

Pokemon Sun and Moon Jump



Ultra Sun/Moon Too



Hello there!

My name is Kukui! I'm a Pokemon Researcher in the Alola Region and it appears you're headed for our sunny shores, whether literally or not, I don't quite know. That mysterious entity you work for just gave me a heads up.

This chain of beautiful islands is known as Alola, a storied little island group and home to marvelous creatures we know as Pokemon! We may not have the traditions of elsewhere, as we have neither a Pokemon League nor Pokemon Gyms, but even so we're proud of our ways and quite a few adventures await those who would seek them!

This little fella here is, by the way, a Pokemon, one native to Alola, Rockruff. Pretty sure you haven't seen one of his kind before, heh.

In any case, you'll be heading to our world soon, and to make sure you get here properly, I've been told to send you these 1000 Totem Points (TP) to make sure you have what you need on arrival.

Table of Contents

Pokemon Sun and Moon Jump

Origins

- Drop-In (Human/Pokemon Compatible)
- Newcomer (Human Only)
- Trial Captain (Human Only)
- Delinquent (Human/Pokemon Compatible)
- Researcher (Human Only)
- The Partner (Pokemon Only)
- The Wild (Pokemon Only)

Companions

- Partner (Free)
- Jumper Froakie (Free)
- Ultra Starter (Free)
- Import (-100 TP)
- Lilie and Nebby (Free)
- Dusk Rockruff (Free)
- Poke Pelago (Free)

Location:

- Melemele Island
- Akala Island
- Ula’ula Island
- Poni Island
- Aether Paradise
- Ultra Space

Scenarios

- The Champion
- Seek Them All
- Battle Tree League
- Ultra Safari
- Bridging the Gap

Perks

- Alolan Fitness (Free)
- Ultra Insurance (Free)
- Formshifter (Free)
- Training makes the Mon (-50 TP)
- Worlds of Adventure (-200 TP)

Drop-In

- Environmental Resistance (-100 TP)
- Ultra Sense (-200 TP)
- Ultra Science (-400 TP)
- Restoring the Light(-600 TP)

Newcomer

- Friendly Face (-100 TP)
- Battle Stats (-200 TP)
- World Class (-400 TP)
- Chosen of Sun and Moon (-600 TP)

Trial Captain

- Friend of Nature (-100 TP)
- Lower the Barriers (-200 TP)

Totem Manager (-400 TP)
Kahuna in the Making (-600 TP)

Delinquent

Squatting Champ (-100 TP)
Team Player (-200 TP)
Face You Want (-400 TP)
Rainbow Success (-600 TP)

Professor

Phd (-100 TP)
Retired Badass (-200 TP)
Showman (-400 TP)
Toughness to Test Moves (-600 TP)

The Partner

In Sync (-100 TP)
Anvil of Progress (-200 TP)
How does this Work? (-400 TP)
Break the Legends (-600 TP)

The Wild

Wild Soul (-100 TP)
My Territory (-200 TP)
Break the Chains (-400 TP)
Perfect IV's (600 CP)

Powers (Human Form Only)

Poke-Speech (-50 TP)
Aspect (-50/-100 TP)
Z-Power (-50 TP, 1 Free)
Empathy (-100 TP)
Witchcraft (-100 TP)
Inner Power (-200 TP)
Psychic (-200 TP)

Quirks (Pokemon Form Only)

Shiny (Free/-50 TP)
Gigantism/Dwarfism (Free/-50 TP)
Evolution (-50 TP, Evolving non-Legendaries Only)
Oddity (-100 TP)
Regional (-100 TP)
Strange Obsession (-200 TP)
Mystic Achievement (-200 TP)
Many as One (-400 TP)
Ultra Radiation (-400 TP)

Items

5 Pokeballs (Free)
Backpack (Free)
Strange Souvenir (Free)
Pokedollar Stipend (Free, -50 TP)
Stylish Outfit (-100 TP)
Ride Pager (-100 TP)
Berry Pouch (-100 TP)
Poke Beans (-100 TP)
Infinite Malasada (-100 TP)

Drop-In

- Wormhole Diver Set (-100 TP)
- Ultra Shielding (-200 TP)
- Ultra Space Tech Cache (-400 TP)
- Ultra Megalopolis (-600 TP)

Newcomer

- Rotom Dex (-100 TP)
- Pokemon Supplies Catalog (-200 TP)
- Z-Ring (-400 TP)
- 3 Master Balls (-600 TP)

Trial Captain

- Z-Crystal (-100 TP)
- Roadblock (-200 TP)
- Trial Site (-400 TP)
- Mt. Lanakila (-600 TP)

Delinquent

- Uniform (-100 TP)
- Beast Ball (-200 TP)
- Aether Paradise (-400 TP)
- Rainbow Rocket (-600 TP)

Researcher

- Robust Laboratory (-100 TP)
- Buff Coat (-200 TP)
- Zygarde Cells (-400 TP)
- Poke-Trix (-600 TP)

The Partner

- Your Pokeball (-100 TP)
- Sweet Home (-200 TP)
- Custom Z-Crystal (-400 TP)
- Flute (-600 TP)

The Wild

- Power Spot (-100 TP)
- Berry Good (-200 TP)
- Your Pack (-400 TP)
- The Skin (-600 TP)

Drawbacks

- Continuity (Toggle)
- Eternal Journey (Toggle)
- A Journey to Remember (Toggle)
- Gauntlet Mode (Special)
- Swarmed (+100 TP)
- Skull Stance (+100 TP)
- Blind Playthrough (+100 TP)
- More Time (+100 TP)
- Twerp (+100/+200 TP)
- Be Schooled (+200/+100 TP)
- Living Suit (+200 TP, Human base form only)
- Rarity (+200 TP, Pokemon form only)
- Skull Problems (+200 TP)
- Overbearing (+200/+100 TP)
- Hero of the Hour (+200 TP)
- Alola from VR (+400/+600 TP)

- Faller not Jumper (+400 TP)
- Smaller World (+400 TP)
- Ultra Stranded (+400 TP)
- Ultra Invasion (+600 TP)
- Dyna Beasts (+600 TP)
- Paradoxical Appearance (+600 TP)

Origins



First up, a question as old as time.

Are you a Boy or are you a Girl?

Next question is, what kind of person are you? What's your history here?

Oh, and roll 1d4+9 or pay 100 TP to choose.

(You may assume the identity of a canon character matching your Origin)

Drop-In (Human/Pokemon Compatible)

Oh, so you're one of these huh? You just dropped outta the sky, no new memories, no history, no path you see before you except the one you choose. Quite a nice outlook, from a certain point of view.

(Any Ultra Space denizen would fit)

Newcomer (Human Only)

Ah, I see! Explains all the wobbling of the camera I suppose. You're a new kid on the block, coming from another Region with your parents and their Pokémon to Alola. I got you already a new buddy, though naturally you can bring one or even more old ones along from your past, heh.

(The Player characters or Ash Ketchum (if Anime continuity) are eligible for this.)

Trial Captain (Human Only)

You're not a newcomer, you've been here long enough to be a Trial Captain! While maybe inexperienced as a Trainer you have the skill to raise Pokémon into Totem Pokémon, the mighty guardians of the Z-Crystals! The Pokémon that is your personal partner however is quite new and young, so don't go picking fights right away since you can't command your Totem.

(Anyone of your given location who fits this Origin or it's capstone may be chosen for you to replace them)

Delinquent (Human/Pokemon Compatible)

Oh, this is... awkward. Like those hooligans in Team Skull you fancy yourself a rebel though most everyone else just sees the rebellious phase you're in. Don't expect anyone to take you seriously if you start wearing that get up though, most of Team Skull are Island Trial drop-outs who didn't take their failure well.

(You may replace any member of Team Skull or Team Rainbow Rocket)

Researcher (Human Only)

Oh, well this is awkward. Sorry Professor Anon, I didn't realize YOU'RE the person I'm responding to, damn that being you work for is seriously stingy on the details. Well, I'm happy to tell you that your lab has been prepared already and the Pokemon you're partnering with for your research is also ready, I'm looking forward to- Wait what do you mean with-

(You may replace Samson Oak, Professor Kukui, Professor Burnet, or any named member of the Aether Foundation)

The Partner (Pokemon Only)

Well, huh. I could've sworn I was talking to a human just now. Hey there little fella, didn't see you there. Your new Trainer is coming soon so just sit tight, alright?

(May replace the Starter Pokemon of the Player Character or Rockruff for Ash)

The Wild (Pokemon Only)

Well, ah, where did they go? Whoa careful there buddy! No need to start anything alright? Geez, when did a wild Pokemon get in here?

(No specific individual for you to replace here)

Companions

Well, now that we know who you are, let's get your team together, right?



Partner (Free)

Well, as promised! This Pokémon/Trainer is your new partner and awaiting your arrival in Alola! If you're still human, you may choose between Rowlet, Litten or Poplio as your Starter Pokémon. As a Pokémon, you may choose your human partner. This, naturally, may also just mean a human you're friendly with, if you're a wild Pokémon. They have 800 TP to make a build as normal and an Origin matching them or of your choice if you want to. You may also import a companion into this.



Jumper Froakie (Free)

Oh this is a special little buddy you have there! This is a Froakie from a rather peculiar line which produces unique Greninja. This one is bonded to you (or your Trainer/Human Friend) and when it evolves to Greninja it will have the Battle Bond ability, allowing this little froggy, after defeating a foe, to transform into Jumper Greninja. This form is a fair bit stronger than it would normally be and just demonstrates your bond with one another. After this Jump the Jumper Greninja form becomes an Alt-Form they can assume at will. At the start of each Jump you can designate 3 Perks and 2 Items you have which your friend will have access to while in this form. Items will manifest similar to Water Shuriken.



Ultra Starter (Free)

Huh, well I'll be, this isn't your run of the mill Pokémon you got there. Just how did you get this? Geez, I swear these Aether Foundation people- Oh, sorry I kind of spaced out. Congratulations, you managed something obscenely ridiculous here, you have an Ultra Beast in your hands. Sadly it's infantile and therefore no stronger than any other Starter Pokémon, but it has the Beast Boost ability. Just how did you get it in the ball?

(This option may be purchased only once. You may use this to obtain either a Poipole or an unevolved, non-legendary Fakemon not related to any existing species, so no custom Eevee evolutions or Kangaskhan pre-evolutions. Replace their ability they would have with Beast Boost if necessary.)

(They gain 800 TP to spend and the "The Partner" Origin. They also get the "Ultra Beast" Quirk for free.)

(You can import another companion into this option if you want.)



Import (-100 TP)

Well, you probably have other friends too, so why not let them all come? For 100 TP you can import any and all companions you have as well as any Pokémon Followers you have into this Jump. The Companions get 800 TP to spend and followers get 400 TP to spend in the Quirks section.



Lilie and Nebby (Free)

Well, looks like somebody doesn't want to go in the bag. Nebby, the Cosmog, and Lilie, the daughter of Lusamine of the Aether Foundation and sister of Gladion, will happily join you on your future adventures as companions. At least if you become friends. Nebby will naturally evolve into their final form, and by the end of your time here Lilie will be a fine young trainer herself. Who knows? Maybe there is a small Alolan Vulpix too, named Snowy? In any case, what Nebby will become will depend on its gender, as a male Cosmog evolves into a Solgaleo while a female one evolves into Lunala. The world will match.

Additionally, the two share one Companion Spot, meaning they, together, will only count as one companion when importing but will gain CP, Perks Items, Origins etc independently from one another. Nebby will also, in future Jumps, retain the ability to open Ultra Wormholes to other dimensions and the ability to traverse there and through them safely.



Dusk Rockruff (Free)

Oh, another cute critter! This little guy is a mundane looking Rockruff that I found but the little guy seems to have taken a liking to you. Mind taking care of him? Well, it may be a girl admittedly, but that's hardly the point. Ah, I have a note here, apparently this Rockruff, when evolving, will turn into a unique variant of Lycanroc, the Dusk Lycanroc. Huh, never heard of that one.

Poke Pelago (Free)

Oh hi there! The name's Mohn and I manage Poke Pelago! Well, I hear ya need to leave us in ten years so I'm gonna be helping you! You get to keep Poke Pelago after leaving and, when you do leave, all of your Pokemon except five, will be following you as Followers. Those last five meanwhile can become Companions unless you want them to be Followers too. Does that sound fair?

Location:

Well looks like we have this sorted out so far, now where will you go?

Melemele Island

Ah, home sweet home. Mele Mele Island is the northernmost island in Alola, relatively speaking. It holds the largest city in Alola and is home to Tapu Koko and Kahuna Hala who specializes in Fighting-type Pokemon, while it's only Island Trial is held by Ilima who holds the Normal type trial.

(If you replace the Player Characters or Ash, you start here)

Akala Island

Akala huh? This is the island with the only active volcano in Alola and, arguably, the largest number of Island Trial Sites with trials of Fire, Water and Grass found here. It is home to Tapu Lele and its Kahuna is Olivia, a Rock-type specialist.

Ula'ula Island

The largest island in Alola, although not the most populated. The island's guardian, Tapu Bulu, has in the past destroyed one of the island's major towns, Tapu Town, for the offense of building a supermarket on a Trial Site. Now the ruins of the said market house Acerola's Ghost type trial under the watch of Mimikyu. The island is also heavily mountainous with three peaks on top of it, one of which houses the electric-type trial of Sophocles. The Kahuna, Nanu, has been keeping an eye on Po Town and Team Skull, though the most notable location is likely Mt. Lanakilla where the final part of the Island Challenge is held. Maybe more than that even, if I can get it going...

Poni Island

The last of the natural islands of Alola and also the most sparsely populated with one floating town of sea nomads and the home of Hapu's family. Its guardian is Tapu Fini but there is currently no Kahuna for this island, nor is there an active and supervised island trial. However, in Poni Canyon there is a naturally formed trial, held by Kammo'o just before the Altar of the Sunne/Moone. There is technically another trial captain, Mina, but that little lady isn't motivated enough to actually set one up for the Fairyum Z she holds. The Battle Tree, still awaiting new management, and Exeggutor Island are also located here.

Aether Paradise

Ah, now we come to the final "Island" of Alola, Aether Paradise. This is a so-called "Very Large Floating Structure" or VLFS, and the headquarters of the Pokemon welfare organization known as the Aether Foundation, led by Lusamine. Pokemon are brought here to recover from abuse or natural disasters and this may very well be the closest to Pokemon Rangers we have around these parts. Though there is some... odd research going on I hear.

Ultra Space

Uh, wait, where are you again? Ultra Space? I'm sorry but are you saying you're beyond the Ultra Wormholes? What? I- Alright, so, I don't know what this place looks like, but I guess you would know better.

(You may choose any of the worlds that can be reached in Ultra Sun/Moon through the Ultra Wormhole.)

Scenarios

So, I'm supposed to give you some kind of tasks you can complete for extra rewards? Also, 200 CP per scenario you take. Man this whole thing seems pointlessly complicated if you ask me, but I guess that's why I'm not doing this.



The Champion

Wait, you already knew of my plans? Geez and I was trying to be vague! Well, I guess this is confirmation my dream of opening a Pokemon League in Alola will actually succeed so I won't complain! The task is simple, get through the Island Challenge and then finish the Alola Pokemon League, apparently this can happen in either timeline? Not sure what that means, but it'll be tough! I have first class candidates to challenge anyone who would seek the title so as to ensure we have the pinnacle among trainers to represent us!

Reward:

Huh? Wait, what does it say here? Holy shit! How do you even- what is a- Okay, I read it. So, you get the Alola Region accessible from the same way as your "Cosmic Warehouse", whatever that is, or any equivalent. As I said, I don't know how this is even possible, but yeah. Congrats?



Seek Them All

Well, this is nice! This scenario requires you to complete the Alolan Pokedex, though there are some restrictions. For starters, your Rotom Dex will be unable to download data from other Pokedex models or be imported into. All data you collect must be new. Next, no companions imported as Pokemon or who have Pokemon form, except for the Starter, can contribute to your Pokedex registrations. Thirdly, and this is a big thing, you can't just catch 'em all, you need to study them all. Meaning collecting data, doing field work, observation and cataloging of the Pokemon. Basically, you have to do the work manually like you're still a researcher in the age when Sinnoh was Hisui and stuff.

Rewards:

For all the leg work you put into this one, you get quite a little reward. Another addition to that warehouse thing, namely something people in Kanto would call a Safari Zone, though without the restrictions on Pokeballs. Not only does it contain Pokemon, but every day there will be no less than 50 different, randomly selected Pokemon species to be found here. More common ones will obviously have a higher chance of showing up, but there is no limit. Additionally if you had an Ultra Starter who is a "Fakemon" as they say, you can also find more such Fakemon. Lastly, your Follower Pokemon, which include those you catch here, will always get at least a bit stronger as you travel from world to world, something akin to a Beast Boost or Totem Aura, a permanent boost which will make them grow stronger with each world so they probably will be quite powerful over time. Though more dangerous worlds and those with large timeline trees will generate a lot more power for your Pokemon.



Battle Tree League

(Requires “The Champion”)

Well, damn those organizers at Poni Island aren’t messing around. When you become Champion, if you do anyway, you will be invited to the Battle Tree, but there is a catch. You’re not going to the regular Battle Tree, oh no. You’re headed for the big leagues. Remember the World Stage I mentioned before? The one you’ll be representing Alola in? Well, this is it now! The Battle Tree has become host to a worldwide tournament, to determine a true Champion of Champions. Don’t think this will be a small affair either, there are enough Pokémon League Champion level Trainers, like yourself, that it had to be structured as a tournament similar to what your benefactor, who has organized the gig, calls the “Silver Conference” something involving rated battles? Seriously I need to check the notes on this one a bit more. Anyway, your task, if you accept this, will be... not an easy one. You have to win this tournament, no repeat attempts allowed. But you have no restrictions on what

Pokémon you can use.

Rewards:

Holy Molly if you pull this off. Well, your reward will be grand my friend, for completing this challenge you have the choice of two rewards:

1. Choose 1 Region of this world as depicted in any media of your original world, other than Alola, you gain access to a portal to that region similar to how you can access Alola and, if you want, you can also take a ferry or airplane to that Region from Alola. Additionally, staying in either Region can serve as a “Vacation” Jump if you so wish, allowing you to stay there for up to 5 years between Jumps.
2. Alternatively you can become the proud owner of every Battle facility ever built in any timeline. This means, for the record, any and all iterations of the Battle Frontier, Battle Chateau, Battle Tower, the Battle Tree and so on. Unlike in normal conditions, battling here will count as training, and the gains your Pokémon would get here also affect yourself and your companions while they’re in the audience. Additionally, any item found here that would boost your Pokémon’s strength will also work on you and your companions.



Ultra Safari

Ahem, sorry to interrupt, but I believe I should speak up. I am Looker, I’m an officer of the international police sent to Alola to investigate the Ultra Wormholes. We have reason to believe that, in under a year, Ultra Beasts will be released into Alola, and are therefore requesting your aid Jumper. To put it bluntly, we’re not equipped to deal with them ourselves. Your task will be to catch any Ultra Beasts which make their way into our world and explore Ultra Space itself, cataloging any Ultra Beasts you find this way. I will leave your means of doing so up to you, naturally, though I have 50 Beast Balls which I will deliver to you once the time for this task has come.

Rewards:

It appears you have succeeded, I must thank you for your aid in this endeavor. As a reward I have been authorized to hand you this. This item is called the “Foreign Ball”, its function is... strange, as it doesn’t work on Pokémon. Instead I have been told that it functions on supernatural beings from beyond Earth. You get one of these every 3 years if you use one up and it has a 100% capture rate if you can hit such an entity with it. They will be bound to the ball and can be called out once per year to aid you. Their negative effects on the cosmos meanwhile will be negated.



Bridging the Gap

Well Jumper, looks like you want to help us out even more, don't you? Even though we humans have been living alongside Pokémon for centuries now, working as partners since the time of Hisui, we know fairly little about them. Many even go so far as to see Pokémon not as our partners but a commodity to exploit. My personal opinion lays the blame for this shortcoming on the feet of our inability to see the perspective of the Pokémon or get a good amount of information about it. This is where you come in.

Your goal is to go through all the normal things you would've done as you are, human or Pokémon, for your time here. Then, after this time is up you become locked into a Pokémon form, Formshifter or not. This may be a new form if you wish, but you have no access to prior Perks and have a 500 TP stipend to spend on the Perks with half the normal stipend from the

Powers/Quirks and Item sections. At the same time, your Partner has the same situation, becoming a human or Pokémon depending on what you were before, and the same stipends. By the end of the next five years you need to have written and published a comprehensive book that needs to successfully bridge the gap between our species.

Rewards:

For the colossal feat you accomplished here, reaching the hearts of humans and Pokémon alike, you gain a number of powers. First among them is naturally to gain a second Pokémon form, regardless of whether your second go was as a Pokémon or not, following standard rules. If you didn't go through this as a Pokémon on the second try you gain a 1000 TP stipend to spend on the Pokémon Perks and Quirks sections only.

Your second reward is that for bridging this gap, you are now able to grant humans Pokémon forms, unlike Worlds of Adventure this is an at will power granting and takes a form similar to Formshifter. You can do the same to any non-sapient being in return as well as granting a Pokémon form to them. This grants them Sapience on par with humans. Yes you can use this on inanimate objects if they have some manner of soul. Remember we've seen weirder Ghost-types around here, so if there is a little Caravel you want to save from sinking, go ahead! The new form will be free from the maladies that befell the original and staying in the new form will slowly recover damage done to the original form if needed.

Lastly you can use this to reincarnate the dead. This may require some other things to be honest, but I'm sure you can manage that. I heard of an Odd Keystone that was possible to be obtained in the Hisui Region with a similar ability, but in this case you can reincarnate them as any Pokémon of first stage or Baby form, though they will reincarnate as Pokémon Eggs. Huh, come to think of it, that's one possible explanation where those come from.

Perks

So, now that we know who you are, where you are and also what you are, let's move onto what you can do.

I am told the listed prices are 50% off for their assigned origin and 100 TP with a discount means you get that for free. Kind of an odd system you have there but oh well, I'm just helping out.

Alolan Fitness (Free)

You're naturally not going to be some slacker who can't run for miles now, will you? You're physically extremely fit and able to run across rugged terrain for weeks without health issues and half a day without needing rest. You also can sustain yourself on 4 hours of sleep for full rest, 2 hours minimum with a strong coffee, with only half as much food or water as a normal member of your species would require.

Ultra Insurance (Free)

You will never have to fear for your mind's safety while traveling through Ultra Wormholes, retaining your memories no matter what. You will also be safe from any stray energies while doing so. Doesn't mean the Ultra Beasts won't detect you though.

Formshifter (Free)

This is a rather interesting perk. As a human this allows you to turn into a Pokemon and grants you access to the Quirks section. As a Pokemon, this allows you to take a human form and allows you access to the Ability section. Naturally that also means as a human you need to choose what you are in the proper section as well.

Notably you may choose a second Origin not of your own species, so between The Partner or The Wild One as a human, or, well, any of the others as a Pokemon. Other than Drop-In naturally. In future worlds this will also allow you to choose a second species/race if such an option is given, gaining a second Alt-Form in doing so. Applies to race determining Origins as well.

Training makes the Mon (-50 TP)

What's this? Oh, it looks like your benefactor has set aside for you. Any Training that you or any Pokemon under your care perform will always result in 5 times the normal gains. You can even purchase this multiple times, though it only stacks additively, so two purchases are 10, three are 15 and so on.

Worlds of Adventure (-200 TP)

It's said that a lot of worlds don't have Pokemon, which is all manner of sad if you ask me, they're one of our greatest treasures after all! However, this Perk promises a solution! With this you can retro-actively introduce Pokemon into any future worlds, adjusting the worlds so as to fit Pokemon into them. You can also include various Regions from our world into future worlds either as additional nations, replacing portions of geography they match up with, or have their associated locations adjusted to include things from those regions. This here also says it applies to any Pokemon Jump and you can toggle however many people have the same ability that you gain from Formshifter, in those new worlds, though if yes, they'll be given transformation forms fitting their character. Geez, talk about being generous and- Oh, another thing here. Man she writes small. So, according to this you can also include modifications to how Pokemon operate, such as some things from a "Fakemon" Jump or something? No idea what that means, and that this Perk will count as part of your Bodymod so that you can use it no matter the Jump you go to, even ignoring Drawbacks and conditions that reduce you to below your Bodymod.

Drop-In



Environmental Resistance (-100 TP)

Being a traveler of worlds, I'm sure you've been to quite a few. Not all worlds are so forgiving, mind you, ask the people in the world where Alola got devastated and now a Guzzlord is, well, guzzling up what nobody wants. It's nearly uninhabitable with it's former residents forced to wear hazmat suits. Luckily you don't have to worry about that, you're perfectly adapted to survive in any type of hazardous environment, whether that be pollution, outright poison or harmful, residual magic. Furthermore, you will never find yourself in the awkward position where you're the carrier of a zombie virus and it isn't washed out on leaving, that stuff just doesn't stick with you, nor infect you.

Ultra Sense (-200 TP)

You have a sixth sense, you can detect the energy of other worlds and breaches between them easily, even predict where such a breach may occur within hours of it happening. You need to concentrate on the latter part and need a map to orient it on, but this is in effect a Ultra Wormhole dowsing ability. Yes this applies to any such breaches, even artificial ones.

Ultra Science (-400 TP)

A very fancy title, I know. However the people of the Ultra Megalopolis are certainly an advanced civilization, able to harness Ultra Wormholes and even build Beast Balls. At least in the Ultra Sun and Ultra Moon timelines where they're the source of the technology. You now have the principles behind all of that technology available to you, just need to figure out how to implement them, though I'm sure you can come up with a few uses.

Restoring the Light(-600 TP)

Sometimes, a little compassion is what is needed. Ultra Megalopolis had its light stolen by Necrozma, not out of spite or hatred, but because Necrozma is a being of light and when its own was lost, it sought a new source, sucking it all up in an attempt to restore itself. You now have the ability to heal supernatural ails of great beings such as Necrozma, as long as they are not truly malignant you will have the ability to restore them from a state such as what would be considered Base Necrozma, into their full original form, as seen with Ultra Necrozma, without needing to go through all the other steps like absorbing some of your friends.

Newcomer



Friendly Face (-100 TP)

You know, you just have this kind of air to you, a friendly aura that makes others relax and see they can trust you. As long as you do not wish harm onto another this Perk will ensure they will know as such.

Battle Stats (-200 TP)

Now, normally this isn't a game, but let me just give you something simple. This perk grants you the ability to see a type of UI which displays the vital strength (Health Points) of a Pokemon, its growth progression (EXP) and its energy reserves for each of its moves (PP) at your command during battle. What's more, you can call up many of the relevant data points such as the physical attack potency potential (Attack Points), durability against such or more special damages (Defense, Sp. Def), the target's nimbleness (Agility) as well as its opinion of you (Friendship). This only works on friendly creatures though you can see their HP in case of hostile enemies. No more wondering how much longer you need to hammer into that Hariyama before it keels over in defeat.

World Class (-400 TP)

Not quite, but you sure have the potential. You have the uncanny ability to bring the absolute best out of anyone you train, even allowing you to let them benefit perks you personally have relating to growth and development. You're also an absolute ace of aces in combat, able to come up with strategies and, if you were to join the battlefield yourself, it wouldn't be wrong to compare you to, wait let me see these notes, right, "Cu Chulainn or Heracles", whatever those are. Maybe some Legendary Pokemon or Ultra Beasts? Anyway, this also makes you twice as successful at catching Pokemon or convincing them to join you, which apparently will, beyond Pokemon, also affect potential allies in high places of power.

Chosen of Sun and Moon (-600 TP)

Well damn! I'm getting some serious readings here! Looks like we're at more than your average trainer here! Indeed you're blessed it seems with the deities of Alola looking down favorably upon you. Good fortune is said to follow one such as yourself, 1 in 100 chances become 50/50, and anything that would favor you more than that would become almost guaranteed. Moreover, beings of power will gladly share their blessings with you, this Perk drawing beneficial attention to yourself from any you would be willing to commune with. No worries about Cthulhu or the Chaos Gods. However, even these entities will be more than willing to be lenient with you if you're not actively fighting them and will even limit any actions to using those you can handle.

Trial Captain



Friend of Nature (-100 TP)

One of the things Totem Pokemon look for in prospective Trial Captains to supervise their trial and even raise a successor, is their ability to understand nature and the type of the trial's Totem. You're naturally an expert in that, choose one of the types of Pokemon and you now have an uncanny skill in the raising and training of that type, not to mention a skill in handling and fighting alongside this type, not to mention resistance to it's energies and what is related to them such as a resistance to shocks as a electric expert or a resistance to heat sufficient to perform fire dances on top of a volcano if you specialize in fire types.

Lower the Barriers (-200 TP)

Huh, that's an odd ability, or at least the name. No longer will you suffer the barriers of age or gender, no longer will anyone question your ability to fulfill any job you're qualified for. Man, flowery language right here. Anyway, the point is, like most of your fellow Trial Captains, whether you're a child or not, as long as you're capable of the job, nobody will be asking for your age or judge you based on such things. Mind you, the age of consent isn't lifted, nor is the legal age for drinking, sorry. Only applies in terms of jobs or tasks that do not fall into a case as illegal as child molestation or child drinking/smoking. No you do not become immune to Protect with this.

Totem Manager (-400 TP)

A Trial Captain is more than the closest thing to a Gym Leader we in Alola have, it is also a position analogues to a type of priest or shaman, tending to the Totem Pokemon. To this end, you're skilled in tending to and raising a special type of Pokemon, said Totem Pokemon, into the tremendous forces of nature they are. Totem Pokemon in this sense strongly resemble another type of Pokemon which seemed to go extinct and was native to Sinnoh in the ages when it was still called Hisui, Alpha Pokemon. This talent to raise Totems also means that you know all the ways to imbue a particular Pokemon with the energies of Z-Crystals to the point of making it a permanent part of their existence, granting them superior strength to their normal counterparts. In future Jumps you can do the same to any non-human being that trains under you, granting them a significant power boost.

Kahuna in the Making (-600 TP)

Kahuna are the unquestioned leaders of their island, the strongest trainers of the Islands of Alola and, in the distant past, Kings were their equivalent. To be a Kahuna however also requires you to have the favor of a guardian Deity, a Tapu. And you certainly have what it takes. One of the Tapu openly favors you and will come to your aid or seek your aid out if necessary. Most impressively, at the beginning of any fight you can call on the strength of the Tapu to induce the Tapu unique Z-Move "Guardian of Alola", reducing the strength and endurance of a foe by half.

As a last effect, in this Jump you may choose to either replace your island's Kahuna in his or her position or, alternatively, be their designated successor once they retire. In future Jumps you have the same options available, allowing yourself to become ruler of a nation you start in, or at least hold a significant political position if you want.

Delinquent



Squatting Champ (-100 TP)

Well, whether you're with Team Skull or Team Rocket, this may be interesting. Like any member of Team Skull you have ridiculous leg endurance, able to squat all day, 24/7, even through Earthquake, hurricane, typhoon or any other possible hazard you may encounter during a Pokemon Battle. It doesn't matter how uneven the ground is and how much it shakes, you won't lose your footing and, more importantly, won't tire or feel pain in your legs from this ridiculous position you're in.

Team Player (-200 TP)

Like any good Villain Team member, you're an undeniable expert on working with others. Even if it is a completely

unrelated group or even multiple who normally would hate each other's guts. As long as you're in that organization, in-fighting will be held at a minimum and they will be willing to work together. At least for a while.

Face You Want (-400 TP)

It's an odd thing to say, but technically, the Aether Foundation ended up on the wrong side of the good vs evil conflict through Lusamine. Yet in spite of horrific experiments involving Type-Full, later called Type-Null, as well as the Cosmog Nebby, their public image never was tarnished. Furthermore, Team Skull is notorious for instilling a certain type of mannerisms in its members, not exactly inducing a certain image in the eyes of others, given the background of most of the grunts, but it certainly appears that Guzma was able to instill an internal image.

Like them and many others, you're able to form a certain PR image you wish and to maintain it, just as successfully as the Aether Foundation or Team Plasma did. As long as no actions occur which contradict this, or at least as long as such incidents remain at least somewhat hidden from the public eye, you can maintain this PR Image, it would take something on the level of Ghetsis going apeshit after N admits defeat or Lusamine opening Ultra Wormholes in front of various witnesses, or in the case of being tough, everyone in your organization, alongside their mother, grandmother and their dog, getting their asses handed to them on a regular basis, to shatter this image.

Rainbow Success (-600 TP)

Team Rainbow Rocket is a strange organization, built by Giovanni of another timeline, it consists of Team Rocket Grunts and the various bosses of past villain teams of all stripes, originating in fucked-up timelines where they succeeded. Don't ask how Archie and Maxie are still alive in that case, they probably don't know themselves. With this Perk, you can, once per Jump, either choose a major event to swing in a different direction, thus in favor of a faction other than the one that should've won, or use this to reverse your own death, causing whatever killed you to backfire on the killer, causing a decisive defeat for them and, likely, also their true death. Remember, if Cyrus wins the universe goes belly-up. Literally.

Professor



Phd (-100 TP)

Huh? Wait, professor Jumper, what do you mean you need a Phd? I thought- Oh, right, you're not from around here so... Right this thing. With this Perk you have a full college graduate education in any three fields of Pokemon study of your choice, some examples are wild observation, Pokemon Biology, as well as Pokemon archeology.

Retired Badass (-200 TP)

Ah, not saying you must be retired, look at me! But yeah, this basically gives you and your Pokemon a significant boost, making you a force to be reckoned with. I mean, Professor Oak, that's Samuel not Samson, is a former Pokemon League Champion and I myself am quite a good Pokemon Trainer, not to toot my own horn or anything. Anyway, at the moment you're roughly equivalent to the level someone would require to take on the Grass type Totem Pokemon, but with time you can easily go beyond this as it is your base level of skill and strength of your Pokemon.

Showman (-400 TP)

Sometimes, you must admit, being subtle and undetected is best. A big, flashy mask is perfect for the job! N- not like I have experience of that or anything, hehe. Anyway, you have a natural talent at concealing your true identity when you want to, allowing you to create a separate identity that nobody can trace back to you. What validates the price is that, while in that persona, your skills as combatant or Trainer increase tenfold, allowing you to perform feats in combat, whether by yourself or through your Pokemon and partners, that would be far beyond your capabilities. And naturally, who could possibly imagine that the Masked Jumper is the same as Professor Anon, am I right *wink*

Toughness to Test Moves (-600 TP)

Oh you want this? Heh, not gonna stop ya. I'm a professor specializing in understanding Pokemon Moves, and that involves me testing those moves by taking them to see how hard they hit, what they do and so on. This particular Perk grants you the same type of boost, or more if you were tougher than normal already. Why? Because this increases your toughness proportional to the difference between a normal human being, and someone who can tank one instance of Hyper Beam and all of its non-Normal type equivalents, at the same time and then come out the door just fine.

What do you mean I'm flexing?

The Partner



In Sync (-100 TP)

Trainers and Pokemon in Alola are a bit on the special side. We use synchronized movements along with our bonds to perform Z-Moves, powerful attacks that are many times stronger than their normal counterparts. For this Trainer and Pokemon need to be In Sync with one another, so that the power can flow freely between them to unlock this ability. Naturally, you're a professional, am I right little buddy?

Anvil of Progress (-200 TP)

Oh this is quite something, I totally agree with this one. You see, a lot of people, especially those who completed the Island Trial, accept "Good Enough" to be sufficient. I never liked this mentality, ever striving forward, ever seeking to better oneself, that is the true way to greatness!

And it seems you agree! No matter how far you go, no matter how much

you must endure, you have an indomitable will to continue improving and, more importantly, the ability to break through limitations on yourself. To go even further beyond! Sorry, I got a bit hot-headed there. Point is, you're a special little Pokemon, because if you want to go further? You will go way further than anyone could imagine.

How does this Work? (-400 TP)

Okay, I know I just said limits are only in your mind but this is getting out of hand even in my books! Seems like you have gained the uncanny ability to ignore immunities as long as you're using a powerful enough attack. Fighting a Ground-type? There comes the Thunder that Breaks the Earth. Some spirit thing that you can't hit? Hit Harder! This also applies to resistances, as long as the attack is strong enough and beyond a threshold, you can overcome any resistance or immunity by pure guts and firepower alone.

Break the Legends (-600 TP)

Oh, this is- Holy Arceus. First breaking types and now this? Well, I guess normal Pokemon need a champion, huh? You're a special little Pokemon, not only are you strong, but the tougher the opponent, the harder you hit. You're the kind of Pokemon which goes toe-to-toe with legendary Pokemon and comes out with either both of you knocked out, or even on top. It doesn't mean you gain a boost to your durability, or at least not nearly as much, but your moves hit harder, faster, stronger, and any other combat parameters become better just as much. Additionally your stats will never fall into the Dump-stat range, always growing equally. In terms of what I am told is a game, that's a +3 stat per "Level" you gain. This is naturally all metaphori-

The Wild



Wild Soul (-100 TP)

A wild little thing aren't you? Unbound by Pokeball or leash. Well, it would be a shame if anything could get in your mind, right? Don't worry, that's not gonna happen. With this Perk I'm told that you'll be immune to any unwanted mental alterations, control or influence as well as possession. You can be possessed, but you will be in full control and this also works on parasites and Hive Minds.

My Territory (-200 TP)

If you're strong, you want dominance! This is true for Pokemon and especially so in the wild! If you can assert your dominance over an area you can declare your sovereignty of that area, granting you knowledge of all within and any

intruders therein. While in your territory you gain a boost of strength and energy, gaining a 10% boost to all of your stats and energy reserves. You can expand your territory by fighting and defeating whoever claims authority over that adjacent land. When dealing with organizations you're opposed to you can also challenge their boss and either take control or disband them fully if you win.

Break the Chains (-400 TP)

Entrapment is so annoying! Sealing is even worse! No worries though, with this your chances of being captured go way down! No matter what Pokeball is thrown at you, if you do not wish to be captured, even the mighty Master Ball will fail miserably. Further still, any imprisonment against you, any seal, any chains? These bonds will break at your will easily at your will alone, no prison shall hold a wild spirit such as you!

Perfect IV's (600 CP)

Well isn't this impressive? Pokemon abilities can be broken down into a number of "Statistics" by humans, and anyone who can see such and gazes upon you, will see the pinnacle of what a member of your species with your amount of training can accomplish. Your parameters will always be 50% higher than normal for your species and your children or those you create/help create, will benefit from this as well, this even goes if you were to, say, summon the spirit of a legendary figure and form them a body from magical energy, as well as if you were to enter a world with kind of Porygon-like creatures living in cyberspace, and you partnered with one to let them evolve, the result would be the same in such cases as if they were your children.

Powers (Human Form Only)

Humans gain 800 TP for this section only, Pokemon with Formshifter gain a 400 TP stipend only.

Poke-Speech (-50 TP)

You're the opposite of a certain Meowth, you're like N from Unova. You can speak with Pokemon like they were people and find them quite talkative... Unless you're dealing with Slakoth, Slaking, Slowpoke and Slowbro or any other Pokemon of that sort. They're quite lazy, you know? Or slow, depending on which species. Anyway, this also allows you to speak in the same manner as Pokemon, though you must choose one at the beginning of each Jump. Allies of yours and select individuals can still understand you, as can Pokemon obviously.

Aspect (-50/-100 TP)

In the ancient past, Pokemon and man were basically the same, tales abound of Pokemon taking off their skin and walking as humans. While this is probably either an exaggeration or a misunderstanding of the Zorua Line, some people would argue you have a few Pokemon in your lineage. Choose 1 type for 50 TP or 1 Pokemon for 100 TP, you gain any resistances and some physical abilities based on that choice, it will be far more diminished compared to actual Pokemon, such as having a higher depth resistance and the ability to survive by breathing underwater for a few minutes, but it can be versatile. You can buy the 50 TP option multiple times but the 100 TP option only once.

Z-Power (-50 TP, 1 Free)

Z-Moves are incredibly powerful, but only one can be used per battle as both Trainer and Pokemon need to recharge between uses. This power is intrinsic for a human to perform a Z-Move with their Pokemon, for each purchase you can perform a Z-Move once per battle, no you do not double the number for every purchase after the first.

Empathy (-100 TP)

A skill that would be assumed to be kind of obvious, but this is a bit more than just feeling for other people or Pokemon, instead what this is, is the ability to make others feel your emotions. If you truly want to make others understand that you aren't their enemy? That you want to help? This is the power you want. Any Pokemon Ranger would sell their Capture Styler to have this as you can very easily do alone, what they can do with said device. If you had a Capture Styler, this would easily allow you to capture Pokemon far more easily and even overcome resistances such as those of Deoxys in its various forms, or a Shadow Lugia. In future Jumps this power would work the same on animals and could even be used with people. Just less effectively with the advanced sapients out there.

Witchcraft (-100 TP)

This is both an inherent power and a knowledge of potions. For starters, similar to Lily the Witch, as seen in the Pokemon Anime's Johto Journeys series, you are skilled in creating complicated potions made of natural resources. You don't need to worry about accidentally turning someone into a Pikachu while trying to make a Pokemon Communication Potion though, you have both the proper recipe for said potion and another for the Pokemon transformation potion. This latter potion can even be modified to allow someone to switch between forms at will, and works on humans. However, the power set of this is a bit more too.

In a way, witchcraft and magic in Pokemon appear linked to potions, but also ghost-type energies. Thus why witch-type trainers are often seen with ghost-type Pokemon. With this power you can perform Ghost-type moves, temporarily become intangible and commune with the dead. If you had magical powers before or gained more later, they would become five times more powerful. Mind you that, without self-harm, Ghost-type moves will tire out living users.

Inner Power (-200 TP)

You have stepped into the shoes of great heroes, haven't you? Within you wells up a power held only by mighty guardians like Sir Aaron and a power far superior to a "Ancestry" to a Lucario, if a bit more restricted. You have the power of Aura, with enough Training your abilities can come to rival those of a Lucario, if not a Mega Lucario since that's a bit high, though who knows what kind of shenanigans you can come up with? This includes Aura Sphere, Aura Sight, Empathic Powers, creating Aura constructs a'la Bone Rush and an enhancement of your physical abilities.

Psychic (-200 TP)

Like many people in this world, you have psychic powers. This can be as broad as "Psychic Powers like a Psychic Pokemon" but this would be extremely weak, only able to perform basic Telekinesis. The more specific this ability is, the stronger it is. A psychic ability such as "Levitation" or "Teleportation" can be much stronger, more specific such as "Short-Range Teleportation" or "Long-Range Teleportation" would be even better. You can buy this option multiple times for multiple psychic abilities if you want.

Quirks (Pokemon Form Only)

Pokemon gain 800 TP for this section only, Humans with Formshifter gain a 400 TP stipend only.

Here you also can pay for your form. For Free you can be any unevolved Pokemon of any 3 Stage evolution except Cosmog, including all Starter Pokemon.

For 25 TP you can be a Pokemon from a 2-Stage evolution line, you're still an unevolved Pokemon.

For 50 TP meanwhile you can be a non-evolving Pokemon. This excludes Ditto.

For 200 TP you can be a minor Legendary Pokemon. This includes most of the Mystic Pokemon excluding high-class ones like Arceus and also excluding Mew.

For 400 TP you can be a Intermediary Legendary Pokemon, things on the level of the Bird Trio or Legendary Beasts. Another example are the Swords of Justice. For 800 TP you can choose something on the level of Xerneas but excluding any actual Pokemon deities like the Creation Trio and definitely excluding Arceus. You can also be an Ultra Beast, for free, but this is limited to Poipole.

You can also be a Fakemon but the price of the above options.

Shiny (Free/-50 TP)

This is only a cosmetic Perk. For free you become a Shiny and can, in future Jumps, choose to get a funky hair color or effect, like having a hair that looks like a galaxy or something. For 50 TP this is upgraded mildly in that you can now choose to have whatever color palette you want, change your hair and skin color in future jumps at will, and even make your limbs have funky effects like what I described with the hair earlier. Think Kana from FGO.

Gigantism/Dwarfism (Free/-50 TP)

Another cosmetic change. For free you can be either 50% smaller or 50% larger than the average of your species. Yes this is like Ash's Shiny Noctowl. For 50 TP you can make yourself twice as tall or 1/10th the size of that average, and in future jumps can change from your normal size to the same scale as described here. You can purchase this multiple times and can decide to either get both options or put multiple of the same option, with scaling going to 4x size of 1/100th size and further purchases scaling in either direction in the same manner.

Evolution (-50 TP, Evolving non-Legendaries Only)

So, you want to start out stronger? Very well, you start out one evolution stage further along, so as a Charmander you're now a Charmeleon, though you don't get as strong. No you can't be a Cosmog and go to Solgaleo or Lunala with this. You can buy this as many times as your Pokemon form can evolve in one line.

Oddity (-100 TP)

Much like a certain Meowth, you have an odd ability. It may be that you, a quadruped, can walk on your hind legs. Maybe your body produces a powerful and rare medicine, or maybe you grow very tasty fruit or produce random ores from your body, who knows? Point is, this is a minor trivia ability of your body that is either something you gained from training or is a natural part of you as a Pokemon.

Regional (-100 TP)

This is quite a tradition started in this generation, Regional Variants. Taking this Quirk will allow you to change your species into a Alolan Variant or be a variant from canon in another Region. If the former, you can change one or both of your normal types and alter your morphology to reflect this change. Shiny allows your Meowth to have the color of an Alolan Meowth, now you can have the body and type of one too. In future Jumps you can discount 1 Perk you normally wouldn't have a discount on but which can be discounted to another Origin.

Strange Obsession (-200 TP)

Some people collect bottlecaps, some Pokemon are obsessed with looking like another Pokemon. With this Quirk you may choose to have a strange obsession which translates into an even stranger, unique ability. Whether that is an obsession with Cosplay, allowing you to obtain a move or even abilities associated with this costume, such as dressing up as a Lucario to learn Aura Sphere, or an obsession with a certain Anime that allows you to do things unique to that setting. This power can only go to the same level of power as a freeform Cosplay Pikachu, so you can emulate Giga Drill Breaker or a Stand, but it will just be a move that imitates some aspects of that. Mind you, some quirk variations may still work to go beyond the impossible, Gurren Lagann and all that, just not to the world-breaker level.

Mystic Achievement (-200 TP)

Some Pokemon are... special. Whether it is an ability to change between your evolved forms at will, Mega Evolve without a Trainer or possessing the powers and abilities of a Legendary Pokemon as a Magikarp. Choose from those listed abilities, it must not be anything world breaking and if you're not a Legendary or Mystic Pokemon it will be scaled back in power. If you choose Mega Evolution without a Trainer, you may decide to make up a Mega Evolution of your own if you don't have one. If your species has one but you want a different one, you may apply the Regional Quirk to that Mega Evolution, giving you something akin to the X and Y variants of Mega Charizard and Mega Mewtwo. This also includes things like Primal Reversion.

Many as One (-400 TP)

Similar to Zygarde, you're not alone. You are divided into 100 different Jumper Cells. While this may not be normal for your species, it is quite useful. You are the core of this greater whole and, on command, can call to yourself the 99 other pieces of your being, turning into a much more powerful whole. You may alternatively choose to use this as an absorption ability similar to Kyurem or Nekrozma, but you can use this on any 2 willing participants or two who you overpower. Regardless, the power boost is roughly equivalent to 3 combined Legendary Pokemon at most.

Ultra Radiation (-400 TP)

Like Ultra Beast or Totem Pokemon, you have been suffused by the amazing energy of Ultra Space, the same energy that Nekrozma so dearly seeks and which powers Z-Moves. Due to this you have "Beast Boost" as a secondary ability on top of whichever ability your species normally possesses and the energy flares up when you knock out or kill an opponent. Additionally if you have access to another dimension, you can siphon its energy and power yourself up even further to no negative effects. So yes, you can suck Slaanesh dry and they can't do anything against it. As far as powering up goes, one victory is roughly equivalent to a 50% boost to any one attribute you wish at the point of victory, not just the best you have, and unlike in game mechanics, there is no upper limit to the number of boosts you can gain from this.

Items

All Origins gain a 400 TP stipend for Items only.

5 Pokeballs (Free)

Simple enough: 5 Pokeballs, standard model though they can be made into another color if you so wish but this is only cosmetic. If you get another 5 Pokeballs for free every monday.

Backpack (Free)

This is a standard backpack of your choice of design with an internal volume able to hold up to 50 tons of items inside so long as they can fit through the hole. If you import another bag into this Item with a similar effect, they stack linearly. External size cannot exceed that of Lily's shoulder bag.

Strange Souvenir (Free)

One of the more popular souvenirs in Alola, it doesn't do anything but since you're here already, why not get similar items for all the Regions you've visited and all other worlds too? Can be sold for 1500 Pokedollars or 15.00 USD. Respawns once per month if sold, lost or destroyed.

Pokedollar Stipend (Free, -50 TP)

This is a bit of spending money, 5000 Pokedollar or 50.00 USD more or less. Doesn't sound like much, but 200 PD is enough for a Pokeball and 300 for a basic Potion. For an additional 50 TP you can add an Allowance where, once per week, you get 1000 Pokedollar per 50 TP purchase and you can purchase this as many times as you wish. In future Jumps, this money can be converted to the closest local denominator. And remember, most Trainers start at 3000 Pokedollar in their pockets, not counting what they win on the streets from other Trainers.

Stylish Outfit (-100 TP)

A Trainer needs some good drip, you get my drift? This is a closet with 5 sets of clothing of your choice and design, whether they are modified versions of outfits seen in past games, straight up copies of these outfits, or fully new designs by you. They will never become dirty, will always look fantastic on you while also making you appear the way you want them to make you look. So if you want to look cute, it will be so, if you want to look cool, so be it. Just don't run around in Lingerie and no, Micro-Bikini and Thong aren't viable choices, nor anything of that sort. Comes with swimming outfits for free as well, such as swimming trunks or regular Bikini/Swimsuits. You can also change into these outfits at any time with a thought and may import outfits you obtained in the past or obtain later into this Item to grant them the same benefits as above.

Ride Pager (-100 TP)

Wouldn't it be nice to get all those Ride Pokemon you always wanted to have? Well, now you can! With this handy device you can call any Ride Pokemon shown in any Media to whose Jumps you've been to, at will! Yes, this includes, if you've gone there, the Lord Pokemon from Hisui or Latios and Latias. These Pokemon cannot be made to fight for you but in return they are a convenient, environmentally friendly set of living vehicles and most of them are far faster and all of them far superior to ordinary horses or even cars. They also all have the ability to perform the same abilities displayed in the games, so Machop can easily move heavy objects out of your way, Tauros can shatter rocks, etc. Mind you, Latias, Latios and Charizard will not let you land in locations you haven't been to in this Jump or future Pokemon Jumps, no skipping the journey.

Berry Pouch (-100 TP)

This is a pouch which, when opened, will contain 10 assorted berries of different types. Its contents will respawn once per hour with another random assortment of Berries.

Poke Beans (-100 TP)

These are Pokebeans, they are found on Pokepelago in large quantities and are popular with Pokemon. Pokemon become much friendlier when eating them and if they're available as snacks, training will go twice as effectively.

Infinite Malasada (-100 TP)

This is about as close to the Alola Region's National Cuisine as it gets. Malasada, roughly translating to "Badly Cooked", is a type of baked goods which comes in a variety of flavors. Fairly large buns by nature, they are delicious, making their name quite ironic. You have an infinite support of Malasada, able to summon them to your hand either in a basic packing paper or a bag containing several. Note that nobody can be harmed by trying to bury them in Malasada.

Drop-In

Wormhole Diver Set (-100 TP)

The outfit most well known from the Ultra Recon Squad. Not only does it allow the wearer to traverse Ultra Space with ease but also protects you from harmful energies found there. In future worlds this suit will function as decent armor, able to shrug off small arms fire. What is more important however, is that it will shield you from any extra dimensional energies or influence, no matter the source or its power, unless you so desire. This also means Ultra Beasts won't become bloodhounds to you if you go through a Ultra Wormhole nor will you suffer amnesia.

Ultra Shielding (-200 TP)

While not necessarily found here, this device is based on the Wormhole Diver Set only extrapolated. This device will shield any vessel traversing space, normal or otherwise, from hazards around them, be that Mass Shadows in Hyperspace or Daemons in the Warp.

Ultra Space Tech Cache (-400 TP)

Ultra Megalopolis is a highly advanced society, we may not see much of it, but considering they built a functioning prison for Nekrozma and were able to sustain their world after said Ultra Beast stole their light, that is saying a lot doesn't it? This is a full database of any technology they possess and a 3D Printer that can build this tech. You can feed it other blueprints too, but anything larger than a city bus wouldn't be able to be built with this, though it can build a Fiat protected, larger 3D Printer like itself to aid with this, if you can actually produce the materials.

Ultra Megalopolis (-600 TP)

Maybe this may seem a bit odd, but somewhere, somehow, you need to get the infrastructure, right? This is a copy of Ultra Megalopolis, in its full glory. Post-Jump the light of this world will be restored and become a Warehouse Attachment, until then you can open a Ultra Wormhole to this place from anywhere. The city is roughly twice the size of New York City and will have a variety of environments found in special domes in which Ultra Beast-like entities, similar to Pokemon, can be found and caught. (These Pseudo-Ultra Beasts may be sourced from Fakemon designs but will scale to regular Pokemon except in the Beast Boost ability).

Newcomer

Rotom Dex (-100 TP)

Well this is a nice little buddy. This is a Alolan Pokedex inhabited by a Rotom. The Pokemon itself cannot be called into battle but instead will serve to manage the various functions of the Pokedex itself. This includes a map, camera, as well as access to Pokepelago. You can import a Pokedex of the past or similar Items to a Pokenav into this Item, however for the duration of the Jump, if you took the “Seek Them All” scenario, the Pokedex will not register any Pokemon also found in the Alola Pokedex from their data.

Pokemon Supplies Catalog (-200 TP)

This is a catalog as the name implies, specifically for purchasing anything and everything Pokemon Trainer related. This includes all forms of Pokeballs, Potions and even some more exotic Items, maybe you want to buy a Pokemon Fossil? In any case, prices will vary based on items but for those we know the price of it will be the same as in the games, or twice their selling price for those you can’t buy. A Master Ball, as an example of one Item that can be neither sold nor purchased, would cost you 100k Pokedollars, or 1000 USD.

Z-Ring (-400 TP)

This is an essential item for the Island Trial, the Z-Ring. Worn around the wrist, performing certain dance moves in sync with a Pokemon while a Z-Crystal is placed on the Ring will turn a move of your partner of the same type, into a powerful Z-Move. These moves, whether they are damaging or status moves, are far superior to their regular selves and scale in potency with the move they are based on. In future Jumps this will work with any special skill or attack someone performs as long as you can justify giving them a type, such as an attack of a Mera Mera no Mi user being augmented with a Firium-Z.

3 Master Balls (-600 TP)

The most powerful Poke Ball in the series, the Master Ball. At a Catchrate so high that it may as well be 100%, this purple-topped Poke Ball is capable of catching any non-Ultra Beast Pokemon in existence without fail. Including Arceus, yes. As long as you can hit it anyway. You get three of these Pokeballs but they will not respawn unless the Pokemon caught within one of them is released which may occur normally or by being imported into another Jump as a Companion but not a Pokemon. In future Jumps this Pokeball can be used to capture non-Human, non-extradimensional entities and cannot be escaped out of once caught.

Trial Captain

Z-Crystal (-100 TP)

Choose one of the current Pokemon Types, you now own a Z-Crystal corresponding to that type. A larger than normal source of these crystals will also be available at a property you own, defaulting to your Trial Arena. Your personal fragment will be capable of being used for Z-Moves.

Roadblock (-200 TP)

Well, can't have inexperienced Trainers going where they shouldn't, right? You have 10 roadblocks which, when placed, prevent others from crossing over. However, you must set a condition they can pass, such as a Trial and obtaining a Z-Crystal, at which point the roadblock will be removed. You can summon them at will to a location around you, but there is a 2 minute cooldown after someone has passed the condition. Mind you, beating you in a battle (Pokemon or otherwise) is a passable condition.

Trial Site (-400 TP)

This is where you work, where your Totem sits and where your trial takes place. This can be any type-appropriate location, an icy cave for ice-types, an abandoned and haunted supermarket for ghosts, a literal Volcano for fire-types and a random jungle for Grass-types. If you're a Trial Captain you can designate one of your Pokemon matching your type as the Totem. They gain the "Ultra Radiation" Quirk in the Totem Boost variation and grow so large, someone from Hisui could be mistaken to believe they're an Alpha Pokemon. They cannot be used in normal battles as your Pokemon however, though they can call on Pokemon in the area for aid while battling challengers.

If you're not a Trial Captain, this is still a Trial Site but you can challenge a Totem Pokemon unrelated to you here for training. Also, it's a good source of Pokemon of a corresponding type. Non-Trial Captains must either have the Z-Crystal Item or designate a type here.

Mt. Lanakila (-600 TP)

Oh this is quite something. This is Mt. Lanakila, the tallest peak in Alola and site of the Island Trial's finale where Trial Champions are crowned. Given time, though depending on your continuity, the Pokemon League of Alola will be founded here, and Alola's new Champion will be crowned. As for this Item itself, it is home to a large, sprawling cave system which leads to the peak and is home to various Pokemon. At the peak will sit the Pokemon League, though according to these notes I have here, in future Jumps you can choose to either train your Pokemon by rechallenging the League, if you were the champion, participate as an Elite 4 Member, man talk about promotion, or engage past enemies in more traditional combat, what like attacking people with your Pokemon? Anyway, it apparently is immune to damage and will be a Warehouse Attachment, and count as an extradimensional space in future worlds. Whatever that means.

Delinquent

Uniform (-100 TP)

Well, I guess this is necessary. Choose between Team Skull, Team Rocket or the... Why the Aether Foundation? Uh, keep reading? Alright, so, you get this uniform for yourself, only the basic Grunt stuff or something. It will lend credence to you being a member of whatever group you are a part of and make people take you seriously. Kinda strange given the track record of Team Rocket and Team Skull.

Beast Ball (-200 TP)

Five Beast Balls are a special type of Pokeball designed by the Aether Foundation and the people of Ultra Megalopolis. No idea how this happened or what it is even doing here. You get 20 of these per month though they don't do well on Pokemon, they do exceptionally well against Ultra Beasts and any Extra-Dimensional non-human beings. Dunno what some of these examples are but there are like 40 things listed that start with "Chaos" for some reason, as well as a list of things whose names all end in "Mon" for some reason.

Aether Paradise (-400 TP)

Okay, why is this here? Spoilers? Listen I'm no expert but shouldn't this be in- Okay fine, I won't pry. Anyway, you got a copy of Aether Paradise, the HQ of the Aether Foundation. As stated this is a VLFS, a Very Large FLoating Structure, forming an island off the coast of Alola. Comprising multiple different floors with a large mansion at the top, this structure has all manner of machinery aimed for the purposes of caring for injured Pokemon as well as producing advanced technology and performing research. Comes with a number of smaller outposts with various research targets and a contingent of Pokemon Trainer Followers who are loyal to you.

Rainbow Rocket (-600 TP)

Huh? What is "Rainbow Rocket" now? Oh, an alternate universe Team Rocket? Geez, alright let me see the notes... So this is not a copy, you're now the Boss, supreme leader, Commander in Chief, whatever you call it, of Team Rainbow Rocket. You have around 2000 Rocket Grunts, each about as capable as Admin Archer at the time of his battle in the Radio Tower, and an Admin council consisting of the bosses of every evil team seen in the series except for the Aether Foundation, Team Skull, Team Yell or Team Star. Man these names are getting weirder every day. Anyway, all of these admins have their own legendary Pokemon partners and are significantly stronger than their counterparts encountered elsewhere in the timeline due to them being victorious in their timelines.

Researcher

Robust Laboratory (-100 TP)

Well yeah, how am I gonna do my research if my place couldn't take hits? Or its contents couldn't? Like me you are now the proud owner of a local building that serves as your laboratory. It is somewhat larger on the inside, I am telling you that's just an optical illusion it's not magic, and can withstand as much punishment as can be expected from firing Pokemon moves inside. Don't Dynamax in here, it isn't rated G for Giant.

Buff Coat (-200 TP)

Okay, hear me out. It's not padding. This is a Lab Coat, similar to what I and, like, 99% of my colleagues wear on a daily basis. However, not only does it show you're a scholar among the best, but it also gives you a physique that makes you look like you step into a ring with Machop and get out the winner. And the best part? You do not just look the part, it actually makes you about three times stronger than normal. Also, I got a little something tucked away in a pocket for you, a mask. It won't just conceal your identity but will let you keep the strength boost while in nothing but the mask and some pants. No my coat doesn't actually do that, I'm just built differently. No I am not a Mega Kukui geez.

Zygarde Cells (-400 TP)

Ah, Zygarde, the Legendary Pokemon said to be the guardian of Natural Balance. While the individual cells have no intelligence, the Zygarde Cores do. It is around them that Zygarde Cells congregate to form the finished Pokemon, with 100 cells scattered around Alola. You now have 1 Zygarde Core and 10 Cells, enough to create the canine 10% Zygarde. Additionally you have both a detector to tell you where more are as well as the means of causing them to fuse into further 10%, 50% or 100% Zygarde. You can find, in this Jump, up to 200 Zygarde Cells and another 100 in every future Jump you visit. Though should you make a second or more Zygarde they need to be caught the traditional way after formation. Up to 4 Cores will also be present for every 100 Cells, so 8 in this world, including your first one, and further 4 in every future world. No, you cannot make Zygarde 200%, 100% mode is the limit.

Poke-Trix (-600 TP)

Huh, odd thing this one. Someone found this thing in a meteor crash site, though it may have been a Minior, and when you got near it this thing latched onto your arm. Visually this thing is an odd cross between a large armband and a wristwatch. When a Pokemon touches it, a copy of that Pokemon's DNA is stored inside and you can, for up to 10 minutes at a time, turn into that Pokemon with all its stats and movesets. Turning the dial thing which will be on your chest while in transformed form, will turn it blue and lock it down so you stay for anywhere from 24 hours to 72 hours in that form. Comes with a handful of lenses you can put on this thing's face, which can copy a Pokemon form which someone else can then place on themselves and, on slapping it, turn into that Pokemon with the same time limit. Though they will have their hair and eyes stay human.

The Partner

Your Pokeball (-100 TP)

As the tin says, this is your Pokeball. While in Pokemon form you can enter it for protection, as nothing can break this thing. You can also exit at will, don't worry. It furthermore protects you from all attempts at Mind Control, brain washing, as well as any capture attempts of you as a Pokemon. Corruption won't work either, though why it lists "Chaos Gods" in here is beyond me. What are Chaos Gods anyway and why is there a note saying "Don't even Try" or something?

Sweet Home (-200 TP)

Alola has quite a few nice places, and that goes for Pokemon too! This is the Hano Grand Resort, the biggest, most opulent resort in the Alola Region. Favored by movie stars such as Sir Chuuster, the famous movie actor. Like him you have a lifelong reservation here and even get to keep it after this world. It can stay a Warehouse Attachment, be integrated along with its beach into a Personal Reality, or be imported into the world on an island similar to its original home in Alola. Comes fully staffed and with plenty of food, drinks, clean and comfy beds, as well as all other amenities expected of a 5-Star tropical resort. You can even earn a buck with Pyukumuku chucking or get a cut of the resort's considerable income while imported into another world. Sweet Arceus, and I thought your boss was overdoing it with 5000 Pokedollars.

Custom Z-Crystal (-400 TP)

Another Z-Crystal? Well yes! This one is however, not a type-specific Crystal, rather it is a personal one for your species to a specific move you are known for. It scales to about twice as strong as a regular Z-Move of that type and has the added bonus of bypassing all manner of interference or defenses. No chance anyone can throw up some flares to make it go off-course or shield themselves.

Flute (-600 TP)

Oh, you wonder what a flute has to do with you? Why does a Pokemon need a flute? Well, let me explain. This isn't just a flute, this is a special pair of flutes that comes with a special set of sheet music. When two people play these flutes with you between them and a certain pattern etched into the ground around you, as depicted on the sheet of paper, it will power you up significantly. Whether this is inducing evolution in you, or you being human, with this little ritual any power and/or strength which until now hasn't been realized will burst forth as your potential is unlocked, easily quadrupling your strength at the minimum. This is basically as if a Cosmoem underwent the ritual at the Altar of the Sunne/Moone.

The Wild

Power Spot (-100 TP)

What? You thought Totem Pokemon and their Totems were where they stay for some arbitrary reason? Oh no, that's not it at all. First, yes, Totem Pokemon are wild Pokemon, they have a caretaker in their Trial Captain but they're not that captain's Pokemon, even if they were raised by them. This here is a Power Spot, the place where, in Alola, Totems are placed. While staying here you can slowly cultivate any supernatural energies or powers you may have, making them slowly grow stronger. How so? The energy of Z-Crystals or Ultra Space, I guess. It's extremely gradual though.

Berry Good (-200 TP)

I bet you're wondering what this is, well, in Alola, Berries grow on trees, that's nothing new, however the only time anyone plucks them off of trees of specific berries is if they're homegrown. In the wild they grow on large trees which seem to never hold the same type of berries, always a random assortment and they're always at the foot of the trunk. Don't ask me why or how they're still good. You also have one of those trees, which will spawn a random assortment of 20 berries every 24 hours even if you do not pick them up. You can also bury any fruit you like at the foot, adding that fruit to the random selection of the tree. There is a footnote saying that if you plant a "Devil Fruit" it will grow random, but safe, Smile Fruits instead and not a copy of that Devil Fruit. Geez, and I thought we had clunky names for Pokemon.

Your Pack (-400 TP)

You're an Alpha now! No, not that sort of Alpha, they kind of dropped off the face of the Earth when Sinnoh was still called Hisui. What I mean is that you now hold control over a pack of 30 Pokemon of your species or its evolutionary line, even if you were unevolved. There are 10 members that are fully evolved and 3 of them are absolute top-tier fighters. They cannot be caught by anyone but should you have "Shifter" and want to go out on an adventure they can join you there. You can also replace one or two of them for unrelated Pokemon, though certain species *cough*Eevee*cough* have plenty of variety.

The Skin (-600 TP)

In old legends it is told that Pokemon would take off their skin and live as humans, as then there was no difference between human and Pokemon. Well, this is kind of bridging the gap that did form I guess. This Item is... more of an ability. At will you can shed your skin, whether this is part of "Shifter" or not, your decision. If any human or animal were to enter this skin they would gain the ability to turn into a Pokemon of your species, though they would start at the lowest evolution stage of such. Don't worry, it is more of a latex suit, nothing organic or gross and it won't harm you in any way.

Drawbacks

Continuity (Toggle)

The standard continuity toggle, if you've been to the Pokemon World (PMD excluded) then you can choose to incorporate any parts of your involvement in this world into the history of it. However, no threats may be mitigated this way.

Eternal Journey (Toggle)

Another Toggle, another obvious one. This Toggle causes you to enter the Pokemon Anime or Manga continuity, around the same time as those media's respective involvement with Alola happens. I wonder who this Ash kid is, he sounds fun!

A Journey to Remember (Toggle)

So, you know there are other regions right? Well with this toggle you can immediately move onto another Pokemon Jump, excluding X&Y, since we're years after those events, or the Anime if you took "Eternal Journey" above.

Gauntlet Mode (Special)

Drawback is a bit special as it removes your starting TP. In return you get twice the TP from each Drawback. This only counts as a genuine Gauntlet when you take the Power-loss Drawback.

Swarmed (+100 TP)

For some odd reason you're being hunted. Not by anything too bad, unless you have a fear of Dark type Pokemon. Choose any Alolan Regional Variant that becomes a Dark type, you're now followed by a pack of 20 of these Pokemon, led by an evolved form of them. You can take this Drawback up to 3 times.

Skull Stance (+100 TP)

It is an odd kind of behavior exhibited by... 99% of Team Skull, namely the fact they either squat on the ground for no discernible reason (probably trying to look intimidating and/or edgy) or slouching around. Well, you can't help it either. When not walking you have to squat down and while walking you have the same odd manner of gesticulating as Team Skull Grunts, doing random rapper poses or something along those lines.

Blind Playthrough (+100 TP)

This doesn't remove your perks or Items, instead you lose all memory of the plot and have your knowledge of Pokemon Training reduced to the level of a true beginner. If you have talent, this won't affect that, but anything knowledge based will be lost in that regard. Naturally you will keep whatever you purchased here and would be known by your Origin, though you would be a complete Greenhorn regardless.

More Time (+100 TP)

This is another fairly simple one, you can take this up to four times, for each time you take this you stay another year. Scenarios will still only allow you to take ten years.

Twerp (+100/+200 TP)

Forget your age roll or choice, you're now 10 years old for 100 TP. This means you're a child and while this doesn't mean you can't be a Trainer, it does mean you're quite small. For an additional 100 TP you also have the mental state of this age. If you're a Pokemon and not a human, then your age will be equivalent to a 10 year old in the growth and maturity degree of your species. For example, dogs mature three times as fast as humans do.

Be Schooled (+200/+100 TP)

Well, this is... awkward. You arrive 2 years early into this jump, before the events that you're supposed to arrive in the middle of, and must participate in the Pokemon Trainer School. And not just participate, but graduate. This will require a lot more effort and actual learning than what you may have seen before, and until you do, your Starter Pokemon will be merely a Pokemon that has been rented to you by the School while the rest of your Pokemon, if you have any, will be waiting too. If you catch any Pokemon in this time period, they too will be registered as Rental Pokemon. If you don't graduate within ten years you will fail, although instead of chain failure you will be sent along with any imported companions and yourself losing whatever you purchased here. If taken with the second level of "Twerp" you get 100 TP less as your time here will be extended, giving you more time to study and graduate. In that case, the Jump's timer won't start until you're 10 years old.

Living Suit (+200 TP, Human base form only)

Remember that skin Item I mentioned before? Well, you got one for free now, even get some points for it. Problem is, that suit is alive and thinking independently. And it is female regardless of your gender. Once a week it will force itself onto your body, turning you into a Pokemon. This transformation will make you female too if you weren't, and there is a reason for it to do this: It's in heat. Yeah, weekly. This will transfer to you and you will have a strong compulsion to seek out a Pokemon of your new egg group to mate. You can try to resist this but those potential mates will be drawn to you in turn. Luckily, the suit will relent once you have mated and produced the egg not long after, or after an hour has passed, at which point it will go inert and you can take it off and use it the rest of the time. You can take this twice to make this a Bi-Weekly occurrence with two different suits who want to get it on. Same rules as above. And yes, all the Baby Pokemon will recognize you as their mother. Regarding what Pokemon these suits are, they will match your Starter Pokemon's Egg Type, and you can get an extra +100 TP if it is a suit based on said Starter and the second can be of another Pokemon you got in the Companion section.

Rarity (+200 TP, Pokemon form only)

You're rare, like, really rare. No matter in what way, various Trainers will be hounding you if they found out what you can be. Doesn't matter if your Pokemon form is a Magikarp or something, doesn't matter if you're a Alolan Ratata or whatever. You're now the hottest new thing in Alola in that form. If taken with "Living Suit" these trainers will seek you for breeding purposes. This may be less dangerous, but do you really want to get hounded by a bunch of people to have their Pokemon's eggs which they will take for themselves?

Skull Problems (+200 TP)

Team Skull will now be hounding you. Like, really hounding you. Anywhere you go, they will be there and cause some kind of trouble. And they won't be as incompetent either, they will scale with how strong your Pokemon are and you can't just attack them directly, you need to engage them in Pokemon Battles. Good for Training, but you want to deal with these idiots all the time? Guzma will also show up occasionally, which is to say, every fifth or so time Team Skull goes to harass you. This will only end with the dissolution of Team Skull as a gang.

Overbearing (+200/+100 TP)

Remember Lusamine? The extremely youthful woman who runs the Aether Foundation, mother of two? Yeah, I couldn't believe the latter either, the lady looks ready for the beach in full uniform. Anyway, she's now extremely interested in making you conform to her sense of what should be. She will hound you, trying to force you to wear the clothes she deems appropriate, trying to make you wear your head in a style similar to Lily, and is in general a control freak. This will be worth half of its normal payout if you're in the Anime continuity given Lusamine's more mellow persona there.

Hero of the Hour (+200 TP)

Well Jumper, this is kind of an issue with a lot of people of significance in this world, I've heard it before. You can't walk two meters without ramming into the plot, someone is in need of help? You're right there and ready to give it. Even if you would rather continue on you will find yourself unable to deny someone's help request as long as your morals do not run counter to them. No need helping Guzma or Giovanni, you know?

Alola from VR (+400/+600 TP)

Well, this is odd. Looks like I'm now an AI! Heh, welcome to Pokemon Sun and Moon Online! Not the catchiest name, but oh well! You are now playing a full immersion Pokemon Sun and Moon VRMMORPG, something along the lines of Sword Art Online, though without the life or death thing. All other stuff is still present naturally but you and your companions are actually normal humans in the real world taking on avatars of humans or Pokemon and naturally, all Pokemon that aren't companions are AI controlled. All your Items and Perks will be game-exclusive and you will be reduced to your Body-mod outside the game. For an additional 200 TP this is much closer to Sword Art Online now, namely because if you fail to complete the game, which means the Island Challenge, the Ultra Beast Crisis, winning the Pokemon League etc. you will fail the Jump and with it, the Chain. Yeah, kinda harsh. I mean, that other game kills you too you know?

Faller not Jumper (+400 TP)

You're not of this world Jumper, and every relevant Pokemon knows. Ultra Beasts will be drawn to you if any enter our world and the Tapu will be wary of you as an outsider like those they are meant to protect Alola from. Be careful, or one of them may talk their Kahuna into helping them drive you out, with lethal intent.

Smaller World (+400 TP)

Normally the world around Alola won't have too much effect on the islands, or at least events that may or may not have occurred already or are occurring concurrently with the ones here. Well, no more. Not only are all Regions now far closer to Alola, but any Organizations who haven't been canonically dissolved by the time the events of Alola take place (Team Flare, base Team Rocket) will start operations within Alola itself. If this is the Anime, Team Rocket will come to Alola in a far greater capacity than in the actual series.

Ultra Stranded (+400 TP)

You're stranded Jumper. In Ultra Space. Not only will Ultra Beasts be harassing you but you can't leave under any circumstances other than the one I am about to describe. Namely, you must locate, and defeat, an Alpha Beast, yes, I said Alpha, like the Alpha Pokemon of Hisui. These versions are about three times larger than their normal counterparts, have perfect IV in at least three stats, know devastating, unique moves (one for each) and are a fairly powerful Pokemon beside. If you have Beast Balls, then you can probably catch them, but do not expect a greenhorn to be able to do this. Until you have defeated eight of these Alpha Beasts you can't reach Alola and all Scenarios and Drawbacks will be suspended except for those affecting your abilities. So yes, you will still be a Twerp or need to go to school, you still have your Rental Pokemon though. Luckily, Ultra Space still has their Ratata equivalents.

Ultra Invasion (+600 TP)

Normally, your first encounter with a Ultra Beast will be fairly in the middle of your stay here, well, now they will appear on occasion as wild Pokemon. These will be the aforementioned Ultra Ratata mostly, but they will still be stronger and harder to catch than normal Pokemon. Hopefully you're ready for Trouble. Moreover, the Ultra Radiation will cause other Pokemon to obtain a sort of Beast Boost, similar to what Lusamine's team had gotten during her final battle in Ultra Space during the events of Pokemon Sun and Moon.

Dyna Beasts (+600 TP)

Okay, this is getting outta hand. Like, seriously guys! Now Alola has somehow gotten Power Spots where Dynamax events can happen, and Ultra Beasts love them! You can find normal Pokemon there too but Ultra Beasts will be going there when they arrive so long as the energy has been built up. This will isolate them, sure, but they will be going Eternatus if nobody stops them! On the upside, once a Dynamaxed Ultra Beast has been defeated it can be caught without a Beast Ball, weird how that works. You don't have a Dynamax Band for getting this though.

Paradoxical Appearance (+600 TP)

Oh, bad news Jumper! I just got some weird calls. See, I have these colleagues in the Paldea Region, Professors Sada and Turo though I haven't heard from them in ages, not to mention I heard one of them retired or something but I don't know which one. Well, the problem is I got a call now, from both. And they said the same thing: They built a Time Machine going to the Past/Future, respectively, and it's been going haywire. As a result they're spitting Pokeballs with Pokemon of the past and future through a Ultra Wormhole and right to Alola. Don't ask me how, but I've been told they likely won't be able to stop it for another 10 years each. These powerful "Paradox" Pokemon will likely be isolated by powerful native Pokemon like the Tapus but they still pose a threat and may be able to break out or be isolated in an area you need to pass through, luck works weirdly like that you know? Luckily they can be caught like any normal Pokemon, not like Ultra Beasts who need special Pokeballs just to catch them. However, they're also far more aggressive than normal Pokemon and even most Ultra Beasts.

End Choice

Go Home

Oh, satisfied with your adventures so far? Well, I hope you bring something neat back home with you, like a lot of friends 😊

Stay Here

Liking the sun I take it? Well glad to hear that! Welcome once again in Alola, we got plenty of stuff that still warrants interest after all!

Move On

Moving onto the next adventure I take? Well glad we were able to be part of your journey Jumper, until next time!

Exchange Program

Oh? You want to move onto another Pokemon Jump? Well, you can, if you want, move onto the Pokemon Violet, Pokemon Scarlet or the Harry Potter, Pokemon Master Jump if you want, I can arrange for you to go there as an Exchange Student and all that.

Notes:

Thanks to everyone who made suggestions on this Jump, sorry it took me forever to complete.

Version History:

23/03/2023: Version 1.0, finished the document and added a Table of Contents to the top for easier navigation. Hope you guys like how the Jump ended up.

23/03/2023: Version 1.1, corrected my lack of describing the Psychic Power's exact specifications because, well, I'm a doofus like that. Also, grammar corrections from everyone 😊