heading in that direction then have no fear because this kit is everything you'll need. One very fancy outfit, suitable for showing yourself off in. Several seals and stickers that you can use to make even the very act of releasing your Pokemon into a work of art. And of course, more than enough props for you to run a half dozen routines to wow the judges and audience with. In addition, for a surcharge of 100 cp after discounts, you can receive up to five times the amount - either all of it focused on one single 'style' of contest, or an equal amount spread out amongst the categories. You might even have five separate outfits, one for each of the different categories - one Cool, one Cute, one Beautiful, one Clever, and one Tough.

200 cp - Berry Basket (+)

Medicine bought from a store is all well and good, but the natural bounty of the land shouldn't be underestimated either. Scattered throughout the wild places of the Sinnoh Region are bushes, trees, and vines that all bear an outstanding fruit - Berries. Not the ordinary kind, but the kind that can heal a Pokemon just as well as a Potion, or cure poison the same as an antidote. You're now the proud owner of a case specialized for storing them, as well as a small collection of berries. In addition, for a surcharge of 100 cp after discounts, you can also have a Poffin Case and a handful of Poffins squirreled away inside. These sweet treats are a more refined form of berries - specifically, once they've been baked into a vaguely bread-like treat. They're mostly useful for Contests, but never let it be said that Pokemon don't love them no matter what you do with them. Well, assuming you get the flavor right. The machine needed to make more is included here, for the record.

200 cp - Technical Machine (+)

A Technical Machine is a marvel of engineering, a compendium of data about a single Pokemon move, about every Pokemon that knows that move and about every variation of that move ever recorded, all shoved onto one disk. As for how to use it? Apply directly to forehead, I guess. Regardless, with this purchase you can have up to five different TMs, be that five of one kind or one copy each of five different ones. Sadly, the Sinnoh region hasn't figured out how to make them reusable yet. The good news is, you'll get a new batch of whatever it is you've selected once a month. No new stuff though, just more of the same. In addition, for a surcharge of 100 cp after discounts, we can change that. You start out with a maximum of fifty TMs under the same rules as before, with your monthly restock being almost entirely random. You may even get outdated TMs from other regions. Unless you're a Gym Leader, in which case you'll always get at least ten of the Technical Machine you hand out to challengers.

400 cp - Pokémon Ranch

The Pokemon Storage System is a technological marvel, allowing trainers to turn Pokemon into pure information and energy to store them for a time or send them far away. But to a Pokemon, being energy is... Well, usually pretty boring. To that end, I'd like to offer you an alternative to just storing your Pokemon in Box 1. This ranch is technically a scientific endeavor, housing and taking care of Pokemon from multiple trainers for a pittance on the trainers part and the chance to study them in something akin to their natural habitat. Your Pokemon will thank you, but if that's not enough then the staff of the Ranch will also thank you. Specifically, once you have enough Pokemon on their ranch they'll begin to offer trades, Pokemon from other regions or rare ones from Sinnoh. 'Donate' enough of your Pokemon and their time to the staff, and you may even find a Legendary joining your team as reward for your kindness. Or, of course, if you're a researcher instead of a trainer, then this serves as relatively easy access to any number of Pokemon - though, you'll have to source those bribes yourself with the exception of the Legendary.

400 cp - Poketch Company

It's hip, it's hot, it's the brand new Pokemon Watch, or Poketch for short! The fresh new product from the newly formed company... Wait, have we done this before? I think we have. But, I'm sure I don't need to tell you about Poketch's, because as it turns out you're one of the owners of the company that makes them. Probably not THE guy who makes them, that's someone else, but either a fairly prominent investor or maybe the ceo or some equally important position. I have no idea how companies work for the record. Regardless, this will pull in a decent chunk of cash for you if you sit back and do nothing, but the company itself can also be used to push certain products or inventions if you've the mind to sit down and make something.

400 cp - Pokémon Mansion

Of course, the real winning move isn't to work for your money, it's to inherit and invest the stuff so that you can just sit back, relax, and live the good life. Which is why you own a mansion. A really big mansion with a massive garden that's almost as big as the mansion itself, that naturally attracts many kinds of rare Pokemon. And also the standing contract with some rangers to import even more rare and cute Pokemon from other regions doesn't hurt either. In summary, you're incredibly rich, you own a big house, and you have a bigger garden to show off how wealthy you are. Thankfully this comes with some loyal staff to actually maintain the place, or you'd probably never be able to get everything done yourself.

400 cp - WiFi Plaza

The point of going on a Pokemon Journey is to get out and explore the world, meet people and make friends, and, of course, to catch Pokemon. As such, it is very much not a solo activity. That's part of why the Pokemon League funded the creation of the WiFi Plaza, a mobile festival that celebrates Pokemon. Well, I say mobile, but it's more like the festival is being held inside the PC Storage system and as such is accessible from anywhere in the region. There are various games to play, some cooperative and some not, all of which will award simple toys as prizes. They're not technically valuable, but some of them aren't physically possible in the real world, which makes them quite fun to play with. Oh, and you can invite people from previous jumps here to hang out with you if you wish. Sadly, you can only stay in here for a maximum of half an hour each day before things start getting funky. On the plus side, the parade they kick you out with is absolutely breathtaking.

600 cp - Pal Park (+) Ramanas Park

You may have noticed something of a trend in certain previous items - in some manner, all of them can be a means through which you can locate rare and unusual Pokemon. Which will often, but not always, correspond to Pokemon from other regions. With this option, however, you will only find Pokemon from other regions. Pal Park is a unique and specially designed ecosystem that functions as a microcosm of other regions, and as such foreign Pokemon are oddly attracted to it. While access to it is somewhat limited, and often only Trainers above a certain rank are allowed in at all, you can be assured that a new selection of Pokemon awaits you. And, as something of an odd benefit, you'll find that the Pokemon here will occasionally be...unusual. A wild Pokemon is an expected sight, but every now and again you'll find one that you could just swear was on the new Hoenn Champions' team just last year.

In addition, for a surcharge of 200 cp after discounts, you will find that sometimes, Pal Park is instead Ramanas Park, containing a number of caves that serve as shrines to various legendary Pokemon. Using these shrines, you can call upon the legendary in question to test yourself against them and perhaps capture them. If you manage it, the staff will even offer you a complimentary statue of that legendary. Of course, actually summoning them can be a bit tricky, requiring the use of special slates that are extremely hard to come by and suitably expensive - so much so they can't be bought for money. You have an explorers kit for going into the Underground, right?

600 cp - Battle Tower (+) Battle Frontier

To the northeast of the Sinnoh region lies the Battle Zone, a landmass that holds some of the most dangerous wild Pokemon in the entirety of the Sinnoh region. Living here is a privilege reserved for the truly strong, but also acts as a display of talent and skill given what it takes to not be run off by the wild Pokemon - or of money, if you happen to own a house in the Resort Area. Perhaps more importantly, one of the strongest non-league affiliate trainers in Sinnoh lives here and decided to welcome all comers, building a place known as the Battle Tower in which a challenger needs to fight against almost 50 other Trainers before facing off against him. It is a place where all the greatest gather, and he has yet to lose. As for you, well, either you're a major investor or simply a favored combatant. Or even staff, if you wish. There are enough prizes here for even a mildly talented trainer to make great leaps in prowess with even a mild winning streak. If you'd rather be more hands on, then post Jump you can replace Palmer as the Tower Tycoon if you wish.

In addition, for a surcharge of 200 cp after discounts, you will find that Palmer went a bit overboard with the construction of the Battle Tower, resulting in an additional four challenges and the creation of the Battle Frontier. More prizes, more fights, more changes to the rules and in some cases not even being allowed to use your own team and having to make do with borrowed ones. If you can conquer everything the Battle Frontier has to offer, however, then you'll be acknowledged as one of the greatest, even if such a thing is nominally the League's job.

600 cp - Underground (+) Grand Underground

Underneath the Sinnoh region lies a network of caves and tunnels. Most people know about the ones that crisscross Mount Coronet, but there's another layer beneath even those. The inside of these tunnels are dark and somewhat creepy, but if you have the patience to search through them then rare and valuable items can simply be found littered on the floor or embedded into the wall. Extracting them is a bit difficult, which is why I'll give you an actual explorers kit, but entirely worth it if you have even the vaguest use for that you find. Do be careful not to cause a cave in, however. Spending time down here can also have a strange effect on certain Pokemon - there's one Pokemon in Sinnoh that will only appear if you speak to a certain number of people down in the bones of the earth. Of course, if you care more about the experience than the monetary rewards, there's also a thriving subculture involving the creation of secret bases down in the Underground, and quite a few vendors who will sell furniture for said bases.

In addition, for a surcharge of 200 cp after discounts, you will find that small hidden ecosystems dot the tunnels, small pockets of fire and lava hosting fire and ground type pokemon, caves utterly strewn with gemstones hosting fairy and ghost types, or perhaps a miniature jungle where grass and bug type Pokemon hide. Some of these Pokemon are even from other regions. Whilst digging in the walls, you can also find statues that will make certain kinds of Pokemon more common in these bubbles of civilization, though I have no idea how that works.

600 cp - Global Trade Center (+) Global Wonder Center

Pokemon Trading is something of an odd thing. Most trainers will refuse to be parted from their team, who more often than not are also their best friends. But some Pokemon also can't evolve without being traded, or without being traded with a specific item, or without being traded but upside down. Still, this is one of the main methods that will see a Pokemon from one region transferred to another, and while some may think of it as unpleasant it is technically a vital part of the economy. As for you? You now have access to the Global Trade Center regardless of any other factors, such as the jump being over. This will allow you to search out rare Pokemon and even items to an extent. Want a team of six Dialgas? That's a hilariously over the top idea, and likely to be horrendously expensive, but it's doable.

In addition, for a surcharge of 200 cp after discounts, you may instead have access to the Global Wonder Center. Unlike the GTC, which allowed you to trade with others worldwide, the GWC can trade with any other Pokemon universe, or even with individuals in the past or future. Perhaps even worlds that are slightly off center from being a Pokemon world. Actually making a trade is likely to be harder, as potential partners with anything of real value will know the cost ought to be high, but someone, somewhere, is probably offering to trade Red's Pikachu if you really want it.

Companions

100 cp / 300 cp - Companion Import

Don't you know that journeys are best undertaken with friends? You have friends, right? Well, I'll assume you do for the sake of simplicity. For 100 cp you can import a pair of companions into the jump. They'll each get 600 cp and the item stipend to spend as they please, but cannot take drawbacks or companions. For 300 cp, you can import up to eight companions into the jump under the same rules.

100 cp - Canon Companion

And as always the other side of the coin to reuniting with old friends is to make some new ones along the way. That's why, for the low low price of 100 cp, you can take an individual that you've befriended with you on your chain as a companion. I'll even throw in a fairly decent first meeting with them as a bonus.

100 cp - Transmogrify

Ah. I know your kind. You came here for Gardevoirs, didn't you? Technically that's Hoenn, but they CAN be found here... In any event, this is similar to the companion import above, but arguably better and worse. See, if you want to import your companion into the jump *as a Pokemon*, then this option will let you do it. The only rule is no legendaries, mythicals, or Pokemon that otherwise genuinely only exist once in a given world. Other than that, go wild.

Drawbacks

+0 cp - Luminescent Platinum

Let's be honest, I think the fact that Flint, our Fire type Elite Four member, only has two Fire type Pokemon on his team is just kind of sad. I get that the Sinnoh region doesn't have that many Fire types native to it, but he could at least have a Flareon or something. Of course, in some universes, he actually DOES have a Flareon. So let's talk about universes. Are you in the original Diamond and Pearl? Are you in Platinum? Are you in the remakes, Brilliant Diamond and Shining Pearl? Or perhaps in some theoretical remake of Platinum? Well, I'll let you decide that. Naturally certain things don't work quite right depending on your choices - you can't be a Fairy type trainer if you choose the universe that predates Fairy type, most of them were Normal back then. And of course, things like the Underground or the Grand Underground are also a factor... Well, you know your favorites I assume, so go ahead and make a choice.

+100 cp - I Just Don't Like Them

Pokemon are wonderful creatures, and many people often have a favorite - as you might imagine, the Gym Leaders should be pretty obvious what they favor. At the same time, however, some people don't like certain kinds of Pokemon. Many a young child will have an encounter that results in a fear of Ghost or Bug Pokemon, and it would seem that you're no exception to this trend. Choose one of the Pokemon types, and you will now have... not a phobia, precisely, but you're more than a smidge afraid of that type of Pokemon. You can fight against them no problem, in fact you'll probably enjoy it, but, having one on your team? Petting them on the head? Nah, that's not happening.

+100 cp - A Bit Behind Schedule

As we all know, a child's Pokemon journey traditionally begins when they're ten years old. But, not every child wants to go on an adventure. What then? Well, nothing happens. And then it keeps happening. Maybe they go to college and get a job. Maybe they have a family and grow old. But they don't become a Trainer. For whatever reason, you made that choice and passed on becoming a Trainer. For decades. You're verging on quite old now, and for some reason you've decided to get back into the game. And trust me, a 60+ year old individual does not have the same kind of get up and go that a 10 year old kid does. Not to say that there aren't old trainers, but they're generally well established, not just starting out and know precious little about Pokemon. Have fun?

+100 cp - Who Has Time To Wait Ten Years?!?

Have you ever sat in class, watching the clock tick down until you're free and for some reason every single click of the second hand seems to take an entire hour? Or how about the phrase, a watched pot never boils? Time, and the perception of it, is fascinating. Except for you. You don't have time to talk about time, you'd rather be out and about doing things, getting stuff done, and having that grand adventure that you likely came to this world for. Or in other words, you're incredibly impatient. Not a bad thing in and of itself, but you're going to end up being in a rush to go anywhere but here, even if you don't actually have anything to do once you get there.

+100 cp - Meowth Got Your Tongue?

As advanced as the technology of this world is, with cloning, the revival of fossils, and transferring matter to data and back all being relatively commonplace things, there are still a handful of basic issues that humanity has yet to solve. Like being mute. For whatever reason, you lack the ability to speak in any meaningful way. Perhaps it is a birth defect, perhaps it is childhood trauma, perhaps a Fairy type ran away with your voice. You can laugh and cry and even scream without too much issue, though it may be slightly painful, but words are utterly beyond you with this.

+200 cp - I Am The Looker, Yes

Forgive me for making this assumption, but - you are from the Sinnoh region, right? Because you sure don't sound like it. In fact, you kinda sound like you're from Unova... with a smidge of a Galarian accent. Either way, you've got some serious jank going on with your vocabulary. You're from far away and it shows. You won't have trouble communicating basic things, but past a certain level of complexity you'll start making mistakes. Accidentally complimenting yourself, or insulting yourself as the case may be, is probably fairly tame but is roughly in line with what you can expect.

Oh, and if you take this with "Meowth Got Your Tongue" thinking something like "I can't have trouble talking if I can't talk", then it's everyone else who has this, at least to your ears.

+200 cp - Catch Rate Boosted In Rain

A real Pokemon Trainer knows that you can be as prepared as you can possibly be, and the universe will still sometimes throw you a curveball that you just have to deal with no matter how much you don't like it. Like the weather. Being that a lot of trainers travel constantly, a rainy day can ruin a lot of plans, and snow can be even worse. Let's not talk about hail. Regardless, you have some genuinely terrible luck when it comes to the weather. Sandstorms are stronger and reduce visibility even more, hail doesn't just hurt but can also slow you down, and the rain might be strong enough to completely drown out most fire moves. I won't go so far as to say that if the weather can find a way to screw with you, it will, but if there's anything already happening in your general vicinity it's going to suddenly get a lot worse.

+200 cp - It Must Be Perfect

It's a somewhat sad fact of the world that some Pokemon Trainers simply see certain Pokemon as inherently better or worse than other kinds. Some bias is obvious, a person might find certain Pokemon to be cute, and others to be ugly. Others are a bit more insidious. Much in the same way a person can simply hold a higher level of talent as a given activity than others, so too can Pokemon excel at certain kinds of things to an equal extent. It's a bit of an extreme example, but if you had three newborn Chimcars all attack with Ember, it's feasible for one of them to do nearly twice as much damage as another. Those who attempt to quantify such things call them 'Internal Values'. As for you? You're mildly obsessed with them. If a Pokemon can't be called an excellent specimen, you don't want it. You might make an exception for something with an unusual coloring or otherwise being unusual somehow, but even then you'd probably try to breed it in with a 'better' Pokemon and hope the mutation carried over.

+300 cp - Welcome To The Battle Fron-Tower

I know, I know, you were probably looking forwards to fighting your way through the Battle Arcade, or maybe the Battle Factory. Unfortunately Palmer ran out of money before he could get started on the other buildings, so his Tower is all you get. Sadly, this phenomenon is no longer unique to him. Lots of places that you're going to end up going are just... disappointing. Maybe cost saving budgets will make it so that Pokemon Centers can only heal your team once a day, or that Pokemarts only have enough stock to sell a given person five Pokeballs a week. Heck, maybe that coupon gimmick Poketch Studios ran is instead a discount, instead of a free Poketch. Suffice to say that if someone having a lack of money can screw you over somehow, it probably will.

+300 cp - Rules For You But Not For Me

Mega Evolution. Z-Moves. Dynamax. You may recall being told previously that those things... simply don't exist. That's certainly possible. This story was originally told before those things were discovered - or invented, if you prefer - and as such they aren't really a thing. Or, weren't. With this, you'll regularly find yourself fighting against foes that use one of them. If you're very unlucky, you might find yourself pitted against more than one of them. If you're VERY unlucky - or fighting Cynthia - then they might also be able to use Terastallization. Ever wanted to see a Terastallized Dynamaxed Mega Garchomp use a Z-move? Oh, and of course, you don't get this. Only people you're fighting against get this. Your allies and rivals sort of timeshare here, it only exists for them when you're fighting them, but if you team up for great justice then it goes poof.

+300 cp - Broken Diamond, Shattered Pearl

As technology advances, life becomes easier for the common man. Many of the illnesses that could once appear from out of the blue to strike a young child down have had cures found and distributed for them, and wild Pokemon are significantly less likely to attack civilization both because we understand them better and because we have tamed our own. Unfortunately, you're not going to live in that world. You're waaaay in the past. I realize that in a realistic universe, phrases like "gen one gameplay" mean next to nothing, so in more practical terms the jump is now set 100 years in the past. Cyrus is still a little shit, Cynthia is still bae, and everyone else is doing their thing, but all of those modern conveniences are just... gone. Oh, you know how Cynthia is the only person in the entire region who does IV/EV manipulation? Not anymore she isn't! Trust me, you're gonna have fun with this once you stop losing.

The End

Go Home
Stay Here
Move On

Thanks to Tri-Sevon for ideas and moral support and to WoL_Anon for the Pokemon origin