

Location

You can either choose one of the locations below or roll D6 and receive +100 CP to let the whims of fate decide your path.

1.) Cerulean City

This is John's hometown and the site of the Kanto Water Type Gym. Cerulean is a clean and scenic city built around flowing waterways, bridges, and canals. Trainers here tend to favor balanced teams and disciplined technique over brute force. The city offers easy access to strong early opponents, reliable infrastructure, and is the cultural capital of the Kanto region, should you enjoy art.

2.) Viridian City

This city is home to Giovanni's Gym and stands as one of the most prosperous hubs in Kanto. Viridian sits at a crossroads of trade, politics, and power. While its public face is orderly and efficient, the city has a long history of shadowed dealings and hidden influence. Those with ambition or an interest in the underworld will find many opportunities here. Of course, doing so without crossing Giovanni or the upcoming war on crime may be harder.

3.) Rustboro

Rustboro is the headquarters of Devon Corporation and the location of Hoenn's Rock Type Gym. This city blends industry with tradition, acting as a center for technological innovation and research. Trainers here are often exposed to experimental tools, rare fossils, and cutting-edge Pokétech. It is an excellent starting point for those interested in science, engineering, or ancient Pokémon.

4.) Snowpoint City

Welcome to the coldest city in Sinnoh and the long-standing resting place of Regigigas. Snowpoint is a harsh yet solemn settlement where survival depends on preparation and cooperation. Ancient ruins lie buried beneath the ice, and legends are treated with deep respect. Trainers who begin here are forged by adversity and tend to develop exceptional endurance and resolve.

5.) Castelia City

Castelia City is the most developed city in Unova and serves as its cultural and economic heart. Towering buildings, constant movement, and diverse populations define daily life here. Trainers will encounter every style imaginable, from traditional

battlers to cutting-edge strategists. Opportunities for fame, wealth, and influence abound, though competition is relentless.

6.) Free Choice

Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

Time

You will be starting out a few days before the main plot of the story begins. If nothing changes, John will officially become an Elite Four member shortly, properly kicking off the plot.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump by default, but you may change it if you wish.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

Elite - 100 CP

You are not some rookie setting out on their first journey. You are a veteran Trainer with real experience under your belt. By default, and without any other perks modifying this, you begin as someone who has already earned all eight Gym Badges from your home region. People recognize your competence on sight. You know how the system works, what high-level battles feel like, and what it takes to survive the grind. Whether you aim higher or choose a different path entirely, you are already operating above the baseline most Trainers will ever reach.

Trainer - Free

You are one of the countless individuals preparing to begin their journey. You may already have a clear dream in mind, or you might still be exploring what kind of Trainer you want to become. What you lack in experience, you make up for in opportunity. At this point, you have a clean slate and are chock-full of potential. Your growth will be earned step by step through effort, choices, and the bonds you form along the way.

Professor - 100 CP

Rather than focusing solely on battles, you have chosen to study Pokémon themselves. Your work may involve research, field studies, technology, or theory, but your understanding runs deeper than that of the average Trainer. This path does not exclude battling or raising Pokémon. Instead, it reframes those activities as part of a broader pursuit of knowledge. You approach the world with questions first, and answers tend to follow.

Team Member - Free

You are a member of one of the many Teams operating across the world, such as Team Rocket, Aqua, or Plasma. Regardless of your personal motivations, this places you on the wrong side of the law. You are familiar with secrecy, hierarchy, and operating outside official channels. Whether you believe in your organization's goals or are simply using it as a means to an end, you are already entangled in the darker side of the Pokémon world.



Wild Roamer - Free

You are not a Trainer at all. You are one of the countless wild Pokémon that inhabit this world. Your life is shaped by instinct, territory, and survival rather than human systems. Granted, your life is heavily dependent on the exact type of Pokémon you become. Regardless, you're free for the moment outside of whatever issues your family might be dealing with.

Trainer Pokémon - Free

You are owned or partnered with a Trainer. Whether this bond was formed willingly, by chance, or through capture, your growth is now closely tied to theirs. Your world revolves around teamwork, shared battles, and mutual development. As your Trainer rises or falls, so will you. Though, as a mercy, you are guaranteed to be partnered with a Trainer with whom you will get along. Maybe you can help them complete whatever their dream is.

Races

This section allows you to specify which species you belong to. There are a number of races to choose from in the jump.

Human - Free

Welcome to the Pokémon world, friend, though it appears you're one of the many standard inhabitants. Perhaps you're a Trainer, a researcher, or simply one of the many average individuals living here. You're no different from any other bog-standard human. Though humans in this are a fair bit more durable than most. Probably an evolutionary mechanism, considering the lightning-shooting rats and exploding boulders that frequent these parts.

Pokémon - Free/100/400/600 CP

Ah, it seems you're one of the titular creatures of wonder in this world. You, my friend, are a Pokémon, one of thousands of mysterious species whose power ranges from weaker than a human to gods whose mere presence reshapes the world. Though what tier of power you possess depends on what you're willing to pay. By default, the Free option lets you become any standard Pokémon, with your upper limit being a Starter Pokémon (average stat total 530) or any Pokémon with total stats under 600. However, don't be discouraged, as even the weakest Pokémon has the potential to become an elite or even Champion with enough training.

- **Pseudo - 100 CP:** If you're not satisfied, then you can pay a small fee to become a pseudo-legendary. These are amongst the most powerful Pokémon species in the world, having much greater ceilings than most of their peers. The only non-pseudo-legendary Pokémon in this tier is Slaking.
- **Legendary - 400 CP:** If you still desire greater power, then you may pay 400 CP to become a Legendary Pokémon. These Pokémon are akin to gods, each having a domain of power. Some examples include Uxie (Knowledge), Mesprit (Emotion), and Azelf (Willpower). This tier includes all of the Mythical and Sub-Legendary Pokémon. Your only restriction is the greater Legendary Pokémon who are recognized as standing above the rest (Link in the Notes with a full list).
- **Greater Legendary - 600 CP:** Every Legendary Pokémon is a veritable god, but some stand above the rest in their ranks. This option allows you to join their ranks. Some examples of this tier include Dialga (Time), Zekrom (Ideals), and Rayquaza (Skies). The only Pokémon you may not choose is Arceus.

Hybrid - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted, more than likely, you were created by Arceus on a whim. The other option is that you could use this to gain a set of unique parents. The total price is the number of species * 100 CP + Species cost. So becoming a Pseudo x Legendary hybrid would cost 700 CP ($100 + 400 + (100*2) = 700$). You will gain unique advantages that are related to the species you choose. For Pokémon, you may optionally choose to become a member of your parents' species or instead become a brand new Pokémon. Lastly, while there have been Human and Pokémon relationships, it will probably make things weird if you're a real hybrid. I'm not stopping you, but just letting you know, people will be curious.



Skills and Perks

All perks are discounted to their origins, and the 100cp perks are free to their origin.

General Perks

Face of a Champion - Free

While not a rule, it turns out the majority of Gym Leaders and notable Trainers tend to look a bit nicer than average. Since you are probably aiming to join their ranks, you receive a minor makeover. This subtly improves your appearance, polishing rough edges rather than changing who you are. The result is that you reliably fall into the “good-looking” category, somewhere around a solid nine out of ten. Additionally, should you gain any scars or permanent injuries, they will always remain aesthetically pleasing.

Trainer 101 - Free

Contrary to popular belief, most Trainers are not just randomly sent off into the woods once they decide to start their journeys. Between parents, towns, and Professors, nearly all receive a rigorous foundation before ever leaving home. This includes practical survival training, basic battlefield awareness, wilderness safety, sentry placement, and passable cooking skills. You were no exception and have been put through the same training. So at the very least, you’re not going to die alone in the woods now. Just remember, running away from the angry Tyranitar is a valid option.

Pokémon for Everyone - Free

Pokémon are beings of immense potential, capable of reshaping worlds through cooperation or conflict. You have been granted a singular privilege by Arceus himself. In future Jumps, Pokémon may naturally come into existence. You may optionally decide at the start of the Jump whether this begins upon your arrival or whether they have always existed retroactively. This includes every Pokémon species you are familiar with, Legendaries included. More remarkably, is that entirely new Pokémon can emerge shaped by the traits, cultures, and environments of each world. Potentially, you may even see the birth of new Types, reflecting concepts unique to that setting.

Type-Affinity - Free/100 CP

Pokémon Types represent an innate affinity and classification towards a conceptual element. You just so happen to possess an exceptional affinity for a specific Pokémon Type. In fact, you may choose two Type affinities for Free. Learning techniques of that

Type comes more easily. Using them feels natural. Their power responds to you more readily. Beings aligned with that Type are also more inclined to accept your presence, sensing a shared nature. You may purchase this perk multiple times if you wish to acquire more Types. Lastly, conflicting Types will not weaken each other. You simply receive the benefits of both. Dragon and Fairy. Fire and Steel. Whatever combination you decide fits you best.

Certified Flyer - 100 CP

Normally, flying is restricted until after you've acquired at least five badges. Even if you haven't legally been trained, you have undergone all of the training needed to make you fully qualified to fly using Pokémon capable of carrying you. This includes full knowledge of safe flight techniques, emergency procedures, and proper coordination with your mount. You instinctively know how to adjust to different flying Pokémon, air currents, and travel conditions, allowing you to fly efficiently without endangering yourself or your partner.

Pokespeech - 100 CP

Most Trainers learn to understand their Pokémon through long familiarity, picking up meaning through tone, posture, and habit. You, however, have been gifted with a wonderful ability. You can speak with Pokémon directly and understand them in return. This ability is not limited to Pokémon alone. Whether through spoken language, body language, emotional context, or stranger forms of communication, you are able to meaningfully converse with any living being you encounter. Even creatures without formal language find ways to make themselves understood to you, allowing for cooperation, negotiation, and understanding.

- **Free if you have Voices, I Can Hear**

Steady Relationship - 100 CP

For the most part, relationships in this world tend to work out surprisingly well, at least when people actually put in the effort. Thankfully, your family took the time to teach you those lessons properly. You know how to woo a partner, avoid cultural faux pas, and maintain a healthy relationship over the long term. Furthermore, distance, time, and stress will never erode your bonds. Your partners will never stray, lose faith, or get driven away by outside interference. It often feels as if the universe itself is quietly conspiring to keep you together, provided you do not actively sabotage things yourself.

Conversion - 100 CP

Conversion is one of the signature techniques of the Porygon line. It allows the user to alter their Type, shifting resistances and interactions in real time. Whether or not you should have this ability is another question entirely. You do. You can freely change your

Type near-instantly. The only requirement is familiarity. If you understand a Type well enough to use its moves or techniques, you can convert into it. An Electric-type move is enough to ground yourself in lightning. A Ghost-type technique lets you shift into something far less solid. With training, you can turn this into a natural reflex rather than a conscious action.

I Love You Too, Random Citizen - 100 CP

As you might expect, successful Trainers are guaranteed to become famous. Gym Leaders and other high-level Trainers are particularly famous. Granted, not all of them are popular. You, however, are rather personable, allowing citizens to feel like they know you personally. You have an effortless ability to cultivate a positive public image. Crowds will warm to you quickly, and your fans feel acknowledged even if you barely interact with them. Your minor mistakes will be forgiven, while major ones are reframed. The public instinctively assumes you had good reasons. No matter how high you rise, you remain approachable in their eyes.

Skill Link - 100 CP

Skill Link is an ability most commonly associated with Pokémon like Minccino and Cloyster. This ability grants two useful traits. First, any attack or technique that relies on probability, repetition, or variable hit counts will always perform at its maximum possible effect. Second, it boosts the user's ability to perform rapid spammy-esque attacks without breaking their rhythm due to bad luck or outside factors. This includes moves that are normally slow or deliberate, allowing you to chain together with surprising speed.

Electric Fashionista - 100 CP

Elesa proved something important through her career, showing that power and presence are not opposites. Instead, you've found they amplify each other. Your sharp sense of fashion, paired with your confidence, allows you to command attention the moment you enter a room. Your style naturally incorporates motion, energy, and flair. In battle, on stage, or simply walking through a city, eyes will follow you. This presence carries practical weight. Audiences will be more receptive, your opponents will hesitate, and the cameras love you. Lastly, you may give off a particular style, such as elegant grace or tempered power, if you wish.

Trickster - 100 CP

Zoroark are masters of deception, illusion, and psychological warfare. Somehow, that talent runs in your blood. You possess Zoroark's natural illusory abilities. This allows you to disguise yourself as others, create convincing false environments, along with deploying illusions mid-combat to mislead and destabilize your foes. These deceptions

can be layered, allowing you to more easily lure in your targets. Alongside this power comes a sharp understanding of psychology. You instinctively grasp how others think, react, and rationalize what they see. Lies come easily to you, as truth is just a more boring method to employ. To most observers, the reality around you is never quite trustworthy.

Friendship is Violence - 100 CP

You know, it's kinda strange that most Pokémon don't actually care about being captured. That, however, doesn't mean it isn't a useful trait and luckily one you happen to share. You'll find that the Pokémon or other individuals you capture will not be bothered by this. Instead, you'll find it remarkably easy for you to convert these individuals into trusted allies. Kidnapping is still bad, but at least everyone will end up liking you instead. This perk will also affect any summoned, bound, or contracted beings you connect with, even if forcibly.

Oh, He's Not Dead - 100 CP

When Pokémon take a sufficient amount of damage, they will normally enter a fainted state. This is a period of recovery that protects the Pokémon from permanent damage. Like the Pokémon, you are remarkably resilient to otherwise lethal damage. So instead of dying, you will be able to take a few normal lethal blows, though this state can still be overcome with sufficient force, and you'll still require healing afterwards. Lastly, this also ensures that no injury or condition you suffer will be permanent.

Terastallization - 100 CP

Terastallization is a phenomenon unique to Paldea, made possible through the crystallized energy of Tera Crystals. By invoking this power, a Pokémon may temporarily crystallize their very nature, shifting their Type into a Tera Type of their choosing. While Terastallized, the Pokémon gains heightened energy output, enhanced durability, and



access to empowered techniques aligned with their new Type. More importantly, Terastallization allows a Pokémon to ignore incompatibilities that would normally limit them. You have the ability to trigger Terastallization on your own, though you will be limited to the states that you have access to. For instance, possessing fire magic would allow you to trigger a fire Terastallization. So this ability will only truly shine as you grow your arsenal.

Dynamax - 100 CP

Dynamax is a special transformation developed by the Galar Region utilizing Eternatus's energy. Normally, this power is restricted to sites of power, but somehow you've managed to absorb some of Eternatus's energy yourself. This allows you to trigger Dynamax and Gigantamax transformations without any outside assistance. While transformed, the user will grow massively in size and power and gain access to so-called Max Moves. The only restriction you'll have to deal with is your stamina, as this state is draining for you and your Pokémon.

Z-Moves - 100 CP

Z-Moves are powerful techniques born from the resonance between a Trainer, their Pokémon, and a Z-Crystal. The crystals are fragments of Necrozma's power attuned to a specific Type or species. By synchronizing their intent and emotion, a Pokémon may unleash a single overwhelming technique far beyond its normal limits. This attack represents the peak of trust and unity rather than raw power alone. This power allows you to unleash Z-moves without the need for a Z-Crystal. You will gain access to all of the known Z-moves as well as unique variants belonging to you and your allies.

Porygon Interface - 200 CP

Porygon are fascinating beings as one of the only artificially made Pokémon. They possess a variety of unique abilities, some of which you've managed to gain access to. Your mind has been altered using principles derived from Porygon's artificial construction. This grants you a form of technopathy, allowing you to control digital systems. You can directly manipulate computer systems, digital networks, and artificial intelligences as though they were extensions of your own thoughts.

This ability is most effective when interacting with technology designed for creature management, data storage, simulations, or complex logistical systems. You'll find Pokémon-related technology responding instinctively to your presence. In future worlds, this power allows you to interact with local technology. Though systems of extreme scale or alien design may require time to acclimate. Lastly, a final bonus is that this process also grants you a perfect understanding of the Porygon's creation process.

Granted, you'll still need some advanced facilities if you want to unleash your technical brethren.

Walk Another Path - 200 CP

Thanks to his meta-knowledge, John was able to alter a number of fates. Some of the most significant of which were those who would have otherwise become great villains. While you may not be given the same knowledge, you have the innate ability to shatter fate, particularly when it comes to altering the path others walk. You'll find that you're far more likely to encounter these individuals, and most importantly, you'll receive key opportunities to alter their paths. Maybe you'll stumble upon a hero on the brink of falling or be given an opportunity to offer redemption to a wrathful villain. You simply need to seize these moments as they arise, even if only briefly.

Kimono Jumper - 200 CP

The Kimono Girls are five priestesses devoted to Ho-Oh. Their traditions are old, refined, and far more significant than they first appear. You share in that legacy. Whether by blood or by training, you have been taught their arts. This includes mastery of their dances, various Shrine Maiden arts, and the elegance expected of their role. More importantly, you inherit their unusual bond with Legendary Pokémon. This is particularly strong with those tied to life, rebirth, and renewal. They will recognize you as kin, and you will be capable of calming their wrath. Post-Jump, this will be equally effective on any similar entities you encounter, such as Phoenixes, Ents, Unicorns, or gods of life.

C-C-Comboo!! - 200 CP

Compared to the other Champions, Steven lacks many of their standout traits. He, however, makes up for this through sheer intelligence. The best example of this is his Metagross, which can unleash devastating combos. By chaining these attacks perfectly, he can lock his opponents into endless loops of blows that are impossible to escape from. You possess the same instinctive mastery of combat flow. You can identify perfect openings, transition attacks without pause, and construct devastating combos that escalate rather than exhaust. Once you gain momentum, opponents find themselves trapped in relentless pressure with no clean escape. This, however, is all an effect of the multiple thought processes you gain. You can split your mind into four independent thought pathways, each performing its own actions.

Pressure - 200 CP

The mere presence of a Legendary Pokémon is a powerful thing. One of the simpler ways this manifests is through their ability known as Pressure. Pressure creates a sensation of awe in anyone around the user and causes their abilities to be significantly

more draining. At best, enemies can only sustain themselves for roughly half the time they normally could. This effect scales naturally with your strength and intent. For instance, Palkia and Zekrom's Pressure was capable of bringing Elite Four members to their knees.

- **Free to Legendary and Greater Legendary Pokémon**

Aura Wielder - 200 CP

Aura is the living resonance shared by all beings. You are a natural Aura user trained in the traditions of Aura Guardians. You can sense aura, communicate telepathically, manipulate energy, and interact with lingering spirits of the dead. This development is further streamlined by your natural talent for the art. At the start, your raw power is comparable to that of an average Lucario. Though you certainly have clear room for refinement and can grow further through practice.

Natural Psychic - 200 CP

While rare, there are some individuals born with psychic potential. You are one such individual who possesses genuine psychic ability. Additionally, you've already mastered a host of psychic powers such as Telepathy, Telekinesis, Psychic Interrogation, and a range of related powers through years of specialized training. From the outset, your prowess is on par with Sabrina's. Though just as important is that these abilities are not static. They can grow through use, stress, and refinement like any other skill. If taken as a Pokémon, this perk dramatically enhances both the strength and growth rate of any Psychic-type powers you possess, allowing advanced techniques and finer control to emerge far earlier than expected.

Ninja - 200 CP

Are you a member of the Koga family, or did you simply receive the same brutal training? After all, you're a genuine ninja skilled in stealth, infiltration, and misdirection. You can move unseen, vanish the moment attention slips, and handle shuriken with lethal accuracy. You possess full immunity to poisons. Your reflexes lend themselves naturally to blade work, granting surprising talent with swords and similar weapons. You also gain a collection of subtle tricks common to ninja traditions, such as smoke use, acrobatics, and silent movement. Many of these skills remain highly illegal in polite society. Lastly, if you wish, you may be related to Koga and Janine.

Build Back Better - 200 CP

After the eruption on Cinnabar Island, they rebuilt the city. This time, however, they put numerous precautions in place to prevent another tragedy. While you may not always stop the first disaster, you excel at ensuring it never happens again. Every failure becomes a blueprint. Every catastrophe you experience will teach you the weak points

in your systems, where safeguards fall apart, and how to reinforce them permanently. The infrastructure you rebuild becomes harder to destroy, and your people will be prepared. You may not stop a disaster the first time, but you can ensure it never strikes again.

Lessons Learned in Fire - 200 CP

War is not a tournament, and survival is not decided by raw strength alone. This was a lesson you learned long ago, having been trained in the same brutal doctrine Koga honed during the Great War. These lessons were ingrained, as every mistake meant mass casualties, not just losing a match. You possess an instinctive understanding of battlefield combat rather than staged duels. You know how to use terrain, cover, and line-of-sight to control engagements. You can funnel enemies into kill zones while denying them room to maneuver. You'll naturally prioritize threats correctly, identifying area-of-effect attackers, healers, commanders, and other force multipliers as primary targets.

Similarly, your overall battlefield awareness is exceptional. You know how to quickly assess terrain hazards, spot ambush points, and recognize hostile intent even in the midst of chaos. Just as importantly, you know how to maintain a low presence, avoid drawing attention, and identify dangerous individuals before they act. Most importantly, however, you can ingrain this mindset in others. When training others, your instructions will cut through bad habits quickly and stick. Your lessons will ingrain proper positioning, discipline, and coordination with their partners. Your students will know what to do when lives are on the line.

Indomitable Mind - 200 CP

During John's rise, his bond with Regigigas altered him in a subtle yet terrifying way. Being recognized as the Legendary's partner during the conflicts with Zekrom and later Pecharunt infused him with a fragment of its ancient aura. That fragment hardened his will beyond mortal limits. This made him immune to mind control, illusions, and other mental intrusions. You seem to have developed a similar defense for your own mind. This is not resistance, but a true immunity. Your thoughts will remain your own regardless of pressure, divinity, or psychic scale.

Shonen Logic - 200 CP

This world runs on narrative momentum, whether anyone admits it or not. Training under absurd conditions builds strength rather than broken bones. Rivalries harden into friendships through repeated conflict. Emotional peaks trigger sudden surges of power, improbable resilience, or perfectly timed slapstick relief. This perk allows that logic to apply cleanly to you. You gain the benefits of this shonen escalation without having to

deal with the negative tropes. Optionally, you may choose whether these effects only work for you or if the entire setting is affected.

Divine Domain - 300 CP

In this world, the Legendary are true gods, each wielding dominion over a domain. These domains range anywhere from Knowledge to Space. If you wish to claim this power for yourself, then you may now claim a single domain of your choice. You will receive an array of powers based on your domain, and receive a significant boost in power. For example, Zekrom could draw everyone around itself into an illusive ideal world. With this alone, an average Pokémon would be on par with an Elite Four or Champion team member. Should you already be amongst the upper echelon of Pokémon, then you would possess the power to match a real Legendary even if only briefly.

- **Legendary and Greater Legendary Pokémon receive one purchase for Free**

Regional Pillar - 300 CP

Some individuals are more than powerful Trainers. They become stabilizing forces whose actions make entire regions shift in response. You are one of these figures. Your presence alone exerts a quiet pressure that improves the function of everything around you. Institutions operate more smoothly under your influence. Law enforcement responds faster, Gym Leaders coordinate more effectively, research, trade, and infrastructure advance with fewer setbacks. Even without deliberate effort, your actions tend to resolve problems at the root rather than treating symptoms.

When crises emerge, people naturally look to you for direction. Your judgment carries weight even among peers and rivals. Conflicting factions find it harder to ignore or undermine you without consequence. When you choose to intervene directly, momentum builds around you, turning scattered efforts into a unified response. You are not a dictator, but you are the pillar upon which they lean. It is credibility forged through consistent competence. Essentially, as long as you remain a stalwart figure, so too will those under your care.

You Are Worthy - 300 CP

Many of the Legendary Pokémon have requirements tied to their summoning. For instance, Zekrom would only answer the call of a summoner who was absolutely devoted to their ideals. You, however, are an exception to this rule, seemingly capable of fitting any unique requirement. This allows you to slot into prophecies, wield restricted artifacts, or become the master of selective titans. Rather than being denied, you will be recognized as a perfect partner or conduit for their power. Additionally, you'll find that over time, you'll gain aspects of your bonded one. For example, bonding with Kyurem

would give you an affinity for Ice and Dragons. Similarly, wielding a weapon like Excalibur would give you a Holy affinity.

League Authority - 200/300/400 CP

Gym Leaders are more than trainers who stand at the end of a battlefield. They are evaluators, mentors, and the first real measure of whether someone is ready to face the wider world. Some go further still, becoming the pillars upon which entire regions rely. You stand somewhere along that path. For 200 CP, you are a recognized Gym Leader. You possess the training, judgment, and battlefield awareness expected of the role. You can accurately evaluate challengers, understand the quality of their bonds with their Pokémon, and respond appropriately. You and your Pokémon receive a boost, placing you solidly at an average Gym Leader level.

For 300 CP instead, you may stand among the Elite Four. You are capable of operating under sustained pressure and responding to region-level threats. Your tactical instincts remain reliable even against stronger opponents. You and your Pokémon are elevated to a consistent Elite Four standard. However, if you're still not satisfied, then for 400 CP, you may instead claim the rank of Champion. You possess the adaptability, leadership, and combat sense required to contend at the highest level. You naturally command attention in crisis situations and can coordinate others without effort. You and your Pokémon receive a boost appropriate to a regional Champion, making you on par with figures like Lance and Cynthia. Lastly, this will stack with any other similar Perks you possess.

Elite

I Need a Secretary - 100 CP

Those in power at the top often drown in logistics. Though someone has to keep it all running. You are that person, an exceptional administrative force capable of handling the demands of the highest offices. Any information you have learned remains perfectly accessible due to your flawless memory. You can rapidly analyze others, piecing together motivations, habits, and behavioral patterns within moments. Furthermore, any paperwork, scheduling, negotiation prep, and logistical planning you're in charge of will be completed flawlessly and at a fraction of the time others require. Champions, CEOs, and directors alike will probably fight over the right to have you on their staff once your reputation develops.

Your Words Carry Weight - 100 CP

Certain positions often come with a degree of power and authority, though actively utilizing it is sometimes more difficult. You have a natural grasp of how to wield influence without causing unnecessary friction. When you issue orders, make declarations, or take responsibility, people listen. This won't make anyone blindly listen to you, but it does ensure that your reasoning lands more cleanly and your intent is taken seriously. For instance, you could start a region-wide manhunt after a minor attack if you genuinely believed the threat warranted it.

This is my Favorite Store in Kanto - 200 CP

You are, quite simply, excellent advertising. When you publicly praise a product, service, or business, people listen. Beyond simple sales, your endorsement lends credibility. Businesses you support attract better suppliers, more skilled employees, and increased public trust. This effect scales naturally with your reputation and status. A casual recommendation from you as a recognized Trainer might noticeably boost sales. The same words spoken as a Gym Leader or Elite Four member could turn a struggling shop into a regional success overnight.

Veteran of the Great War - 200 CP

People prefer not to dwell on it, but the Great War was only a few decades ago. Many of those who fought are still alive. You are one of them. Whatever role you played back then, the experience carved itself into you. You are significantly deadlier than your peers. Your instincts were sharpened through hundreds of real battles where mistakes meant death. You read intent faster. You react without hesitation. You know when to

press and when to retreat. You may not always be the strongest presence in the room, but you are often the most frightening.

Fighting Spirit - 400 CP

In the grand scheme of Pokémon battles, raw skill often matters less than preparation, positioning, and momentum. That does not mean skill is irrelevant, especially at the highest levels. Following the teachings exemplified by Bruno, you have honed your body and technique to their absolute peak. You are a true master of physical combat and maintain a level of fitness that represents the upper limit of what is physically possible without supernatural enhancement.

Though, should you possess any physical enhancement, this will be taken into account as well. More than personal prowess, you excel at passing this discipline on to others. Through intense training and practical instruction, you can rapidly raise the martial competence of those who fight alongside you. A few weeks of focused effort is enough to turn Pokémon or human allies into disciplined martial artists who understand both technique and the grind required to improve.

Keen Coordinator - 400 CP

Battling is not the only way to prove strength. Coordinators understand that beauty, timing, and presentation can be just as decisive. You are a master of this philosophy like Champion Wallace and Elite Will. You know how to put on a show with your Pokémon, and you are a skilled performer in your own right. When you and your partners act together, everything becomes dazzling. Movements flow naturally, techniques look effortless, and even mundane actions will draw attention.



More importantly, beauty sharpens lethality. The more refined and impressive your performance becomes, the more dangerous it is in practice. Combat techniques executed with precision and flair strike harder, land cleaner, and unsettle opponents who struggle to keep up. Every act will have audiences remembering you, regardless of whether it's a devastating battle

leaving your opponents hesitating, or a simple performance meant to entertain a child. Show the world the strength that is held by beauty.

Devouring Expertise - 600 CP

Some champions grow strong through raw power. Others grow terrifying through understanding. You possess a predatory form of battle intellect reminiscent of Steven Stone at his peak. Every opponent becomes a lesson. A single encounter might grant you an outline of their style, habits, and instincts. A dozen battles, however, would deepen that understanding until their techniques become second nature to you. With sufficient exposure, you can fully replicate their skills while seamlessly integrating them into your own approach. Their strengths will become yours while you discard their flaws. This process compounds over time, allowing your style to evolve into a refined synthesis of countless worthy foes. If you ever fail to rise, it will only be because you stopped challenging those capable of teaching you.

Hero of Olivine - 600 CP

Officially, the Elite Four and Champion exist to guide their regions toward stability and prosperity. In practice, few actually take that responsibility seriously. You do. You embody what those titles are meant to represent. Every action you take will subtly benefit your home region, even if your goals are personal or indirectly related. Trade will improve, infrastructure will strengthen, public morale will increase, and talented individuals will gravitate to the region rather than leaving. Simply performing your duties will create steady growth for your homeland. However, if you actively devote yourself to improving your home, the region will take leaps forward, practically entering a golden age marked by rapid development, cultural confidence, and lasting prosperity.

Trainer

Ball of Sunshine - 100 CP

Like Whitney, you have a talent for brightening any situation. A small smile from you is often enough to melt away tension and ease even the worst moods. Even your enemies will find themselves softening just a bit when dealing with you. Arguments lose their edge, hostile rooms settle, and people find it easier to breathe when you are present. This effect naturally scales with familiarity. The longer others spend around you, the more pronounced the calming influence becomes, making you especially effective in tense negotiations, emotionally charged battles, or environments where morale would otherwise collapse.

Capturing Hearts - 100 CP

Over the course of his journey, John somehow managed to catch the attention of more than a few remarkable women, most notably Karen and his eventual partner, Cynthia. You seem to share that same strange luck when it comes to finding your own paramours. You have an easier time drawing romantic interest, especially from capable or influential individuals. As you grow stronger, more accomplished, or more well-known, this effect becomes increasingly pronounced. Furthermore, if you choose to pursue multiple partners, no one will find this strange. People might find your choices unusual, but having multiple partners unto itself won't be strange. Lastly, this also ensures that none of your paramours will be opposed to this relationship. Though they can still get mad at you if you're a shitty partner.

How to Catch a Mon - 200 CP

Pokémon are simpler than people in some ways, yet far more complicated in others. Luckily, you seem to have an innate gift when it comes to connecting with them. You possess an instinctive understanding of how to approach them. You can tell at a glance whether a Pokémon responds best to strength, patience, respect, competition, or something more subtle. You know the best way to recruit them without trial and error. Just as importantly, in the case of Pokémon is your strength. Pokémon are drawn to power. So the stronger you and your team become, the more likely they are to follow you willingly. You can leverage this power by showcasing the heights they might reach if they follow you. While this talent is meant for Pokémon, you will find the same principles apply to nearly every other being you encounter. Influence follows presence.

No I in Team - 200 CP

One of the simplest, yet most important aspects of building a strong team is establishing bonds. Luckily, you possess an innate sense for how to build these connections and when to do so. Within days, if not hours, of catching a new Pokémon, you can integrate them into your team while steadily strengthening your bond. After a few weeks, you will have a lifelong companion rather than a reluctant subordinate. Just as importantly, you understand how to apply this teamwork in battle. You know how to position your partners, coordinate timing, and align intent. This allows your team to function smoothly without the need for constant commands.

Natural Generalist - 400 CP

Most Trainers stick to one type. It's easier, cleaner, and far less headache-inducing. But not you. You have an innate ability to see the strengths, weaknesses, and synergies of any Pokémon, regardless of type. Training a team of mixed types is second nature to you. You know exactly how to balance their skills, cover weaknesses, and coordinate strategies that would make a traditional single-type team look like amateurs. Passing on techniques between Pokémon of wildly different types is effortless, and your teams quickly achieve Elite-level cohesion.

In battle, this translates to instinctively knowing which Pokémon to bring out, which moves to emphasize, and how to keep your team performing at peak efficiency. Additionally, this skill doesn't stop at Pokémon. Anywhere teamwork matters, be it leading a group on a mission or coordinating a diverse set of allies, your natural sense of synergy will make even the most chaotic team function smoothly. If anyone asks why generalist strategies aren't more common, you can just shrug and remind them that efficiency isn't always popular. Maybe your name will soon echo alongside Cynthia and Professor Oak's.

Rising Strength - 400 CP

As Trainers work with and develop their Pokémon, they too grow stronger. This phenomenon is not entirely understood, but it is widely believed to be the result of a Trainer's aura strengthening alongside their partners. You benefit fully from this effect. As your Pokémon grow stronger, so do you. This manifests as a broad and steady increase in your physical abilities, including strength, durability, stamina, healing rate, and related traits. This effect scales with the depths of your bonds and the strength of your companions following an exponential curve. This effect also applies to other bonded companions you may have, such as familiars, summoned beasts, or soul-bound allies.

Bonds are Strength - 600 CP

The bonds between Pokémon and their Trainers are a special thing. People joke about it, but there is a real truth behind the so-called power of friendship. As your bonds deepen, so too does the strength of everyone connected to you. Your Pokémon grow tougher, push past limits more easily, and respond to your will with frightening clarity. These effects become especially pronounced when emotions are running high. In moments of desperation, resolve, or genuine crisis, your power and your partners' power will surge together. This is not blind rage or reckless escalation. It is a trust made manifest. As a final boon, once per Jump or once every ten years, whichever comes sooner, you may invoke a true miracle born from these bonds. A moment where effort, emotion, and unity align to overturn the impossible. Your starter might overcome a rampaging Legendary, or a group might hold the line against an apocalypse.

Champion in the Making - 600 CP

Some Trainers are strong. Others are clever. A rare few possess the full combination needed to stand at the top. Like John, Cynthia, and Iris, you are one of those rare cases. You possess immense potential to become a genuine Pokémon Champion. You have an instinctive grasp of high-level battling, allowing you to read opponents, adapt strategies mid-fight, and exploit openings as they appear. Long-term planning comes just as naturally. You understand how to build a team over time, how to prepare for specific rivals, and how to pace your own development so that you're always functioning at your best.

Furthermore, your presence carries weight. You inspire confidence in allies and obedience in chaos. For example, you could turn a horde of scattered Trainers into a coordinated force and hesitant Pokémon into decisive fighters. This leadership is backed by exceptional teaching ability. You know how to identify weaknesses, tailor training methods to the individual, and push others to improve without burning them out. Taken together, these traits give you everything required to eventually claim the title of Champion. You still need time to develop; becoming a Champion is not a question of if, but when.

Professor

It's Not That Cold? - 100 CP

If you plan on actually exploring the regions, you are going to end up in some extremely inhospitable places. Thankfully, people here tend to be a lot hardier than most worlds. You take that to an entirely new level. No matter the environment, you will find yourself largely unaffected.

Regardless of whether it's Mt. Pyre's lava-spewing caverns or Snowpoint's coldest caves will be equally tolerable to you. So feel free to wear your usual outfit without concern and keep moving without issue. Just keep in mind that this resistance is not absolute. If you do something genuinely stupid, the world will still remind you of that fact. Swimming in lava remains a bad idea. You will just last longer than anyone reasonably should.

Spark of Curiosity - 100 CP

Discovery and research are driven by passion as much as dedication. You possess that essential spark, fueled by genuine curiosity and a sense of wonder about how the world works. That curiosity naturally draws you toward overlooked details, unconventional approaches, and questions others fail to ask. Over time, this leads you to meaningful innovations and, on rare occasions, discoveries capable of reshaping entire fields. Just as importantly, this mindset keeps you engaged. Whatever you choose to study remains interesting, even when the subject matter would normally be dry or repetitive. Research never becomes a slog. Instead, each project feels like a puzzle worth solving, allowing you to maintain focus and enthusiasm where others would burn out.

Pave the Way - 200 CP

Evolution has never been a strictly closed system. New forms have been discovered, and a dozen regional variants have emerged in the last year alone. Entire branches are rediscovered after centuries of being forgotten. You possess an instinctive understanding of how growth responds to pressure, environment, and intent. When your Pokémon are pushed beyond their limits, evolution becomes far more likely to occur at critical moments. Battles fought under extreme strain, prolonged hardship, or emotional breakthroughs can all serve as catalysts.

More importantly, your evolutions don't have to follow existing paths. New evolutions may emerge for your Pokémon, shaped by their experiences, training style, or the environment they grow in. These evolutions are natural, having been locked away, merely waiting to be revealed. You may choose whether these new forms remain unique to your Pokémon or become unlocked for the species as a whole. This understanding

extends beyond Pokémon as a whole. Any system of growth based on adaptation, progression, or transformation responds to you in a similar way. Given time, you may be remembered as someone who expanded what evolution itself could be. Not by forcing change, but by walking forward first and letting the path form behind you.

Poke-Chef - 200 CP

Diet is one of the most overlooked aspects of raising Pokémon. Many species require highly specialized nutrition. Others thrive when their meals are tailored to their elemental nature. You are an experienced chef who understands this completely. It doesn't matter if it's simple poffins or something more complex like a dish made of refined elemental matter.

Beyond taste, your cooking promotes accelerated growth. Anyone who eats your meals consistently will grow stronger over time. The increase is gradual, but it compounds. Given enough time, the results are substantial. If needed, you can also specialize meals toward specific outcomes. For example, making portions of their diet to enhance their bones, leading to increased durability.

Explorers of Darkness - 400 CP

Long before the modern Regions existed, there were great kingdoms whose remnants shaped the world as it is now. As an expert archaeologist, it is your duty to seek out and rediscover their wonders. Thankfully, you've been trained for exactly that. It doesn't matter whether it's spelunking into deep caverns, identifying ancient scripts, or seeking out new ruins; you've got it all in hand. Your studies have earned you a comprehensive understanding of this world's known history and some fragmented understanding of its ancient kingdoms. Though given enough time, you may be one of the individuals to learn this world's true history. Post-Jump, you'll possess a similar understanding of any ancient kingdoms within your new world.

Pokémon Biologist - 400 CP

You are one of the few people to seriously question what actually makes a Pokémon. Through extensive study, experimentation, and observation, you have developed a comprehensive understanding of Pokémon biology and genetics. This knowledge goes far beyond what most Professors are willing or able to pursue. Given sufficient resources, you could reproduce the experiment that created Mewtwo and revive Fossil Pokémon without outside assistance. With enough time and ethical flexibility, you could even attempt to create entirely new Pokémon. Whether this makes you a visionary scientist or a walking ethics violation is left up to you and the local authorities.

Pokeventor - 600 CP

Some minds advance the world by inches. Others redefine what is possible. Yours belongs to the latter category. You possess a genius on par with Colress and Bill at their best. Moreover, your extensive studies have granted you an unrivaled understanding of the technology within the Pokémon world. You understand how to make Poké Balls, storage systems, teleportation grids, capture fields, Mega Evolution tech, aura interfaces, and experimental legendary containment intuitively. Given sufficient time and funding, there is nothing known to this world you couldn't recreate. More importantly, however, is that you do not merely copy. Your mind allows you to improve existing designs and naturally refine them into superior products. You could stabilize a crude prototype or turn a risky theory into a workable system. Effectively, as long as a device could exist even if only theoretically, you can invent it.

Professor Jumper - 600 CP

Pokémon are not simple creatures. Truly understanding them requires decades of study, field work, and the willingness to question assumptions others take for granted. You are one of the few worthy of being called a Pokémon Professor. Your knowledge and research ability stand alongside figures like Professor Oak. You possess a comprehensive understanding of Pokémon biology, behavior, evolution, and ecology as a whole. Beyond this broad mastery, you may choose a specific field in which your understanding is unrivaled. Mega Evolution, Pokémon Origins, Regional Variation, and the relationship between humanity and Pokémon are all examples you may choose from. In that chosen area, you are the leading authority whose theories shape future research. Post-Jump, this level of understanding carries over to any similarly fantastic species you encounter in other worlds.

Team Member

Poke the Ursaring - 100 CP

Sometimes there is no safe move forward. When that happens, the correct answer is often to make the situation worse on purpose. You excel at doing exactly that. You know how to provoke reactions, create false openings, and remove key enforcers at precisely the wrong moment for your opponents. You know exactly how to flush out your targets regardless of whether they're a single hidden spy, an entrenched organization, or even a defensive force in an open battle. It does not matter how disciplined or experienced your target is. Given enough pressure, you will find the lever that makes them move, and once they do, their mistake is inevitable.

Time to Make Friends - 100 CP

Making friends is not particularly hard, but some people make it look effortless. You are one of them. You carry a naturally suave and approachable presence that lets you connect with others regardless of their personality, background, or disposition. Conversations flow easily, barriers come down quickly, and people tend to feel like they are on your side before they consciously decide to be.

Beyond first impressions, favors done by you have a habit of echoing forward. Any genuine help you provide is remembered and repaid, often in ways that exceed the original gesture. A small kindness might return as a critical introduction, a business opportunity, or an unexpected alliance. You're likely to become dangerously good at building networks without ever appearing to try.

We're Professionals - 200 CP

Most Teams are chaotic by nature. Some are more disciplined than others, though even then, competence tends to be inconsistent. The organization you command does not suffer from this problem. Your grunts are professionals. They follow orders, maintain discipline, and understand operational priorities. They may complain. They may grumble. That does not stop them from performing at an elite level. Given time under your leadership, your forces will resemble a trained army rather than a mob of criminals. Under your "tender" care, even the most headstrong of minions will fall in line.

Misdirection and Confusion - 200 CP

The Pokémon League is an overwhelming force. Every successful Team understands that acting openly too early is a death sentence. You excel at operating beneath notice. You know how to disguise your grunts, redirect blame onto rival groups, and conduct operations without drawing more attention than intended.

You can stage corporate espionage one day and a full-scale assault the next without your people breaking character. More impressively, you yourself are nearly impossible to pin down. You can be the leader of the largest terrorist organization in the world and still be seen as a national hero. Investigators overlook you. The public trusts you. Even when suspicions arise, they slide off without ever quite sticking. By the time anyone realizes what you were doing, it will be far too late to stop it.

Team Building 101 - 400 CP

The various Team organizations scattered throughout the world are made up of some of the most asinine and dangerous criminals alive. Their leaders, however, tend to be remarkably intelligent. You must either be one of those leaders or have been trained by one, given your grasp of organization and business. You know how to delegate effectively, when to micromanage, and how to maintain peak efficiency across a large-scale operation. This talent shines brightest when dealing with less-than-legal activities, managing grunts who need firm direction, and steadily expanding your influence without everything collapsing into chaos. If you somehow fail as a Trainer, then congratulations. You would make an excellent CEO.

You Will Listen - 400 CP

Team PLASMA's greatest hypocrisy was their treatment of their Pokémon. Not only did they not free them, but they broke them down completely. Ghetsis was the architect of this practice, having honed it to a macabre decree. You must have either been taught by him or performed your own experiments, as you've mastered these manipulative arts. You don't desire affection, but obedience and loyalty. You understand exactly how to erode resistance, isolate identity, and rebuild loyalty on your terms. Targets can be reduced into efficient, thoughtless servants or reshaped into fanatically devoted followers. In either case, they'll retain their skills, competence, and usefulness. This control is deep, persistent, and disturbingly stable.

Dominating the Divine - 600 CP

The Legendary Pokémon may be gods, titans, and living myths, but humanity has never survived by kneeling. You do not see divinity as something to worship. You see leverage. You possess the knowledge, instinct, and will required to seize control over beings vastly stronger than yourself. This includes crafting relics designed to subjugate gods, developing techniques capable of overriding even unbreakable wills, and creating systems that allow you to siphon, bind, or repurpose divine power. No being is untouchable to you. Some may resist longer, some may require preparation, but in time, all can be claimed. If a god can be bound, you will forge the chains that do so.

Voices, I Can Hear - 600 CP

Some individuals are meant to be great. Then there are those who resonate with the world itself. N of Unova was one such being, raised among abused Pokémon until his heart aligned with theirs. His connection ran so deep that even the Legendary Dragon Pokémon of Unova responded to him. It turns out there is another individual of equal standing. You. Like the heir of Unova, you possess a heart that resonates with the world. Creatures like Pokémon are naturally drawn to you. They recognize you not as prey or intruder, but as a sovereign presence that belongs. This recognition carries with it authority. Your words can settle disputes among Pokémon, quiet territorial conflicts, and heal wounds no matter how deep. Additionally, nature-aligned powers will respond to you with unusual ease, and your charisma carries an undeniable weight that others instinctively respect.

Wild Pokémon will never attack you of their own will. Even Pokémon commanded by Trainers will hesitate or refuse outright unless actively compelled. This resistance grows stronger the deeper their bond with you or the weaker their Trainer's resolve. Legendaries and god-like beings are no exception. They do not bow, but they treat you as a peer rather than an anomaly. Finally, this recognition is universal, ensuring that no world will turn on you. Systems meant to reject outsiders bend to accommodate your presence. Ancient guardians will test you rather than seek to erase you. Even catastrophic forces such as various apocalypses will weaken around you. You are a favored child of the world, and no matter where you go, you will always be recognized as such.

Wild Roamer

Huge Egg Group - 100 CP

Egg Groups are the classifications used to determine which Pokémon are capable of breeding with one another. You are an extreme outlier. For reasons that defy conventional biological understanding, you are compatible with every known Egg Group and any species you encounter. This compatibility also allows for viable offspring with unusual lifeforms such as Ghost types, artificial Pokémon, or spiritually anchored beings. Lastly, this makes you a prime breeder. Any offspring you produce will inherit the full natural capabilities of both parents, along with the combined potential of their lineage. They will never suffer or be limited by incompatibility between their parents.

Ability - 100 CP

Generally, most species of Pokémon possess one or two innate abilities. These traits shape how they fight, survive, or interact with the world. This perk allows you to gain one Pokémon Ability of your choice. You may select anything from broadly applicable abilities like Intimidate or Blaze. Alternatively, you could choose some more specialized powers such as Motor Drive, Huge Power, or Magic Bounce. Once chosen, the ability functions exactly as it would for a Pokémon that naturally possesses it, scaling with your overall strength. You may purchase this perk multiple times, selecting a different Ability each time. This will be in addition to whatever ability you naturally possess if a Pokémon. Lastly, subsequent purchases of this will be discounted to 50 CP; the first purchase, however, is only free with Origin discounts.

Alpha Pokémon - 200 CP

You are a rare Alpha Pokémon. Compared to others of your species, you are significantly larger, stronger, and more imposing. In essence, you represent a pinnacle example of what your species can become under ideal conditions. To give a simple comparison, a typical Dragonite stands around seven feet tall. You, by contrast, would easily reach nine feet and possess a noticeably more powerful build. This, however, is not just a mere size increase. In combat, you're easily worth three of



your peers. Your movements are efficient, your instincts refined, and your power fully under your control.

Overwhelming Speed - 200 CP

There is endless debate over whether power, speed, or durability matters most in battle. All three have their place. Speed tends to decide the fight. After all, if your opponent never hits you, it doesn't matter how strong they are. You are exceptionally fast and, more importantly, you do not stay at a fixed level. The longer a battle continues, the faster you become. Your movement speed increases, your attacks come faster, and your reaction time sharpens. Every aspect tied to speed escalates as the fight drags on, turning drawn-out battles into a death sentence for slower opponents.

Gilded Chains - 400 CP

Pecharunt's most horrifying trait was not its strength, but its control. The Pokémon was capable of creating purple chains that allowed it to ensnare and dominate others. You possess this same power. You can manifest these chains directly, along with the toxin that fuels them. Direct contact allows you to instantly seize control of the target. Your target's willpower will collapse beneath your command. Only someone vastly more powerful than you may be capable of resisting, but that merely means you should use more chains. More insidiously, however, is that our dominating touch will spread. Those bound by your chains may themselves produce new links, extending your influence outward like an infection. Entire networks can fall under your control without you ever being present. The chains can only be removed by your will or by prolonged degradation while you are incapacitated. Until then, escape is not an option.

Titan - 400 CP

The Titan Pokémon are special Pokémon who have been effectively supercharged due to their consumption of the plant Herba Mystica. You are one such Titan. Compared to others of your species, you are immense. Your size exceeds that of your peers by more than fivefold. Your mass is dense with reinforced muscle, bone, or plating. Each step you unleash carries weight and has the potential to reshape the battlefield. Endurance replaces finesse, and your overwhelming presence becomes its own weapon. This also increases your durability, raw strength, and stamina dramatically. Should you have any similar Perks like Alpha Pokémon, these will stack together.

Living Computer - 600 CP

Some Pokémon, such as Alakazam, are said to possess intellects beyond that of a supercomputer. Whether or not that is literally true, it is an accurate way to describe you. Your intelligence is, quite frankly, disturbing, easily worthy of the sort of absurd IQ measurements that break four digits. You can learn new techniques simply by watching

them be used, grasp complex systems almost instantly, and design new inventions with only minutes of focused thought. Of course, you're still limited by the knowledge you possess. Though given the rate you can analyze, extrapolate, and apply new data, this might not be that much of an issue.

Limitless Potential - 600 CP

Most Pokémon, no matter how gifted, eventually run into a wall. There is a point where growth slows, effort yields diminishing returns, and true improvement becomes increasingly rare. That rule, however, seems to have skipped you. You possess extraordinary talent, but more importantly, you lack a true upper ceiling. No matter how strong you become, there is always room to grow further. With enough time, experience, and training, your power can continue to rise without stagnation. As long as you can push yourself, you'll be able to improve your capabilities. Given sufficient amounts of hard work, it is entirely possible for you to surpass even Legendary Pokémon.

Trainer Pokémon

Signature Move - 100 CP

You possess a signature move, one technique that defines your style and presence in battle. This move is far more effective than it has any right to be, operating at a minimum of three times its expected effectiveness. Whether through perfect execution, instinctive timing, or sheer familiarity, you draw out far more power than others ever could. Your bond with this move runs deep enough that you can shape entire strategies around it. More interestingly, this focus is not exclusive. If you devote a similar level of dedication and refinement to another technique, it too can achieve the same level of amplification, allowing your fighting style to evolve alongside your experience rather than remain static.

Who Said Dragons Can't Beat Fairies? - 100 CP

The type chart is meant to be absolute. Dragons fall to Fairies. Steel laughs at Poison. Some matchups simply are not meant to be won. You do not play by that rule. You may ignore innate weaknesses and immunities tied to your nature. For example, as a Dragon type, you could be able to hurt Fairy-Types and wouldn't receive super effective damage from them. This applies beyond Pokémon logic as well, making racial weaknesses lose their bite. For instance, a werewolf need not fear silver, nor would a being empowered by alien biology collapse before their designated kryptonite. Just keep in mind, you are still affected by raw force and clever tactics. You are simply no longer undone by what you are.

Power Through It - 200 CP

Many Pokémon are powerful, but some stand out as true titans. Like Lance's Dragonite Emperor and John's Slaking, you are a monstrous individual. This manifests in two ways primarily. First, you are simply far more powerful than your peers. Should you reach the level of a Champion, then you'd have a genuine challenge to claim to be the world's strongest (non-Legendary) Pokémon. Second, you'll find there is no obstacle that you can't either power through or obliterate. Terrain, suppression, status effects, clever tricks, and layered tactics will mean nothing when faced with your overwhelming might. If something stands in your way, you can break it. If it resists, you can endure it until it fails.

Go Beyond - 200 CP

Most moves have defined effects, but that does not mean they have hard limits. With enough creativity and understanding, techniques can be refined, expanded, or

reinterpreted. Karen's Umbreon is a well-known example, having improved Guard Swap to also weaken opponents in addition to exchanging defensive values. You possess a similar talent. You have an intuitive grasp of how to push your skills and your Pokémon's moves beyond their standard applications. This includes modifying existing techniques, discovering unexpected interactions, and developing entirely original moves.

The Unbreakable Serpent - 400 CP

Wallace is often dismissed as the weakest of the Champions, yet his Milotic is widely regarded as one of the most durable Pokémon to ever hold that title. Its regeneration is relentless, with scales turning aside blows that would cripple others. You share this same brand of endurance. Your body rapidly repairs damage faster than most Elite-tier opponents can reliably inflict. Additionally, attacks below a certain threshold simply fail to harm you at all. Wearing you down is possible, but it is slow and costly.



Burst of Glory - 400 CP

No matter how strong they are, it is inevitable that a Pokémon will eventually lose. Thankfully, spite and the desire to aid one's comrades are powerful motivators. When you are truly pushed into a corner, your power erupts in a final burst of glory. For a short time, you will exceed your normal peak, pushing your abilities beyond what should be sustainable. This surge will only last a short time, but it gives you the perfect opportunity to drag your opponent down with you or deal as much damage as possible before falling. If you are acting as a Trainer rather than a combatant, this effect instead applies to the Pokémon or individuals under your direct command.

Synergistic Training - 600 CP

Often, Trainers will neglect their weak points in favor of their strengths. For example, many physical powerhouses tend to have poor mental defenses. This is not the case for you. Every aspect of your being is linked and develops together rather than in isolation.

When you significantly increase your body's physical energy, that improvement feeds back into your mental and spiritual energy as well. The same holds true in reverse. This will not grant you skills or abilities you have not trained for. It simply ensures that progress in one area supports the others. As long as you continue to grow, you will not develop any devastating weaknesses.

One Pokémon Army - 600 CP

There are a few Pokémon so overwhelming that entire teams are built around stopping them. Some of the most infamous examples include Lance's Dragonite Emperor and John's Slaking. You are one of these infamous titans. As long as you are capable of defeating an opponent individually, fighting many at once offers them little advantage. You'll find your stamina won't be worn down simply due to endless waves, nor will you be bled dry through a thousand cuts.

Items

All items are discounted to their origins, and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update, and you may freely import an item unless otherwise stated.

General Items

Pokédex - Free

The Pokédex is a marvelous device created by Professor Oak. This handheld machine is capable of scanning any Pokémon you encounter and generating a complete profile on them. This includes physical characteristics, their movesets, typings, and other notable information. Additionally, this particular Pokédex has been modified to include all of the various bonus features, such as the PokeNav, PokeGear, C-Gear modifications, a Rotom to manage it, and numerous apps, all integrated smoothly. Lastly, this Pokédex is capable of performing its function on any other being you encounter, though its database will need to be built up over time unless you already possess an appropriate database.

Dress for Every Occasion - Free

Weather, climate, and terrain vary widely across regions. To ensure that you can handle it, you've been given this wardrobe. Its numerous outfits are tailored to your frame and your journey. It includes your classic Trainer outfit along with specialized equipment for any environment. From deserts to tundras, swamps to stormy coasts, you will be prepared. Everything is stored in a closet within your Warehouse. Each item is designed for durability, comfort, and practicality. Of course, should anything be damaged, it will be replaced within forty-eight hours.

Pokebilia - Free

This is the ultimate collection for any Pokémon enthusiast. It contains copies of every movie, game, card set, book, toy, and piece of memorabilia ever produced. This includes rare promotional items, discontinued releases, and obscure side materials most people have probably never even heard of. Additionally, it also includes the Omake and spin-off works created by this world's author. You'll receive copies of the various games and unique works they introduced. Finally, if you become a notable Trainer or public

figure, the collection will update with your own official merchandise. Whether you want to study the franchise or laugh at your own action figure, it can all be found here.

Starting Bundle - Free

Every journey needs a beginning, and few begin properly prepared. This bundle provides the basic tools needed to survive and function as a Trainer in the field. The kit includes ten standard Poké Balls and one Premier Ball. You also receive twelve Potions for emergency treatment, a durable backpack, and a compact tent designed for extreme environments. The tent provides insulation, weather resistance, and basic protection from hostile wildlife. All items are functional, reliable, and suitable for extended travel.

Poke-Center - Free

Poke-Centers, for those who are unaware, are medical facilities designed to heal Pokémon. They contain specialized machines and recovery systems capable of treating even the most severe injuries. As long as a Pokémon has not died, nearly any wound can be stabilized and healed, given enough time.

Since you are almost certainly going to travel with Pokémon, you will be provided with your own Poke Center. This facility includes several healing machines, recovery beds, medical supplies, and a small but capable staff trained to care for Pokémon of all Types. The center may be a bit smaller than normal, but it is fully functional and reliable. This Warehouse attachment will serve as a one-stop shop for all your healing needs. Lastly, this facility is also capable of caring for any other similar beings that you happen to be accompanied by.

The New Normal - Free/100

This is a copy of The New Normal fanfiction. It contains the events that occurred throughout the story and allows you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP, it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Flying Certificate - 100 CP

Once a Trainer has completed at least five Gyms, earning the matching badges, they become eligible to pursue a flying certificate. You must have done so, given that you have received your official Flying Certificate. Any region that recognizes standard trainer regulations will treat you as properly licensed, with the necessary documentation handled by your certification. Post-Jump, this certificate will maintain its legal

certification, allowing you to fly without causing any issues. Though you might need to learn how to fly a mechanical plane, depending on the setting.

- **This is Free if you purchase Certified Flyer**

Insulator Pillar - 100 CP

The Insulator Pillars are large steel platforms created by Regigigas. Each pillar is designed to absorb and neutralize vast quantities of electrical energy. This includes attacks from beings on the level of Zekrom. The pillars passively drain excess electricity from the environment, preventing long-term damage to land, infrastructure, and ecosystems. Each pillar is completely indestructible and safe to touch despite the energies it contains. A single monolith is sufficient to protect a large city. You receive a dozen of these titanic structures. Recreating them is theoretically possible but would require either Legendary-tier power or an equivalent energy source.

Poke Mart - 100 CP

The Poke Mart is a familiar sight across every region. It is a one-stop shop where Trainers can acquire Poké Balls, Potions, status remedies, and countless other essentials. The special thing about this Poke Mart, however, is that it sells quite literally everything from the Pokémon world. Rare Poké Balls, powerful recovery items, evolutionary tools, and stranger curiosities can all be found here if you are willing to pay the price. Though more valuable items are significantly more expensive. Lastly, the Mart will update its inventory as new items are discovered in the world.

Poke-Business - 100/200 CP

Being a Trainer may be the most famous profession in the world, but it is far from the only path to success. You own a family-run business rooted firmly in the local economy. By default, this takes the form of a Miltank farm producing Moomoo Milk. Though the exact nature of the business can be adjusted to fit your region or background. For 100 CP, the business is modest but stable, being more than capable of supporting your household.

It will benefit from reliable supply chains, loyal customers, and a reputation for honest work. If you're not satisfied, however, then for 200 CP, the business expands into a multi-region operation. What was once local now operates at a professional scale, with standardized quality, trusted branding, and the infrastructure needed to move goods across Regions. Your company will be a name brand recognized on sight by Trainers and common-folk alike.

Welcome Home - 100/200 CP

A Trainer's life is often chaotic. So it helps to have somewhere that is truly yours. This is one such spacious and comfortable home. It is perfectly suited for you, your family, and your Pokémon. The home comes with ample room and some security to protect your property. Pokémon will instinctively recognize it as safe territory and remain calm here. For 200 CP, you can expand this property further. This will give you a home of similar quality in every region. Each one is well placed, fully maintained, and immediately livable if needed. Post-Jump, your properties will expand further. You'll receive a residence and modest property in every major territory of note. Lastly, if you possess other property-based items such as a Pokémon Ranch or Berry Farm, all holdings may be seamlessly integrated into a single expanded estate.

Battle Frontier - 200 CP

Battle Frontier is a marvelous challenge hall in the Sinnoh Region. The facility is home to a host of powerful Ace Trainers and the five Frontier Brains who rule over its facilities. This sprawling complex offers dozens of specialized battle formats, from endurance gauntlets to rule-bending challenges designed to push Trainers to their limits. This version of the Frontier functions as both a training ground and a proving arena.

You can face increasingly skilled opponents, earn Battle Points redeemable for rewards, and refine your strategies across wildly different combat environments. In addition to the standard facilities, this Battle Frontier contains a restricted inner chamber. Within this room, the Frontier can generate perfect replicas of any being you have personally encountered. These copies possess the original's full power, skillset, and battle instincts. This room allows you to safely train against the foe you desire.

Paradox Formation - 200 CP

Paradox Pokémon are a strange classification of beings first documented in Paldea. They were created through the combined use of Tera Crystals and an experimental Time Machine. The results were either ancient, prehistoric forms driven by raw instinct or futuristic mechanical variants powered by advanced energy systems. Somehow, you have obtained access to this same technology. This includes a functional Time Machine and a vast underground mine rich with Tera Crystals. The mine naturally replenishes itself over time, ensuring a steady and effectively limitless supply of usable crystals. Using the machine, you may create Paradox variants of Pokémon you possess, choosing between ancient or future forms as appropriate. If needed, the process is reversible without any side effects. Any Paradox Pokémon may be returned to their original state by placing them back into the machine.

Key Stone - 200 CP

The Key Stone is a special item created through a fusion of Life energy, Death energy, and residual power drawn from a Legendary Pokémon. When paired with a compatible Mega Stone, it enables Mega-Evolution. Purchasing this item grants you a bracelet housing a Key Stone, along with a reinforced case containing one of every known Mega Stone. Though it will be up to you to recruit the Pokémon they correspond to. Lastly, this package includes all recorded research held by the Professors regarding the discovery and creation of both Key Stones and Mega Stones.

Safari Zone - 200 CP

The Safari Zone is a unique business. It is composed of a large wild zone filled with Pokémon unique to the area. Anyone may enter, provided that they pay a modest fee. Additionally, the Safari Zone comes with its own Poké Center, poke-mart, and grocery store. You are the owner of this facility and its staff. This facility brings in a fairly large income, and you obviously have free access to try catching the Pokémon here. Should they be overtaken, the park will be refilled after a week. Additionally, as you travel to new areas, the park will expand, gaining new sections. For example, going to How to Train Your Dragon would likely add a mountainous area with various rare dragons.

Spear Key - 200 CP

The Spear Key is a strange and ancient artifact capable of locating legendary energy. The Spear Key grants the wielder a mental map allowing them to register the locations of any Legendary Pokémon, Mythical beings, sealed entities, or powerful relics tied to them. This property makes it a wonderful tool for anyone seeking out long-forgotten sanctuaries or Legendary artifacts lost to time. Outside of this world, the Spear Key will retain this ability, letting you locate similar treasures and beings.

Energy Wellspring - 50/300 CP

Most of the evolutionary items created by Blaine are made using highly concentrated elemental energy. Thus, their creation requires sites utterly packed with these energies, such as active volcanoes for Fire and power plants for Electricity. Purchasing this grants you access to a purified wellspring containing energy of a specific Type. The energy is safely contained and holds a limitless supply. Alternatively, for 300 CP, you can directly bundle them all together in a massive basin. This will instead grant you a wellspring for every Type. Furthermore, if you happen to encounter new forms of energies it will generate an additional spring in the basin.

Pokémon Gym - 300 CP

This is a fully operational Pokémon Gym, either personally run by you or operating under your sponsorship. The facility is capable of hosting one through eight-star badge challenges, with curated teams designed to scale appropriately to challengers of varying experience. The Gym is staffed by several dozen Trainers, competent administrators, medical staff, and support personnel. If you do not wish to serve as the Gym Leader yourself, a capable stand-in Leader is provided, able to represent your standards and philosophy faithfully.

The Gym reflects you. Any unique skills, perks, or specializations you possess are incorporated directly into its structure. A Coordinator may see the Gym double as a performance hall; a researcher might incorporate experimental battle formats; a strategist could emphasize unconventional rule sets. The Gym is recognized by League authorities where such systems exist and adapts post-Jump to serve an equivalent institutional role.

- **This is Free if you have the League Authority Perk**

Elite

Home Team - 100 CP

As your influence grows, so too does the weight of responsibility. League administration, territorial oversight, logistics, and quiet problem-solving all demand attention. You, however, have recruited a dedicated support staff of roughly a dozen highly capable individuals, comparable to the personal teams employed by Elite Four members and regional power players. Each member is an expert in their respective field. This includes administration, intelligence gathering, logistics, research coordination, public relations, and security. While none of them are irreplaceable Champions, they are among the best professionals available. Most importantly, their loyalty is absolute. They can be trusted with your most sensitive information, long-term plans, and morally questionable necessities without fear of betrayal. They operate independently when needed, keeping systems running smoothly even in your absence.

Fossil Restoration - 100 CP

This miraculous machine was developed by Devon Corp, allowing for the revival of ancient fossil Pokémon. When activated, it reconstructs the Pokémon in a stable, living state. The revived Pokémon retain their physical condition and experiential memory. So if you revive a particularly powerful Fossil Pokémon, it will retain the strength it held in life. As a bonus, you will be given two fossils of your choice. You may choose from any known Fossil Pokémon.

Orphanages - 200 CP

The Pokémon world does, unfortunately, produce far more orphans than you might expect. Trainer mortality, criminal violence, and regional disasters all contribute to this problem. This is a special orphanage designed to accommodate any unfortunate children you encounter. This orphanage is modeled after the expanded Indigo system funded during Karen's tenure in the Elite Four. Each facility is staffed by compassionate caretakers, capable educators, medical personnel, and a small number of powerful guardians for protection. Moreover, the facilities are fully self-sufficient. The children housed here will receive education, emotional support, and practical life skills, along with Pokémon companionship where appropriate. No child is turned away due to cost, and the facilities are capable of automatically expanding as needed. Lastly, should you have any territories, this option allows you to open enough orphanages to ensure that no children are homeless or suffering within your domain.

Little Black Book - 200 CP

Politics is a tangled web of lies, favors, and bootlicking. We can't do anything about the last one, but the first two are possible. This is your personal, ever-updating ledger of political influence. It records favors owed, secrets uncovered, alliances formed, and quiet threats best left unspoken. The information spans every region at the start of the Jump, granting you immediate, subtle influence across leagues, corporations, research institutions, and regional governments. As you move through the world, the book grows. New names are added automatically as you encounter power brokers, officials, criminal leaders, and influential figures. Connections update dynamically as loyalties shift or scandals emerge.

Elemental Clan - 400 CP

Throughout the world, some families or clans dedicate themselves to mastering a specific Pokémon type. The Blackthorne Clan is considered to be the most well-known example with their Dragons. You have inherited one such clan composed of your family members. You may choose which elemental type your clan specializes in. This type will determine the Pokémon they primarily train and raise. Your clan possesses an extensive network of economic businesses, territory, and political influence. Finally, your Clan will hold a large amount of territory equivalent to a larger city with a matching population of people and Pokémon.

Pokepedia - 400 CP

While we have access to secrets of hidden worlds, many within them lack this knowledge. You, however, will be able to retain access to this forbidden knowledge thanks to a lucky find. This is a special notebook written by John containing every secret of the Pokémon world he could remember. The Poképedia contains forgotten lore, suppressed research, undocumented mechanics, and practical knowledge. This knowledge covers Legendary Pokémon, Ultra Beasts, ancient civilizations, and the deeper metaphysics of this world. Post-Jump, the Poképedia adapts to include equivalent hidden truths of new worlds you arrive in.

International Police Force - 600 CP

In the aftermath of the chaos caused by the criminal Teams, Lance spearheaded the creation of the International Police Force. This group was made up of elite officers and high-level trainers who would work with law enforcement. Its ranks include combat specialists, detectives, financial investigators tied to the Indigo Revenue Service, and dedicated medical units. Furthermore, they were supported by advanced equipment such as anti-teleportation fields, their own rapid response methods, and other assets. You have been declared the Director of your own branch of the IPF. This grants

command over several hundred agents, along with the legal authority to act across regions and borders when necessary.

Protector Guardian - 600 CP

You have been formally recognized as a Protector Guardian of a region. This is not a ceremonial title. You serve as the chosen representative and executor of a Legendary or divine Pokémon's will within their territory. Outside of this, you serve as the final line of defense for your region in emergencies. You command an organization known as the Keepers of the Titan. This group includes elite Trainers, veteran law enforcement, intelligence personnel, and specialized guardians trained to respond to aid you.

They answer directly to you and possess the authority to act independently of normal regional limitations. Furthermore, this position grants you political power equivalent to a member of the Elite Four, giving you legal weight. You may choose a single Legendary or divine being to represent, along with their associated region. For example, Rayquaza and Hoenn would be a valid pairing. Post-Jump, you may form a comparable organization tied to an appropriate mythic or equally important entity in future worlds.

- **Gives League Authority (300 CP) for Free**

Trainer

Pokeball Set - 100 CP

Poké Balls come in many forms, each engineered to excel under specific conditions. This item grants you a reinforced carrying case containing twelve of every Poké Ball ever produced. Included are specialty models such as Fast Balls for rapid encounters, Dusk Balls for nighttime or subterranean targets, and Timer Balls for prolonged battles. Many other variants are included, covering nearly every known capture scenario. Any Poké Ball used from this set will be replaced after twenty-four hours. The case also includes full blueprints and production notes for every Ball type it contains. With sufficient materials, you will be able to manufacture additional Poké Balls.

Hall of Fame - 100 CP

The Hall of Fame was a memorial set up in Sinnoh to honor those who performed great deeds. This is your own personalized Hall of Fame. The hall records every achievement of real note you accomplish. Major victories, historic events, world-saving moments. Each one will typically be represented by a plaque, a photo, and some memorabilia of the event. Any teammates, Pokémon, or allies who stood beside you during these moments are honored alongside you. Finally, this hall will expand as your journey continues and you take part in future grand events.

Berry Farm - 200 CP

Berries play an essential role in Pokémon care, medicine, and training. This property is a fully developed farm containing multiple plots suitable for cultivating common and rare berries alike. This includes the common restorative Oran Berries, antidote-like Pecha Berries, and exotic ones like Razz Berries. Additionally, should you ever decide to grow something else here, you'll find that any plant grown here matures at twice the normal speed and produces fruit with double the usual potency. The farm is maintained by skilled gardeners supported by their Pokémon, removing the need for your direct oversight. Lastly, if you



own other properties such as a Pokémon Ranch, you may merge them, expanding the land while allowing their effects to stack seamlessly.

Battle Arena - 200 CP

This Pokémon arena is built for high-level battles. It is large enough for virtually any Pokémon to operate at full strength. If needed, the arena can shift configurations to match the battle's needs. It can become a lake for Water-type battles, simulate dense forests, recreate caves, or even mimic mountains. Additionally, if needed, the arena is equipped with psychic shields to protect both participants and spectators. These shields are capable of withstanding attacks from Legendary-grade combatants. Speaking of spectators, there is ample seating arranged to give every viewer a perfect line of sight. The arena is suitable for training, tournaments, or demonstrations.

Keen Opponents and More - 400 CP

To compete at the highest levels, knowledge is as important as strength. This annotated tome contains in-depth tactical analysis of every Trainer of note, compiled from the perspectives of Champion-tier minds such as Cynthia, Lance, and others who have fought at the pinnacle of the League system. Each entry details a Trainer's battle philosophy, preferred Pokémon, common strategies, psychological tells, and known weaknesses. The book is meticulously indexed with an adaptive glossary, allowing instant reference during preparation or study. Post-Jump, this will expand, gaining details on any other combatant of note within the setting. Thankfully, it comes with a glossary listing every name sorted appropriately to make things easier.

Contest Hall - 400 CP

This is a premier Contest Hall designed to host Pokémon Coordinator events of every level. The facility is on par with the best locations found throughout Hoenn and Sinnoh. Its stages are modular, allowing for rapid transformation to suit different Contest categories. It doesn't matter if it's visual wonders, performances, or battle-based exhibitions. The hall includes professional lighting, sound systems, judge platforms, preparation rooms, and extensive backstage facilities for Pokémon care and grooming. Pokémon performing here will find it easier to express technique, creativity, and emotional resonance. Additionally, you'll find that talented coordinators, sponsors, and influential figures will frequent these halls, drawn to the displays. Post-Jump, you may import the facility, expanding it to fit whatever performances best suit your new world.

Master Ball - 600 CP

The Master Ball is the pinnacle of Poké Ball technology. It is capable of capturing any Pokémon without fail, regardless of power, will, or resistance. Purchasing this item grants you a single Master Ball. You also receive the complete blueprints and research

notes required to recreate the device. Outside of this world, this device is capable of capturing any being it comes into contact with. Just remember, it still has to reach them in the first place.

Jumper Corp - 600 CP

While the focus lies on Trainers, it can't be denied that money still makes the world go round, particularly given the amount at the disposal of the few major corporations that exist. This is an organization similar in size to Devon Corp or Silph Corps. This is an expansive company that effectively controls the economy for an entire region, has tens of thousands of employees, and vast supply chains. As a bonus, you may select a specific market to have a full monopoly over. Much like how Devon Corp covers transportation, Silph Corp controls medicine, and Galactic Corp dominates energy. Post-Jump, you may import this company into future worlds, giving you a similar level of control over your chosen market.

Professor

This is my Badge - 100 CP

Becoming a Pokémon Professor is one of the most respected positions in the scientific world. Whether or not you have formally earned the title, you do have an interesting certificate. This badge records every genuine skill, field of expertise, or qualification you possess. When presented, it will display full accreditation for those abilities regardless of whether you were ever officially licensed. The documentation will update automatically, can pass any legal review, and will be treated as fully authentic by all relevant authorities.

Stimulants and More - 100 CP

While not used often, there are a variety of items that act as stimulants for Pokémon. The most common of which are the X-items primarily used within lab settings by researchers. This is a secured cabinet containing every known stimulant, enhancer, and performance-altering compound used on Pokémon. Included are all standard X-items, experimental boosters, recovery accelerants, and a selection of illegal compounds banned due to their extreme side effects. Any item used from this supply is fully replenished after twenty-four hours. Just keep in mind that overuse of these items can lead to toxicity and other negative effects.

Capture Styler - 200 CP

The Capture Styler is a specialized device used by Pokémon Rangers to resolve dangerous situations without permanent capture. By launching a Capture Disk, the Styler forms a stabilizing aura around the target Pokémon. This aura suppresses hostility and encourages cooperation. While under the Styler's influence, the target will temporarily ally with you. They will follow commands to the best of their ability and assist in combat or crisis situations. This effect remains active until you release the Pokémon willingly. There is no limit on the number of active bonds, but beings with greater willpower are harder to subdue.

Pokecare - 200 CP

Caring for Pokémon properly is a rather expensive venture, and the main reason most Trainers only ever acquire six. Luckily, you've been given a special care package just for this scenario. This includes Pokéblocks, specialized feed, hygiene supplies, medical basics, and everything else needed to keep your Pokémon in peak condition. All of it is stored within a large container inside your Warehouse. The contents restock every twenty-four hours and expand naturally as your team grows.

The PSS - 400 CP

The Pokémon Storage System, commonly known as the PSS, is a revolutionary technology pioneered by Professor Bill. It allows Pokémon to be safely digitized, stored, and transmitted across vast distances via compatible terminals. While digitized, Pokémon require no food, space, or maintenance and can be retrieved instantly. Purchasing this item grants you a private, fully independent PSS network, untethered from regional League infrastructure. This PSS can store any number of Pokémon and will automatically adapt to handle equivalent beings in non-Pokémon settings where appropriate. Additionally, you'll also gain full access to Bill's original research notes, development schematics, and technical insights regarding the system's creation and limitations.

Pokémon Breeder - 400 CP

Pokémon Breeders are specialists devoted to the care, raising, and early development of young Pokémon. This facility serves as both a professional daycare and a full-scale breeding center. It comes fully staffed with experienced handlers, medical Pokémon, and support personnel. Optional sales staff can manage adoption or commercial distribution if you wish. The facility is capable of raising large numbers of Pokémon efficiently while maintaining excellent health and temperament standards. Excess Pokémon may be sold or transferred, generating a steady and significant income stream. Post-Jump, the facility will adapt to local species and equivalent creatures with no loss of effectiveness, expanding as needed to accommodate them.

Jumper Academy - 600 CP

Trainer Schools exist across the regions to guide the next generation. Most are modest. A rare few become legends. You have founded one of those rare institutions. Your academy stands on par with Blueberry Academy in scale and prestige. It is staffed by elite Trainers, experienced educators, and specialized Pokémon handlers. Students are provided one or two partner Pokémon chosen to match their growth potential. These bonds are encouraged from the very beginning.

At the heart of the campus lies a Terrarium. This massive enclosed system contains multiple artificial biomes populated by rare Pokémon. Additionally, the academy supports live training, research, and full-scale simulated battles. Housing, medical facilities, and advanced training grounds round out the academy. Most importantly, learning accelerates here. Anyone studying or training on academy grounds learns at four times the normal rate. This will greatly accelerate the rate at which your students progress. Lastly, you may import the academy into future Jumps with a similar notoriety.

Poke Ranch - 600 CP

This is a full-scale Pokémon research and care facility rivaling Professor Oak's personal facilities. The ranch holds an immense number of vast, carefully maintained habitats capable of comfortably housing thousands of Pokémon from every known region. Each habitat holds environments tailored to its needs. Starting off, it will be staffed with several dozen experienced researchers, a pristine and fully equipped laboratory, and approximately four hundred diverse Pokémon already present for study. They will be kept in check by three powerful Alpha Pokémon who are fully obedient to you. Post-Jump, should you happen to encounter any other fantastical creatures you wish to research, the ranch will grow to accommodate them.



Team Member

Classy Disguise - 100 CP

This is a deliberately unremarkable outfit designed to erase attention rather than draw it. While wearing it, you become functionally unidentifiable. It doesn't matter if you're the most famous criminal in the world, as even people who personally know you will struggle to place why you seem familiar. No camera will pick you up, facial recognition will be rendered worthless, and no database will be able to follow your movements. This effect works on mundane systems, advanced technology, and Pokémon-based detection alike. Keep in mind, this only stops you from getting recognized; you'll still get stopped if you actually try to go somewhere you're not allowed. Overall, this disguise ensures that when you leave, no one will connect the incident to you or remember who you truly were.

Colress Machine - 100 CP

The Colress Machine is a small, compact device created by the former PLASMA scientist Colress. It is used to control, subdue, and anger Pokémon. The machine works by manipulating its neural pathways, though the device is safe for use. While originally designed for Pokémon, the machine functions on any being with an energy system. Humans and other species are not exempt. Stronger targets may resist its effects. Though resistance can be overcome through increased output or by coordinating multiple machines. Lastly, this will come with all of Colress's notes on the device's creation.

Teleportation Pads - 200 CP

Team Galactic is arguably the most advanced and powerful of the various criminal organizations. Among Team Galactic's many technological triumphs, however, their teleportation technology stands out as one of the most impressive inventions. These pads and personal transport systems allow for instant, precise movement across vast distances. Purchasing this item grants you the ability to install linked teleportation pads in any facility you own or control. Access permissions can be finely tuned, allowing you to restrict usage to specific individuals or groups. Additionally, you receive twelve personal teleportation beacons, designed to be attached to belts or carried discreetly. These beacons allow their users to teleport to any authorized pad within the network. The system is secure, resistant to tampering, and will function regardless of dimensional boundaries.

Call My Lawyer - 200 CP

Let's be honest, at some point, you will get arrested. Luckily, you've got just the person for that situation. This is a highly experienced lawyer who understands regional law, League authority, and the many legal loopholes surrounding Pokémon-related incidents. They are available at all times and can arrive at a moment's notice. Most importantly, they can get you out of virtually any charge or at least decrease the severity of it. By the time they're done, the charges will be reduced, any evidence will be questionable at best, and everyone will frantically shift responsibility elsewhere. Even when you cannot walk free, the outcome is always far better than it reasonably should be.

Fall Back Plan - 400 CP

Ideally, everything will work out, but those meddling heroes have a habit of causing problems. Should the worst come to pass, you can retreat to this facility. This is a massive secure compound located in a region of your choice. It is stocked with supplies, funding reserves, medical facilities, laboratories, housing, and infrastructure suitable for rebuilding an organization from nothing. The location is concealed through mundane means and Pokémon-assisted countermeasures. Should the worst situation arise, the facility is also a heavily defended base capable of withstanding a prolonged siege. Though it's recommended you simply avoid drawing any more attention to the facility.

Capture Machine - 400 CP

The Capture Machines are advanced containment devices engineered by Team Galactic. They were designed to imprison powerful Pokémon. These machines generate immensely powerful force fields capable of sealing Pokémon such as the Lake Trio. Of course, you'll have to successfully ensnare the target within the field first. Purchasing this item grants you three functional Capture Machines, along with the complete blueprints and technical data required to maintain, repair, and replicate them. While the machines are extraordinarily durable and resistant to interference, their effectiveness depends entirely on your ability to position and activate them correctly.

Red Chain - 600 CP

The Red Chain is a mysterious relic forged from the distilled essence of Uxie, Mesprit, and Azelf. In Sinnoh legend, it was created to bind gods. Specifically, Dialga and Palkia, the rulers of time and space. Purchasing the Red Chain grants you a perfected, complete version of the artifact. Unlike the flawed chain used by Team Galactic, this version is unbreakable and functions exactly as intended. Using it will summon and bind both Dialga and Palkia to your will.

Alternatively, if you choose, you designate an equivalent pair of Legendaries to control instead. Your control over the two beings will be absolute and give you access to their

full power. Post-Jump, the Red Chain retains its properties. Once per Jump or every ten years (whichever is shorter), you may invoke the chain to summon and bind a pair of godlike entities appropriate to the setting. Just keep in mind the consequences that can arise from doing so. For instance, seizing control over the Palkia and Dialga will enrage both Giratina and Regigigas. Tampering with the divine is a task fraught with great danger and rewards.

Team Jumper - 600 CP

Seems we got a big man here! You're not a mook, you're the leader of a full Team. This is an organization made up of thousands of members spread throughout an entire region. Facilities, funding, fighting forces you got it all. At the top sit a dozen Executives. These are elite Trainers capable of challenging Gym Leaders and holding their own against weaker Elite Four members. Each Executive manages their own division and can conduct large-scale operations independently. While you're not going to be able to openly challenge the Pokémon League, this is one of the strongest forces in the whole world. Post-Jump, you may take your Team with you. You may either import their facilities or instead turn the compounds into an expansive Warehouse attachment.

Pokémon

As Pokémon don't necessarily have access to their own items traditionally, this section is discounted to both Wild and Trainer Pokémon.

Held Items - 100 CP

There are a number of specialized items designed to be carried by Pokémon during battle or daily activity. Some are well-known, such as Leftovers, Focus Sash, and the Quick Claw. Others are more niche or situational, yet still highly prized by experienced Trainers. By purchasing this option, you receive a reinforced sack containing one copy of every unique held item that exists. These items function exactly as intended and may be freely swapped between your Pokémon as needed. If a held item is consumed or destroyed, it will be replaced after twenty-four hours.

Evolutionary Kit - 100 CP

Quite a few Pokémon require special items to evolve. To deal with this issue, you've been given a special case. This reinforced case contains a comprehensive collection of evolutionary items used across known regions. Inside are a dozen of every commonly recognized evolutionary stone, along with other specialized items required for rarer evolutions such as Razor Claws. Each item functions exactly as its natural counterpart and can be used without restriction. Any item consumed or rendered unusable will be restored after forty-eight hours have passed.

The Gym - 200 CP

While Pokémon primarily grow stronger through battle, physical conditioning, and structured training can play an important role. To address this, you have established a dedicated training facility designed specifically for your Pokémon. This Gym is a large complex capable of housing Pokémon of any size or Type. It contains specialized equipment built to accommodate vastly different body plans, elemental needs, and unique combat styles. You'll find everything you could possibly need here, ranging from strength training areas, endurance tracks, elemental resistance chambers, and precision stations for control. As you and your Pokémon grow stronger, the Gym will generate new equipment.

Mega Stone - 200 CP

Mega Stones are specialized evolutionary catalysts that trigger a temporary transformation known as Mega-Evolution. This state massively enhances the user's power, unlocks new abilities, and often alters their fighting style entirely. Now what's special about this, you ask? This particular stone has been crafted specifically for you.

You may absorb the stone, giving you the ability to transform into your own unique Mega Form without the need for a Key Stone. Alternatively, you can choose to receive a Mega Stone meant for someone else if you want to get them a very special gift.

Plates - 400 CP

The Plates are physical manifestations of Arceus's authority. Each Plate embodies a fundamental aspect of existence, crystallized into an indestructible artifact. They emit endless quantities of their associated element and resonate deeply with beings aligned to that Type. While holding a Plate, you gain complete immunity to damage and effects generated by its matching energy. For example, fire cannot burn you while holding the Flame Plate, no matter how hot. Similarly, ice cannot freeze you while holding the Icicle Plate. Even divine or conceptual attacks of that element will be rendered inert. The Plates also amplify the power, control, and efficiency of abilities that match their Type. Pokémon and entities aligned with the Plate grow stronger merely by being near it. You may purchase this item multiple times to obtain additional Plates.

TM Collection - 400 CP

TMs or Training Machines are specialized devices used to teach Pokémon new moves. Each TM contains a recorded imprint of experience taken from a Pokémon that has already mastered the associated technique. This imprint allows the user to rapidly grasp the fundamentals of the move. Though developing true mastery still requires practice and refinement afterward. This is a collection of every known TM. These TMs are reusable and do not degrade with use. Lastly, the collection includes detailed schematics and instructional material explaining how TMs are produced. Using these methods, you can create new TMs for any skill, technique, or move that you personally understand well enough to demonstrate.

DNA Splicer - 600 CP

The DNA Splicer was originally developed to fuse Kyurem with one of the twin dragons of Unova. Somehow, you have acquired a far more advanced version. This modified Splicer allows for the fusion of any Pokémon. The process is stable, reversible, and far less traumatic than the original prototype. Fused Pokémon retain access to the traits, abilities, and moves of both fusion materials while also developing unique hybrid characteristics of their own. Their power scales appropriately based on compatibility, intent, and relative strength. Keep in mind, just because a fusion can occur, that doesn't mean it's a good one. Lastly, if you use this on yourself, you will retain complete control over the merged body.

Expansive Wilds - 600 CP

This is a vast, self-contained territory under your ownership, containing a sweeping range of natural environments. Forests, mountains, coasts, ruins, and stranger biomes all exist here, seamlessly blended into a living ecosystem. The Wilds are populated by every Pokémon species you have ever personally encountered, with healthy, self-sustaining populations. What truly sets this territory apart is its depth. The outer regions are home to ordinary wild Pokémon, suitable for early training and exploration. As one ventures deeper, the inhabitants grow progressively stronger, more intelligent, and more territorial. These inner zones are populated by Elite and Champion-tier Pokémon, capable of rivaling top Trainers without assistance. At the deepest reaches lie apex territories, where Legendary Pokémon and those that could challenge them live. These Pokémon are not mindless threats; they are ancient, cunning, and aware of their own power. The Wilds naturally regulate themselves, preventing ecological collapse while ensuring constant challenge and growth.

Companions

If it is not otherwise specified, then each companion receives 600 CP to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly, companions may also purchase other companions.

Import/Create companion 50-400 CP

Depending on how much you pay, you can import a number of companions into this jump. For 50 CP, you can do this with 2. For 100 CP, you can create or import 4; for 200 CP, you can create/import 8 companions, and lastly, for 400 CP, you can import all of your companions. Each companion receives 600 CP and gets to pick an origin.

Starter Pokémon - Free

Every great journey begins with a partner. This is your first Pokémon, the one that set the tone for everything that followed. You may choose any non-Legendary species to begin with. Though its starting form and power will reflect your own experience and reputation. For instance, a novice Trainer selecting a Garchomp will instead begin with a Gible. However, an Elite Trainer making the same choice would probably receive a fully evolved Garchomp with exceptional strength. Regardless of their starting point, however, this Pokémon is loyal and fully compatible with you. As long as you travel with them, they'll be happy to grow alongside you into something truly extraordinary.

Nurse Joy - 50 CP

It seems one of the famous Nurse Joy sisters has taken an interest in traveling with you. She is fully qualified to care for Pokémon of any Type and condition, whether that means routine treatment, emergency surgery, or long-term rehabilitation. Her presence can dramatically improve recovery times and ensure that none of your Pokémon's injuries become lasting problems. Alongside her is a team of Blisseys to assist her. Though if your team ever grows beyond a dozen Pokémon, she will quietly call in assistance, usually in the form of a few of her equally capable sisters who rotate in as needed. They require no extra management and somehow always know where to be. Though they wouldn't turn down access to a proper medical facility.

Officer Jenny - 50 CP

Your actions and sense of justice seem to have caught the attention of one of the many Officer Jenny sisters. She is a trained law enforcement officer with lots of experience handling criminal Teams, dangerous Pokémon, and large-scale emergencies. It seems that despite leaving her home, she managed to hold onto her legal authority, and somehow she's maintained a surprising amount of influence. Any other officers you

meet will tend to trust her judgment implicitly, and troublemakers think twice before acting when she is around. As a final bonus, as an experienced Jenny, she has a full team of elite Pokémon.

Canon Companion - 0/100 CP

If you befriend any of the various beings in this multiverse, you may recruit them as companions. After all, if you're going to put that much effort in, you shouldn't have to pay for it. If you pay 100 CP, you may guarantee that you start with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Successor - 100 CP (Free Elite)

Often, once the Elites have reached their peak, many of them choose to train up students. This is one such younger Trainer with exceptional promise who has been quietly groomed for Elite status. They look to you as a mentor and example. Granted, exactly how they develop will depend heavily on your guidance. Interesting, though they happen to be particularly in the same fields you are. Perhaps one day they may replace you or stand beside you as an equal. You may design their personality and appearance if you wish.

Rival - 100 CP (Free Trainer)

Some journeys are defined by the opposition. This individual is a Trainer who began their path at the same time as you. Their strength mirrors your own growth. When you advance, so will theirs, ensuring that you're never alone. This Rival is your perfect opposite. For example, should you be an Ice-Type Trainer, they'll likely be a Fire-Type Trainer. They'll push you to improve through constant comparison and challenge. Sometimes they fight alongside you. Sometimes they stand in your way. Regardless, their presence will sharpen your decision-making and prevent complacency. You may freely customize the appearance and personality of this individual as well.

Fellow Researcher - 100 CP (Free Professor)

As a researcher, you're probably working on your own projects, but sometimes it's nice to have someone to talk to. This is a veteran academic who specializes in a narrow, but critical field such as Legendary behavior or regional anomalies. They're to challenge your conclusions and act as a soundboard for any ideas you have. While blunt, they are deeply committed to scientific integrity. Their support will grant your work credibility across regions and potentially open some otherwise closed doors. You may design their exact personality and appearance if you wish.

A Worthy Second - 100 CP (Free Team Member)

While each leader is capable of running their respective team, it doesn't hurt to have some capable help. This individual is a rare individual that you can trust with your life. They excel at administration, coordination, and long-term planning. They are more than capable of keeping your organization or territory running smoothly while you focus elsewhere. If needed, they are also a highly competent Trainer comparable to the stronger Gym Leaders. Most importantly, their loyalty is absolute. Though rather than being blindly obedient, they'll keep faith in you and your goals. Lastly, you may customize their exact personality and appearance if you wish. Otherwise, they will be adjusted based on your subconscious.

The Ancient - 100 CP (Free Wild Roamer)

The lifespan of a Pokémon is interesting due to the sheer variability. Some supposedly only live for a few years, while others are millennia old. You, however, have seemingly earned the attention of a particularly old Pokémon. A powerful, long-lived Pokémon that has observed the region for centuries. They rarely intervene directly. Instead, they test you through trials or indirect challenges.

You may design their personality, appearance, and species if you wish.

Your Trainer - 100 CP (Free Trainer Pokémon)

Obviously, if you're a Trained Pokémon, then at some point you had a Trainer, if they aren't still your active partner. Either way, this individual can either be a young Trainer who had the fortune of getting you or an older veteran with whom you likely keep company. Both options will give you a life-long friend who'd happily lay their life on the line for you. Granted, you're probably a bit tougher than they are as a Pokémon. You may design their exact personality, appearance, and the circumstances of how you met if you wish.

Explorers of Sky - 100 CP

While they may not have taken a leading role, there happened to be a few familiar faces here. If you wish, you may recruit the loveable members of Wigglytuff's Guild as companions. This includes Wigglytuff, Chatot, Bidoof, Chimecho, Corphish, Loudred, Sunflora, and the other Guild members. They coincidentally happen to have similar personalities, relationships, and abilities as their Mystery Dungeon counterparts. They'll function as a group companion and may be imported together or individually in future worlds. Wigglytuff will act as the informal leader, though the group will follow you as their primary partner. Their loyalty is strong, but they will expect kindness rather than simply getting ordered around.

Full Team - 200 CP

If you'd rather not leave your early success to chance, you may begin with a complete team of six Pokémon (seven counting your Starter). You may select any non-Legendary species you wish, with their stages of evolution, training, and overall cohesion scaling to your Build. As with your Starter, a newer Trainer might start with a group of promising but unpolished partners, while an Elite Four-level figure would receive a disciplined, well-trained roster with defined roles. Either way, your team will have prior experience working together, minimizing internal friction and allowing them to function as a proper unit from the start, rather than six strangers thrown together. Lastly, if you wish to expand your team further, you may purchase this repeatedly to gain six more Pokémon.

- **1st Purchase Free for League Authority**

N - 300 CP

In another life, N would go on to become a powerful Trainer safeguarding Unova alongside Zekrom. Unfortunately, in this world, N's story ended before it truly began. Manipulated, isolated, and ultimately discarded, he never had the chance to become the hero Unova deserved. Unless, of course, someone decided to interfere. This option allows you to alter history slightly. This allowed you to become N's childhood friend, someone who offered him kindness, honesty, and a perspective outside of Ghetsis's control. Because of this, N places his trust in you above all others. He still struggles with ideals, contradictions, and the suffering of Pokémon, but now he has someone who challenges him without using him. N will join you with his full team. More importantly, Zekrom will continue to acknowledge his bond. While Zekrom will not be your Pokémon, they will respect you as someone integral to N's path. With time and guidance, N may grow into a genuine protector of balance rather than a tragic pawn of ideology.

John Smith - 300 CP

John Smith is our titular protagonist and a reincarnated soul. Given another opportunity, he chose to become the best Trainer he could be and safeguard the world. Through relentless effort, hard-earned wisdom, and an unwavering desire to protect the world, he rose to become one of the strongest Trainers alive. Taking this option allows you to become a close friend and trusted ally of Johns. He will join you with his full team and retain his bond with Regigigas, along with the lesser Regis who recognize his authority.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP

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

Self-Insert - 0 CP

So you want to be one of the named characters, huh? If you take the appropriate background, you will get to take their place. This won't give you any of their skills unless you buy them, however. Otherwise, you are free to go in as any character you would like.

Leave When The Story Finishes - 0 CP

While not quite as short as the games, this world's tale is still a quick one overall. There is no exact timeframe, but overall, the story is only a few years rather than an entire decade. If you wish, you may leave as soon as the main story finishes, provided you didn't take any drawbacks that would alter the length of your stay.

Fakemon - 0 CP

Over the years, there have been quite a few so-called Fakemon, fan-made Pokémon, and other non-canon beings brought to life. By default, they don't exist, but if you wish, you may integrate any of these options into the setting. And before you filthy degenerates ask, yes, this includes Moemon or Pokegirls. This toggle will alter the setting, making everything appropriate to the setting as needed.

Pikachu Killed a Guy - 0 CP

For the most part, this world follows the story arcs of the games. Though if you want to spice things up a bit more, you may twist the world to fit some of the other timelines, such as the Manga or TV show. Alternatively, you could choose to merge them all together if you really want to mess with things. This also includes the movies and spin-offs, just to be clear. Like the other options, these will be merged seamlessly, handling any timeline shenanigans.

Extended Stay +100 CP

For each purchase of this, your time here is extended 10 years. Just be careful, this world has a number of dangers even to those who stand at its peak. Staying here may

give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay, you may need to find some method of extending your lifespan.

I Hit My Head +100 CP

Something appears to have gone wrong upon entering the jump. As a result, you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As far as you are aware, this world is a brand-new setting waiting for you to discover its secrets.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

Battle Junkie +100 CP

You love fighting. Not just winning, but the act of combat itself. The rush. The danger. The moment where everything else fades away. Unfortunately, this enthusiasm can become a problem. In particularly intense battles, you may lose yourself in the fight. You might ignore orders, abandon careful positioning, or pursue an opponent even when retreat would be the smarter option. This does not make you incompetent, but it does make restraint difficult when adrenaline takes over. Trainers who rely heavily on precise tactics may find you frustrating to command. Alternatively, should you be the Trainer, you'll find yourself falling into an increasingly aggressive battle style. Though you can control yourself if you have a firm amount of willpower.

Time to Retire +100 CP

Oh, you know how you built yourself into a global powerhouse, feared and respected across regions? Well, that's who you *used* to be. Like Agatha, you're now entering your twilight years. You're not in any immediate danger of dying, but every year your strength, speed, and stamina will gradually decline. By the end of the Jump, you'll only be able to access half of your former power. This also affects your ability to command Pokémon (if applicable). They may still stand tall, but you won't lead them with the same authority or precision you once had. Mistakes you could have once avoided will now slip past, and your instincts won't hit the same peaks. Consider this your gentle reminder that even legends must face the slow creep of time.

May You Live in Interesting Times +200 CP

Some people are born to live quiet, uneventful lives. You are not one of them. Oh no. If you try to relax, the world conspires to make sure it won't happen. Build a cabin in the wilderness? Congratulations, it just happens to sit atop the underground lair of a Legendary. Pick a vacation spot for peace and quiet? It's now the battlefield between your region's Champion and the criminal organizations terrorizing the area. Go for a simple walk, and you'll find yourself caught in the middle of political coups, rare Pokémon outbreaks, or ancient ruins awakening. Every action, no matter how mundane, will have outsized consequences. Your life will never be boring, and often, it will be exhausting, thrilling, and completely chaotic. You're the main character, whether you like it or not.

Quadruple Weaknesses Everywhere +200 CP

Ah, type weaknesses. Normally, these are just small inconveniences, a gentle reminder that fire melts grass and water douses fire. For you, though, those reminders are lethal. Every attack that would normally be super effective hits even harder. Yes, you guessed it, you're taking quadruple damage. Fire, ice, electric, psychic, whatever it is, it doesn't just sting; it crushes. The mistakes you make are catastrophic, where one poorly timed hit could ruin your day. Survival here demands absolute mastery of dodging, extraordinary defenses, or absurdly high durability. Even the simpler battles will require careful thought, rather than brute force. Consider this a cruel little twist from the universe: if you're going to be powerful, it's going to make you work for it.

Hey Brat +200 CP

You're young. Really young compared to most of the people you'll be dealing with. You are just starting your journey, and it shows. Everything you purchased in this Jump represents your potential rather than your current ability. You'll probably make mistakes, and you might misjudge some threats. Veterans will likely talk down to you or dismiss you outright depending on what's going on. Some may even try to take advantage of your inexperience. With dedicated effort and consistent training, you can grow into your full capabilities within two years. If you take things slowly or rely on others, you will naturally reach that point after five years. Until then, you are talented, promising, and very much still a rookie.

Pride Before the Fall +200 CP

Like Pryce, you are unbelievably arrogant. Some of it might be deserved. You might actually have the skill, the reputation, and the track record to back it up. However, that doesn't stop your pride from manifesting in the worst ways possible. You'll dismiss someone who could genuinely beat you simply because you have a type advantage. You'll ignore warnings, underestimate opponents, and just refuse to adapt because, in

your mind, you are already the best. This isn't just a flaw. It is a ticking time bomb in battle, negotiations, or anywhere you think you are untouchable. Expect to learn the hard way, often in humiliating or chaotic circumstances. Thankfully, though, once you get knocked around a few times, you might be able to straighten yourself out.

Soulless Visage +400 CP

You have those same dead eyes. Like Cyrus, you are a genuine psychopath devoted to a higher purpose. Your drive is absolute. Mercy, emotion, or hesitation will not sway you. You won't hesitate to break rules, manipulate others, and pursue your goals with ruthless efficiency. Your heartless attitude will likely disturb your allies and galvanize your foes against you. You are dangerous because of who you are, not necessarily what you want to accomplish. Of course, you might be a genuinely innocent person, but even then, you'll likely be treated like a pariah. As a small mercy, though, spending a sufficient amount of time around you may become less affected by your soulless stare.

Regional Downturn +400 CP

Like Kanto, your home region is reeling under harsh economic policies, social unrest, and general mismanagement. At the moment, everything costs more, crime rates are spiking, and basic stability is becoming a luxury. Should you be in Kanto, this downturn will plunge the region into a full-on depression. You might even have to be concerned about conflicts with Johto or neighboring areas flaring up again. If you live here, expect challenges at every turn. The world itself seems to be conspiring against your home region. However, it is not impossible to reverse this. Though it will certainly require quite a bit of effort at all levels to fix this, let alone return your home to its peak.

Forgotten Payments +400 CP

It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result, you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP

So you thought that you could just use your other powers in order to blitz the setting, did you? Well, now you can't, your out of jump powers have been locked away. If you are going to survive in this world, then you're going to do it with the powers that belong to this setting. As a small mercy, you will be allowed to use any powers that can fit this setting, such as any abilities from the Pokémon Trainer Jump, Pokegirls Jump, the Pokémon Mystery Dungeon Jump, or any other jump related to the Pokémon series.

My Grand Vision +600 CP

Many of the criminals plaguing this world care for little more than power and profit. There, however, are some individuals who truly believe in their twisted dreams. You do not. You are a visionary, obsessed with a singular grand design for the world. Perhaps you want to return it to primordial roots, reshape society entirely, or erase everything to start anew. The issue is that you truly think you're doing the right thing for the world, and your success will likely result in the apocalypse or at least immense suffering. If you happen to actually be a good person, then maybe you're simply in a position similar to N, where you're being manipulated, but right now, you are the villain. Only time will tell how your story ends.

Legendary Encounters +600 CP

You have a strange gravity to you. One that seems to be noticed by Legendary Pokémon. Whether through fate, curiosity, or coincidence, you will repeatedly cross paths with beings most people only hear about in myths. This, however, is not a blessing despite what you likely may think. Legendary Pokémon are living disasters and walking natural phenomena. Many of them are outright gods. Even Champions would struggle to last a few minutes facing one directly. Depending on how these situations go, you could depart without issue, have a fight for your life, or you might potentially trigger the apocalypse. Technically, you have some opportunities at your disposal, but you'll need to bring your A-game to avoid disaster.



Grimmer World +600 CP

Despite the slightly darker tone of the world, this is still a more positive outlook on the Pokémon World. At least it used to be before you chose this Drawback. Now the world is embracing its grimdark nature. Remember how 10-year-olds could play with monsters without concern. Well, now there's a decent chance that Little Timmy is going to get eaten by a Raticate if his Pokémon doesn't protect him. Crime is more prevalent, war is a real concern, and things are just worse. Hope still exists and heroism still matters, but you'll find victories are rarer while also being far more costly. This world's happy ending is no longer guaranteed. You can still change things, potentially saving lives, but you need to understand that the world will not protect the innocent for you. I hope the points were worth it.

Nature's Judgement +600 CP

It seems your arrival into this world wasn't exactly hidden. Your reincarnation was noticed, and you've been marked for observation. As a result, Zygarde has designated you a variable in the ecosystem. Not good, not evil, just a dangerous variable to account for. Whenever your actions significantly alter regions, populations, or power structures, Zygarde's Cells and Cores begin to appear nearby. They will observe, record, and begin to prepare. If you cause a sufficient amount of environmental damage or instability, however, Zygarde will escalate its presence. This will culminate in direct intervention initially through its cells, but eventually, Zygarde's full might will be targeted towards you. You are not forbidden from acting, but you will have to deal with the consequences of your actions. Though if needed, you could always try fighting Zygarde or otherwise reaching an accord with the ancient titan.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition, you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump, so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. **You will not chain-fail** if you give up unless explicitly stated otherwise.*
- Alternatively, you may take multiple compatible scenarios concurrently with your main jump. **You will not chain-fail** if you fail or give up on any scenarios, unless explicitly stated otherwise. You do still chain-fail if you die, though, so maybe think twice before you take all of them at once.
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

The New Normal

Congratulations, you are now the protagonist of our story. That's right, you will be replacing John. The jump will last until the story ends canonically or you die. You will face all of the challenges that John did. You, however, will start with all of John's abilities, though you will only get to keep them if you complete the scenario (see Notes section for full list). This includes his Pokémon and the other means at his disposal. You will receive all of the same opportunities to succeed he did; however, should you follow his path. Lastly, you will receive his memories so that you know what's going on and have access to his experiences. Time to see if you are worthy of becoming the same hero or potentially one even grander.

Rewards:

For completing this scenario, you will receive a variety of rewards.

- First, any technique or item you learned/gathered through your journey will gain Fiat backing, ensuring that you can keep them.
- Second, all restrictions on any ability you gained, whether through an action in the jump or by purchasing it, will have their limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and any other areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

The Flames of War

A few decades ago, the world was engulfed in war. The ashes of the conflict may have settled, but you're going to get the option to experience it yourself. You are being inserted into the world during the Great Pokémon War. This was an era where nations

mobilized thousands of Trainers and entire legions of Pokémon. Whole cities burned, regions were left fractured, and chaos was rampant. Your task is simple in concept and brutal in execution. You must end the war and force peace upon a world that has forgotten restraint.

Assuming nothing changes, Samuel Oak will act as a stabilizing force within Kanto and Johto. The other regions, however, lack an equivalent hero. That role instead will fall to you. You will need to break armies, dismantle command structures, and confront the ideals that keep the war alive. Victory can come through diplomacy, domination, or fear. It doesn't matter how peace is achieved, only that it occurs. The scenario can be considered complete once you establish peace in one region, though you may continue the mission to save multiple regions. Failure will mean the war continues until the regions are left scarred beyond recovery.

Rewards:

Congratulations on establishing peace; doing so has earned you a variety of rewards.

- First off, you are recognized as a global hero. You might very well be the single most respected and beloved individual in the world. Post-Jump, you may import this reputation, giving you a similar level of respect.
- Second, while a byproduct of your journey, each of your Pokémon is now a veritable titan as strong as an Elite 4's main team at minimum. Your main team, however, stands on equal footing with the average Champion's Starter.
- Lastly, you get the Perk Bringer of Peace:
 - **Bringer of Peace:** You gain the ability to impose ceasefires through sheer presence and authority. Your presence makes continued violence psychologically difficult for all, but the most fanatical of foes. This effect strengthens when you have already demonstrated overwhelming power or decisive victory. So flexing your might can actually stop conflicts without causing more problems.

Legendary Guardian

Many believe Legendary Pokémon to be mere myths or symbols. They are incorrect; these beings are ancient titans whose awakening alone can alter the fate of regions. Earthquakes follow their steps, storms answer their breath, and entire belief systems exist because these beings choose to remain silent. That silence is breaking. Mortal forces have begun attempting to seize control of the Legendaries. Some seek power while others wish to claim their idealized form of salvation. Arceus has judged that the balance cannot be left to chance. You have been given a mandate by the Creator itself.

You are to become a Guardian of Legends. Your task is to seek out Legendary Pokémon and earn their trust through various trials. Each Legendary sets its own test. Some will demand you prove yourself via battle. Others will give you a more esoteric task involving concepts like judgment or restraint. Neither strength nor mercy alone will carry you to victory. You must prove that their power will not be corrupted under your watch. You may complete the mission after forming a pact with a single Legendary. However, Arceus is watching. The more bonds you forge, the greater your final reward becomes.

Rewards:

- First, having passed their trials, you may take every Legendary you bonded with as a Companion. You may optionally combine them into a single Companion slot if you wish.
- Second, you may receive the Guardian of Legend Perk:
 - **Guardian of Legend:** Having formed such a bond, you shall be recognized by the divine. Any divine being or supernatural you encounter will sense your authority. You will be treated as a treasured ally of the celestial forces. Even those who would normally despise your kind will make an exception just for you.
- Lastly, should you have gone above and beyond bonding with every legendary, then you shall receive a special reward. Having proven yourself, Arceus will split off one of its thousand arms, forming an avatar. This avatar will bond with you much like the other legendaries. While far from the full might of the Creator, this avatar is still an unbelievably powerful foe capable of easily beating the Creation Trio on its own.

Origin of the Golems

Some of the most mysterious yet publicly acknowledged Legendary Pokémon are the Regis. Regirock. Regice. Registeel. Along with their leader, Regigigas, they are some of the only actively visible Legendaries in the world. However, despite being ancient and well documented, they remain dormant, responding to no one. Your task is to uncover the truth behind their existence.

Many historians believe the Regis were constructed by a forgotten civilization. Others argue they predate humanity entirely. Through ruins, half-destroyed records, and the testimony of the golems themselves, you uncover the answer. The truth, however, is that the Regis were not created to rule or conquer. They were built as instruments. Each one was designed to embody a stable aspect of the world. Stone. Ice. Metal. Electricity.

Dragonfire. Their purpose was containment rather than domination. At the center of this system stands Regigigas.

Regigigas was never meant to act freely. He was designed as a dormant failsafe for when disasters spiral beyond control. In situations such as the Legendary Pokémon clashing without restraint or when the balance of the world itself is threatened, Regigigas will awaken. He restrains calamity, reshaping the land as necessary, and doing everything needed to restore equilibrium. Once the balance returned, it would sleep again. You must discover how this came to be and what other hidden roles the Regi serve.

Reward:

You succeeded. The truth of the golems is no longer lost. Your rewards for completing this task are twofold.

- First, for having uncovered their origins and earned their recognition, you may awaken all of the Regis. Each of them will accept you as their Trainer or partner. Regigigas itself will acknowledge you as an authorized bearer of its legacy, joining you as a Companion.
- Second, while exploring, you gained access to a fragment of Regigigas's authority. It awakened aspects of the titan's powers over creation within you. You can build incredible structures, manipulate the elements, create new Legendary Pokémon, and other wonders. Though these tasks are easier when you have access to large stores of energy. Now, like the Guardian of Balance, you hold a domain over Creation.

The Arceian Tournament

The Arceian Tournament is a gathering of all Trainers deemed worthy. Gym Leaders, Elite Four members, Champions, and hidden titans of the world will assemble to see who is the greatest Trainer alive. The competition is even more unpredictable as individuals from other worlds will attend. For instance, Red, Yellow, Ash Ketchum, and many other heroes of the Pokémon world will be invited. Of course, even if they're evil, the Team Leaders and other villains will be coming to show off their might. The tournament consists of multiple stages. Early rounds test strategy, skill, and teamwork. Later rounds introduce special challenges, exotic terrains, and other unique ways to truly push your Pokémon. Once the top 32 are determined, bracketed battles decide the ultimate victor. Only the Trainer capable of overcoming every obstacle, rival, and titan will earn the title of Pokémon world's greatest Champion.

Rewards:

Congratulations on becoming the Champion. You really proved yourself to be the world's greatest champion. Aside from the trophy, you'll also receive two other rewards.

- **Another Tournament:** Well, you had to admit that this was fun, so to keep things going, we're inviting you to future tournaments. Once per year, you will be allowed to be summoned to a special dimension where the tournament will be hosted. The special thing is that individuals from every world you've been to will be invited. This will increase the number of participants and the challenges available. So you'll be able to see old comrades again and experience new wonders.
- **Battle Bonds:** Oh, the other reward wasn't what you wanted. Fine, since you won, your Pokémon will be receiving a special boon. All of them will gain access to a transformation unique to each of them individually, much like how Ash's Greninja gained its own special form. This state will be independent of a Mega-Form and may be combined with any similar abilities. Yes, you get one too. You earned it. Just remember that your Pokémon deserve this reward as much as you do.

I Wanna Be The Very Best

So you believe you are good enough to be the very best. That belief will now be tested. You will be placed into the role of every major Pokémon protagonist in history. This includes figures such as Red, Ash Ketchum, Rei, Akari, and others who shaped the world through their journeys. You will experience each of their stories in sequence, facing their trials, rivals, and turning points firsthand. Once you complete a storyline, you will be granted a one-week period of rest before the next begins automatically. Though this break may be shortened if you choose. The scenario will only be complete once you have completed all of the required campaigns and journeys.

Rewards:

So you really did it, I guess you really are The Very Best There Ever Was. In fact, it seems you've earned that as a perk alongside a few other rewards.

- **The Very Best There Ever Was:** You have reached the epitome of skill within the Pokémon World. You quite literally are THE Trainer. When it comes to strategy, instinct, leadership, timing, and battle awareness, few can even begin to compare. Moreover, all abilities you possess related to the Pokémon world will be supercharged. Whereas before you might have been a small candle, now you would be a raging bonfire. Stand proud, Trainer, you did well.
- Second, obviously, you raised quite a few teams, captured some legendaries, and made quite a few friends. Well, of course, you get to take them as

Companions for Free. Similarly, any items and properties you may have acquired will be turned into Fiat-backed items for Free.

Gotta Catch'em All

Few Trainers would dare to even imagine completing the Pokédex, let alone the National Pokédex. You, however, have decided to take this dream seriously. To complete this scenario, you must acquire at least one of every species of Pokémon that naturally exists in this world. They must be registered by you personally through capture, trading, evolution, or breeding. Mythical and Legendary Pokémon are not exempt, though cosmetic variants like Shinys are not required. You will be given access to a mental compendium that will fill in as you acquire more and more Pokémon. It will provide you with the number of remaining Pokémon along with some hints, such as which Region they belong to. Lastly, while this scenario is independent, it will still take into account Pokémon gathered through the main Jump or other scenarios.

Rewards

- **The Pokémon World:** Having completed the National Pokédex and proven your understanding of life itself, you are granted an extraordinary privilege. The Pokémon world is now bound to you as a Warehouse attachment. This is a living world complete with ecosystems, regions, civilizations, and naturally occurring Pokémon. Time within this world flows naturally, though you may speed or slow it if desired. The Pokémon population will replenish naturally, Legendary Pokémon exist in limited numbers, and the balance of nature is maintained without your intervention. You may enter the world freely. Additionally, you may house your Companions and Followers within it if needed. The final bonus is that this world is not closed. Over time, you'll find new Pokémon species will continue to appear. These may be regional variants, foreign Pokémon influenced by other worlds you visit, or entirely new species shaped by unfamiliar energies you encounter. As you keep up your Chain, the world will adapt, evolve, and grow alongside you.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take **+1000 CP** for additional purchases and get ready for the long haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing, or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

I own nothing listed or associated in the Jump.

This Jump is current as of Chapter 444 of the story.

All perks that have active and passive effects may be freely toggled on and off.

Image Sources

- Normal Types - [Pokémon Normal Types](#)
- Pokémon Wild and Trainers - [Pikachu And Lucario Pokémon Battle Background - Wallpapers.com](#)
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- Alpha Lucario - [mega lucario z and mega lucario : r/lucario - Reddit](#)
- Wallace Milotic - [Wallace and his Milotic](#)
- Berry Farm - <https://www.serebii.net/xy/berry3.jpg>
- Oak Ranch - [Professor Oak's Laboratory - Bulbapedia](#)
- legendary Pokémon - <https://wallpapercave.com/wp/wp6476853.png>

Legendary, Mythical, and Greater Legend Classifications

- <https://www.serebii.net/Pokémon/legendary.shtml>

Custom Move Examples

- Draco Beam: Dragon Pulse + Hyper Beam
- Seismic Eruption: Stone Edge + Earthquake
- Unnamed: Snarl + Dark Pulse
- Cripple: Taunt + Torment + Dark Pulse

Legendary Power

In this world, the Legendary Pokémon possess their lore-based power rather than their game-play restrictions. For instance, when Cyrus managed to partially control Palkia, it took John, Koga, Cynthia, Drake, Phoebe, all of the Sinnoh Elite Four, Regigigas, the Regi-Trio, and a number of other trainers (All with their full teams) just to stand a chance. Even then, Regigigas told them that if Palkia had actually used its full power, then they all would have died before Dialga and Giratina would have been able to stop Palkia from destroying the world.

Scenario Boons

The initial rewards will be given to you at the start of the Scenario while the Scenario End Boons will be given to you over the course of the scenario if you complete it.

- **Initial Boons**
 - **Perks**
 - General Perks
 - Face of a Champion
 - Trainer 101
 - Pokémon for Everyone
 - Type-Affinity (Normal)
 - Certified Flyer
 - Steady Relationship
 - Friendship is Violence
 - Walk Another Path
 - Shonen Logic
 - League Authority (300 CP)
 - Trainer
 - How to Catch a Mon
 - No I in Team
 - Rising Strength
 - **Items**
 - General
 - Pokédex
 - Dress for Every Occasion
 - Flying Certificate
 - **Companions**
 - Canon Companion
 - Whitney
 - Starter
 - Tyrant (Slaking)
 - Full Team
 - Vordt (Ursaluna)
 - Smough (Snorlax)
 - Klee (Blissey)
 - Port (Mantine)
 - Zephyr (Pidgeot)
 - Klaus (Wyrdeer)
 - Luna (Clefable)
- **Scenario End Boons**
 - **Perks**

- General
 - I Love You Too, Random Citizen
 - Pressure
 - Lessons Learned in Fire
 - Indomitable Mind
 - League Authority (400 CP)
- Elite
 - I Need a Secretary
 - Your Words Carry Weight
 - This is my Favorite Store in Kanto
 - Hero of Olivine
- Trainer
 - Bonds are Strength
 - Champion in the Making
- Professor
 - Explorers of Darkness
- Team Member
 - Poke the Ursaring
 - Time to Make Friends
- **Items**
 - General
 - Poke-Business (200 CP)
 - Welcome Home (200 CP)
 - Key Stone (Pidgeotite only)
 - Elite
 - Home Team
 - Pokopedia
 - Protector Guardian (Sinnoh and Regigigas)
 - Trainer
 - Pokeball Set
 - Professor
 - Pokemon Breeder
- **Companions**
 - Canon Companions
 - Cynthia
 - Standard Team, Kleavor, Ogerpon
 - Indigo Elite Four (Lorelei, Koga, Karen) and Lance
 - Giovanni, Ariana, and Silver
 - Daisy Oak

- Clefable, Granbull, Togekiss, Azumarill, Gardevoir, Mr. Mime, Whimsicott, and Sylveon
- Ash
 - Pikachu, Claydol, Charizard, Staraptor, Sceptile, and Crawdaunt
- Dawn
 - Empoleon, Claydol, Togekiss, Frolass, Typhlosion, and Zebstrika
- Alex (John and Cynthia's son)
- Madeline (John and Cynthia)
- Full Team
 - Pixel (Porygon-Z)
 - Euphie (Slyveon)
 - Ornstein (Obstagoon)
 - Wraith (Hisuian Zoroark)
 - Winston (Shiny Lickilicky)
 - Tails (Minccino)
 - Sona (Audino)

Changelog

- Jump in Progress
- P