



Pokemon Legends: Arceus v1.2
By Orz

Welcome to the Sinnoh Region, a vibrant land full of beautiful sights and amazing creatures for you to discover. But this is not the modern Sinnoh as you know it, long since settled and tamed by its inhabitants. Instead, you are centuries in the past, in a time where the land is named Hisui, where pokeballs are a new invention, and the lands remain mostly untamed, untouched, and very dangerous. Things might become even *more* dangerous soon, as a Space-Time Rift has opened up in the sky, scattering strange objects throughout the region and filling certain Pokemon with an uncontrollable power. I hope you have what it takes to survive out here.

You have **1000 Choice Points**.

Origin

No matter your choice of Origin, you may choose to be a Drop-In with no pre-existing connections or duties to your chosen group. If you decide to do this, you will mysteriously appear in a safe place and will quickly be found by your chosen group. This isn't unheard of, both the main character and Ingo from Unova have arrived in the region this way.

Galaxy Expedition Team

A group of people from many different regions who've arrived to make a home in the Hisui Region. Led by Commander Kamado, they are well organized and have access to a wide variety of technology unknown to the region (including Pokeballs), but their unfamiliarity with the land and its inhabitants has resulted in many injuries and great fear of the local Pokemon. They're based in Jubilife Village and if you choose to join them you will start there.

Diamond Clan

One of the two groups who've lived in the Hisui Region for centuries, they worship the almighty Sinoh, the creator of the universe, as a being with power over time. They have a settlement in the Crimson Mirelands and if you choose to join them you will start there.

Pearl Clan

One of the two groups who've lived in the Hisui Region for centuries, they worship the almighty Sinoh, the creator of the universe, as a being with power over space. They have a settlement in the Alabaster Iceclands, and if you choose to join them you will start there.

Misfortune Bandits

A trio of women who've rejected their original groups and the suffocating rules they labor under, in favor of the freedom to do what they please and shake down passing travelers for valuables. Having a luck related name is optional, but encouraged. They have a small camp in the Crimson Mirelands, and if you choose to join them you will start there.

Perks

Galaxy Expedition Team

Stranger In A Strange Land (100 CP): The members of the Galaxy Team have all been thrust into a land unlike any they've ever seen, and now so have you. Thankfully, you have a knack for learning about and integrating yourself into the local society and culture without isolating yourself or making anyone angry. With this perk, you won't have to worry about people whispering in disapproval about the 'outsider' for long.

Artisanal Crafter (200 CP): The Galaxy Team is well known for the strange and wondrous devices that they create with their own two hands. Now, you can do the same. You have a knack for crafting, even for the more advanced things like Ultra Balls. As long as you have a recipe, tools and materials, there's nothing that you can't build with enough effort.

Melting Pot (400 CP): The Galaxy Team consists of people from all four corners of the globe, from Kanto to Galar. Despite their differences, each of these adventurous (or desperate) souls contribute needed skills and knowledge to help the entire group survive. Now, the same can be said for any group you're part of, making it easier both to work together despite differences between members and to use those differences to benefit the group as a whole.

Security Corps Training (600 CP): Sometimes words and diplomacy fail, and you must take a stand to defend yourself and your loved ones. In times like that, it's important to have a body that's forged for battle. Thankfully, you *do*. Along with being incredibly physically fit, you are an expert in some form of physical combat, be it sumo, swordsmanship, or some other martial art. You *will* protect your people, no matter the cost.

Diamond And Pearl Clan

Survival Skills (100 CP): Your people have lived in this land for a very long time, so it's only natural that they've picked up a thing or two about surviving out here. When dropped into a natural environment, even an unfamiliar one, you are adept at finding food, water, and shelter. You also gain a vague sense of some of the dangers of the area, such as storms or aggressive wild pokemon.

Wild Bond (200 CP): You have the ability to form strong bonds with wild Pokemon, allowing you to gain a powerful ally without the need of technological devices like Pokeballs. Note that timid Pokemon might flee before you can open a dialogue, and that it'll require a whole lot of effort to get some of the more aggressive pokemon to listen to you.

Diamond Clan

Chrono Sense (400 CP): As a member of a group of people that reveres time, you are constantly aware of its flow. No matter the circumstances, you can tell the exact time, down to the millisecond if you focus hard enough. This can give you an advantage on all kinds of things, from tactics, to crafting, to certain rituals.

Time Trials (600 CP): Your reverence for time has deepened so much that you have preternatural skill in using it efficiently. Because of this, you have trained yourself in how to make the most of what time you have. You are quite skilled at being *fast* without being *hasty*, able to act at your peak speed without losing dexterity and skill in the process. Even if that peak speed is far beyond normal human limits.

Pearl Clan

Spatial Sense (400 CP): As a member of a group of people that reveres space, you are constantly aware of your position within it. Unlike some people, you also have a perfect sense of direction, able to venture into the deepest depths of a cave system or the farthest reaches of the wilderness without getting lost. Equally useful for someone in a strange new land and for someone who just wants to know the best route to the store.

Spatial Awareness (600 CP): Your reverence has deepened to such an extent that your awareness has sunk into the fabric of space itself, at least in an area around you. Any time something moves in a one meter sphere centered on yourself, you immediately become aware of it. This obviously gives you an advantage in preventing sneak attacks or other underhanded behavior. You may toggle this perk off if you wish.

Misfortune Bandit

Bad Luck Charm (100 CP): Your arrival is a herald of misfortune for your enemies. Not enough to get them struck by lightning or attacked by a swarm of wild pokemon, but enough to give you a much needed edge, be it in a direct fight or when you are trying for a more stealthy approach to obtaining valuables.

Oh Look, A Distraction! (200 CP): It's so much easier to rob your mark when they aren't paying attention. Whenever you cause a distraction, be it through throwing a rock, knocking something heavy over, or even an elaborate monologue complete with poses, it's effectiveness will be increased. Even a moment of diverted attention can be enough for your allies to take advantage.

Escape Artist (400 CP): It doesn't really matter if you managed to get your hands on the goods if you get caught right afterwards. Thankfully, that's where this perk comes in. Any escape attempts you make, whether you're running from the authorities or trying to get out of prison, are greatly increased in effectiveness. They'll never catch you alive!

Ganging Up: (600 CP): It seems a bit odd at first glance, but one of the strongest weapons in the arsenal in the Misfortune Bandits is their strong sense of teamwork, allowing them to take down targets far stronger than they would be able to otherwise. Whenever you fight an opponent with your allies, your entire team gains a bonus to strength, speed, and skill. This bonus increases the closer you are to your teammates and the more you outnumber the enemy.

Items

Galaxy Expedition Team

Pokeballs w/ Recipe (100 CP): These strange devices use Pokemons' inherent ability to shrink down to miniscule sizes while unconscious to carry them around in a portable form. It also provides a minimal level of taming to the captured Pokemon, though they still might disobey a trainer that's noticeably weaker than them. Enough tinkering with the design should let you use it for other things, such as storing inanimate objects. Purchasing this item provides you with five Pokeballs, along with the recipe to make more of them, which will adapt to fit your current jump.

Crafting Kit (200 CP): This portable kit contains all kinds of useful tools. It has everything you need to create your own items, only requiring recipes and materials. Note that it only has the tools necessary to create items of the Hisui's technological level, but that will change when the Jump ends, allowing you to make anything from cellphones to laser guns.

Full Restore (400 CP): This miraculous medicine is made using cutting-edge technology and is guaranteed to bring your Pokemon back to full health as well as curing any ailments that they might be suffering from. It has reduced effect when used on non-Pokemon, but is still quite an effective medicine. You gain a single dose every week.

Arc Phone (600 CP): This strange little device that was once a smartphone has been blessed by Arceus itself. It can do anything that a normal smartphone can, provides a map of the surrounding area, and can even open certain secret passageways. It also never runs out of battery power. Not only that, but once per jump, you may make a call to 'God', either the one from the current jump like Arceus, or your Benefactor if no in-universe God is available. You may ask three questions of the being you call and can be assured they will answer them truthfully, but you might want to be careful in the exact phrasing of the questions.

Diamond And Pearl Clan

Remedies w/ Recipe (100 CP): These rustic cures are made up of ground-up medicinal herbs, perfect for nursing an injured or sick patient back to proper health. Unfortunately, their taste leaves much to be desired. Purchasing this item provides you with five Remedies, along with the recipe to make more of them, which will adapt to fit your current jump.

Berry Bag (200 CP): This small leather bag has a nifty ability, if you reach inside while thinking of a berry, that berry will appear within the bag! Note that it can only create a few handfuls worth of berries before needing to recharge for the week, but that should be enough for most of your needs.

Warden's Altar (400 CP): This stone altar is perfect for appeasing powerful beings or praying for their aid. All you need is a couple of the being's favorite foods and a few respectful words and you're all set. Of course, depending on the nature of the being in question that will be easier said than done, but at least this altar will give you a head start in getting the result that you want.

Celestica Flute (600 CP): Playing a few notes on this flute will allow you to summon certain great beings that have declared you worthy to your location. In this jump that includes certain Noble Pokemon, but in future jumps that might include things like powerful spirits or demons. Any being summoned this way will be willing to aid you, but depending on the exact nature of the summoned being the nature of this 'aid' may vary greatly.

Misfortune Bandits

Smoke Bombs w/ Recipe (100 CP): Throwing these little black balls on the ground releases a cloud of disorienting mist, allowing a quick escape. Purchasing this item provides you with five Smoke Bombs, along with the recipe to make more of them, which will adapt to fit your current jump.

Bandit's Facepaint (200 CP): This pitch black paint is used by the Misfortune Bandits to make themselves more intimidating. Whether it does is a matter of debate, but it certainly makes them stealthier, especially in the dark. You have a small jar of the stuff, allowing you to paint yourself and up to three others before running out, in which case you get another jar in a week.

Bandit's Treasure Map (400 CP): This sheet of parchment lists out all the valuables in a large radius around you, from ore and gemstones, to strong pokemon, to ancient relics, along with directions on how to get to their location. Considering this is a *bandit's* treasure map, it obviously doesn't make a difference on whether the valuables currently belong to somebody else. Use it wisely... or not.

Odd Keystone (600 CP): This strange little stone has the power to absorb evil spirits into itself, imprisoning them so they can no longer do harm. Be careful when imprisoning more powerful or very large amounts of weak spirits, as they might overpower the Keystone's protections, forming an entirely new being from the imprisoned shades...unless that's what you want in the first place. The resulting spirit would be quite powerful, after all.

Companions

Import (50 CP each / 300 for 8): Have one or more of your companions join you here. They gain an Origin and 600 CP to spend on Perks and Items. Companions cannot buy companions or take drawbacks.

Your Team (100/300 CP): Of course you wish to take your Pokemon with you. Well, that can be arranged. For 100 CP, you may take up to six Pokemon, but for 300, you may choose to bring any non-Legendary/Mythical Pokemon in your possession at the end of the Jump. By default, they are more pets than Companions, but if they are intelligent enough to be considered one, you may make any of them a Companion at a later date.

Canon Character (100 CP each): There's all sorts of interesting people here, but what will taking one of them do to the timeline?... I'm sure it'll be fine. For every 100 CP you spend, you may choose one person to bring with you as a Companion. This also includes Legendary/Mythical Pokemon, in which case you will gain an avatar with their in-game abilities but without their in-lore-only ones. Note that you'll have to convince those people to follow you, which may be easier said than done depending on the person. For example, it's impossible to convince Arceus to come with you.

Drawbacks

There is no limit to how many points you can get from drawbacks

Pokephobia (+100 CP): Like many people of this time period, you are deathly afraid of Pokemon. You can work past this fear if you really have to, but it will still make any task that involves Pokemon in some way much more difficult.

Heavy Tread (+100 CP): When it comes to stealth, your skills are unmatched... but not in a good way. No matter how hard you try you always seem to alert your target, be it through tripping on a rock, sneezing at an inopportune time, or just plain bad luck.

Homesick Wanderer (+100 CP): You're a stranger to this world, ultimately, and the more time you spend here, the more you find yourself missing home. Wears off before you make your final choice at the end of the jump

Closed Heart (+200 CP): You're quite stubborn, to the point of ignoring all evidence to the contrary when you've decided that something is correct. It might require someone to beat some sense into you, or at least your Pokemon team, for you to see reason.

No Fly Zone (+200): Don't you know that the journey is more important than the destination? You cannot use any flight powers, or items that grant flight powers. The only method of flight you're allowed to use is the canon pokemon powered glider. Note you can only take this drawback if you actually *have* another method of flight in the first place. No free points!

A Past Without Machines (+200): It could be disastrous if someone introduced advanced technology at this point in the timeline. In order to prevent that from happening, you can no longer bring in out-of-jump technology more advanced than a manual typewriter, nor may you *build* any that doesn't already exist in canon.

Powerless (+200/400/+600 CP): It seems that Arceus considered the powers that you've obtained from previous jumps cheating in some way. Because of this, you've been reduced to your body mod plus any purchases you've made for this jump. If you take the second rank of this drawback you don't even have *that*, and are reduced to your body mod alone. If you take the third rank of this drawback, your previous Companions and Warehouse are also sealed off from you and any imported Companions suffer the first rank of this drawback, though they gain +200 CP for the inconvenience.

Alpha Bait (+300 CP): There's just something about you that attracts powerful aggressive Pokemon, be it Tyranitar from the mountains, Ursarang from the woods, or Gyarados from a nearby river. Whatever the nature of the Pokemon in question, they're never happy to see you, doing everything in their power to beat you into unconsciousness... or worse.

Faller's Lost Memories (+300): It's bad enough to be lost in a strange land, but it's even worse to do it without your memories. Unfortunately, that's what's happened to you. You can't remember anything from before this jump, only remembering your name. Through persistence and hard work, you should be able to regain some of your lost past, with the most important memories returning first, but for now you are as amnesiac as the Pearl Clan's Ingo.

Wrath of the Ancients (+500): Both Dialga and Palkia have sensed that you don't belong in time or space, and *neither* of them are happy about this. Expect them to periodically show up and try to tear you to pieces for your insolence. Thankfully, not only will they not be working together, but they'll actually be getting in the way of each other more often than not. Good luck!

Ending

Go Home

Stay Here

Next Jump

Change Log

1.1: Added several more drawbacks, such as Homesick Wanderer and Wrath of The Ancients, as well as the option to take Avatars of Legendary Pokemon as Companions through the Canon Companion option.

1.2: Buffed Security Corps Training and added Faller's Lost Memories drawback.