



By Pokebrat_J

Welcome to the world of Pokémon! Where innumerable creatures known as Pokémon wander the lands, seas, and skies, and have become an integral part of our lives. Some keep Pokémon as pets, others as trusted friends, and many undergo the Pokémon League challenge, where they must collect eight gym badges before they can challenge the Elite Four and the Champion themselves.

But not everything is well in Johto, as rumors of Team Rocket's return, mythical Pokémon are awakening, and many other problems are on the rise. Maybe you'll get to the bottom of these issues, or you'll use the resulting chaos to further your own ends? Only you can say how your story will play out.

You receive **1000 cp** to help you start your journey.

Origins:

Any origin can count as a Drop-In. Age and gender can be chosen freely.

Trainer: You are a bright young trainer, ready to set out into the world with a smile on your face, starter by your side, and a head full of big aspirations. Whether you undergo the Pokémon League challenge or just wander around aimlessly, you will take this chance to grow and experience a brand new world.

Researcher: You may not be a dedicated battler, but you are fascinated by Pokémon all the same. You are a person of science, trying to increase humanity's understanding of the world around you. No matter your field of study, you're sure to enlighten a few mysteries found here, or discover entirely new mysteries?

Team Rocket: Maybe you are a sympathizer, or an actual member. Regardless, you've thrown your lot in with the returning Team Rocket, a criminal organization that once had a stranglehold on Kanto before the boss' sudden disappearance. But now they're back, they have big plans for Johto, and with you by their side victory is all but assured.



Starter Pokémon:

You can't go on a Pokémon Journey without your very own Pokémon, now can you?

Johto Starter [Free]: Your first Pokémon can be any of the three Johto starters. Chikorita, a Grass type. Cyndaquil, a Fire type. Or Totodile, a Water type. You may only take one of these as your first Pokémon, so choose wisely.

Import [Free]: Do you already have a pet you treasure, or maybe another Pokémon? If so, you may import them as one of the three choices above as your Starter Pokémon, granting them a new form and many new abilities.

Advanced Move [50]: While all Pokémon can learn a great deal of moves, there are some that cannot be learned as they are, requiring them to evolve first. Your starter Pokémon is special, though, as they know one of these advanced moves that would normally be inaccessible to them. This option can be taken multiple times.

Big [50]: All Pokémon vary in size a little bit, but it looks like yours is on the higher end of that scale. Your starter is around two or three times larger than average, granting them an appropriate boost to their physical strength. This size will stay with them even when they evolve, ensuring that you'll have a real behemoth by your side.

Egg Move [50]: When a Pokémon is conceived, they have a chance to take after one of their parents, learning a move that they would ordinarily have no way to access. Your starter is one such example, having hatched with one of those egg moves firmly ingrained. This option can be taken multiple times.

Shiny [50]: A rare phenomena, some Pokémon appear very differently from their usual species, possessing an entirely different color scheme. Such Pokémon are highly prized and sought after, so hopefully you realize how fortunate you are, seeing as your starter is one of these shiny Pokémon.

Evolution [100]: I'm sorry, I was under the impression that you were receiving an untrained, untested starter. Such is normally the case, symbolic of both your growth as well as theirs as your journey continues. But nope, your Pokémon has managed to reach its evolved state just before meeting you. This option can only be taken twice.

Move Expert [100]: It would normally take dedicated training as well as medicinal supplements to get to the level of move efficiency that your starter is at naturally, but you certainly aren't complaining. Your Pokémon is capable of using their moves twice as much as before, having reduced their PP costs by half. Amazingly, they can still benefit from the mentioned examples.

Quick Learner [100]: Much like humans, there are some Pokémon who could be hailed as a prodigy, their ability to grow stronger outstripping most others of their kind. Pokémon much like your starter, seeing as any training they undergo is twice as effective as before, ensuring that they will be able to match up to whatever challenge is set in front of them as long as they're willing to try.

Regional [100]: Occasionally, some species of Pokémon adapt to new environments through extreme measures, often with new looks and typings, as well as gaining access to completely different moves. Your starter is one of these regional variants, possessing another typing of your choosing all together on top of their brand new looks.



Locations:

You may begin anywhere freely, or roll a 1d20 to gain an extra [100].

1) New Bark Town: The town filled with the winds of a new beginning. There isn't much going on in this sleepy town, beyond the fact that Professor Elm and a certain trainer live here.

2) Violet City: The city of nostalgic scents has definitely earned its name. In addition to housing the Sprout Tower and its closeness to the Ruins of Alph, it is also typically the first stop on a trainer's gym league challenge.

3) Azalea Town: A secluded town where the people are living happily with pokemon, it holds onto its traditions more strongly than other places, or perhaps its remoteness makes it less of a focal point for a changing world?

4) Goldenrod City: The biggest city in Johto, it seems like every important event is happening here. The department store, a Pokémon gym, the bug-catching contests, Pokéathlon, global terminal, and so much more. Is it any wonder this is the beating heart of Johto?

5) Ecruteak City: A historical city if ever there was one, it is here that the culture of Johto is felt most strongly. With the Bell Tower and Burnt Tower, as well as the Kimono Dance Theater, there are many reasons to visit this city.

6) Olivine City: The port town filled with sea breezes, it is here that all of Johto's imports and exports eventually pass through, ships carrying both people and cargo between regions. The local lighthouse is a popular spot for trainers to meet up and battle.

7) Cianwood City: A port of crashing waves, this small island town isn't really visited often, due to the nearby Whirl Islands making travel difficult. Though, a new Safari Zone has opened up nearby, so perhaps people will come and visit for more than just the gym?

8) Mahogany Town: Once the home of a ninja clan, Mahogany Town is a quiet place, with the only real attractions being the gym and the Lake of Rage. However, there are rumors of strange radio frequencies and a rampaging red Gyarados, so maybe there's more happening in this sleepy town than meets the eye.

9) Blackthorn City: After traveling through the Icy Path, one will find this quiet mountain retreat. The people who live here are highly in tune with the rare dragon type Pokémon, with the current champion Lance having originated from this tucked away village.

10) Indigo Plateau: The ultimate goal of all trainers, the headquarters of the Pokémon League. It is here that the ultimate challenge begins, where one with all right badges can challenge the Elite Four and the Champion himself, if they prove themselves strong enough.

11) Viridian City: The eternally green paradise is home to the most aloof gym leader, one that often leaves the gym unattended. Still, it's the local gateway to the Indigo Plateau, and a necessary stop on many trainer's journeys.

12) Pewter City: A stone gray city, the people here are as rugged as the terrain. It is home to both the Pokémon Museum, where trainers can have fossils revived into Pokémon, and Mount Moon, where many Clefairy and moon stones can be found.

13) Cerulean City: A mysterious, blue aura surrounds this town, not that many would ever notice. Still, it houses a Pokémon gym as well as the original bike shop, so it sees a good deal of traffic come through. Just don't try venturing into the Cerulean Cave, as it's home to some of the strongest wild Pokémon in the entire region.

14) Vermilion City: The port of exquisite sunsets is a great place to visit, and often the first destination of any tourists who arrive by boat. Though a Snorlax has recently made itself a nuisance by blocking off the Diglett Tunnel, it should be easy to bypass for any experienced trainers.

15) Celadon City: The city of rainbow dreams, this is the economic capital of the Kanto region. The game corner and department store are certainly big attractions, as is the Gym filled with many beautiful women.

16) Fuschia City: A happening and passing city, it's a popular destination for many trainers due to the gym as well as the old Safari Zone. It's even said to be home to a great ninja clan, one that a member of the Elite Four originates from.

17) Saffron City: The shining big city of Kanto, this is the beating heart of the region. It's home to a number of notable landmarks, and it's the location to Silph Co headquarters. It's a place that everybody has to visit at least once.

18) Cinnabar Island: Once a thriving island with a fiery town of burning desire, a volcanic eruption wiped it out. The inhabitants have either immigrated to new areas, or joined the gym leader Blaine in the Seafoam Islands.

19) Mount Silver: A dangerous area, a rugged and unforgiving terrain filled with all kinds of powerful Pokémon. It is off limits to all but the most powerful trainers, with rumors of a single individual being found at the very peak of the mountain.

20) Free Choice: Well now, it seems like you've got the freedom to begin anywhere you want in the Johto and Kanto Regions.



General Perks:

Soundtrack of Johto [Free]: Many people seem to think that the unique creatures found here are the only things of note here, but they all forget one important thing. Music. Music can bridge the gaps between people as surely as Pokémon themselves, so how fortunate you are to have a mental playlist of all music from the Heartgold and Soulsilver games that you can play whenever you want, as well as finding remixes and new songs added every once in a while.

Analytical Data [50]: In order to properly quantify the capabilities of Pokémon, researchers and analytics have a set of standardized stats that apply to all Pokémon, which is something you'll soon be intimately familiar with. Not only can you accurately see the stats of your Pokémon by pulling up a mental screen, it will also show you a brief summary about their personality, their list of available moves and how much they can use them, their health status and any ailments they may have.

Updated Graphics [50]: Though the classics were well loved, no one can deny that a fresh coat of paint is a good thing, especially when applied to themselves. Much like the games, you have been touched up, your looks updated to be more pleasing to the eyes. You are a solid ten out of ten in looks, and for some reason never seem to smell terrible, regardless of where you go or what you do.

Pokémon Breeder [100]: Professor Elm is one of the leading figures in the field of Pokémon breeding, and it looks like you've followed in his footsteps, or at least read his thesis papers. Not only can you properly care for any Pokémon eggs with an experienced touch, but eggs under your care hatch far quicker, and produce more powerful specimens. Of course, the parents are also important in this process, and you've got a sharp eye for which pairs will produce better offspring, and how to have beneficial mutations and heritages manifest or carry over.

Berry Maniac [100]: Despite the name, this doesn't just apply to berries, but plants of all kinds. You are a masterful gardener, knowing just what to do to bring them to a healthy full bloom, be it berry bushes, apricot trees, or actual trees. Not only do plants of all kinds grow far faster under your guidance, but the harvest you get from them are nearly thrice as great as they otherwise should be capable of.

Heart of Gold [200]: A pure heart is a rare thing, and something that no normal people could possess. Thankfully, you seem to qualify as one, or at the very least seem to mimic it. Any tests of character you undergo will see you as worthy, be it through magic rituals, choosy artifacts, or grand entities like Ho-oh, regardless of your actual moral character.

Soul of Silver [200]: The very base of your being shines like that purest of metal. No matter what trials you undergo or horrors you survive, none could smother your indomitable spirit, your willpower without limit. Your sense of self is absolute and immutable, to such a degree that no force could take over your body, be it through ghostly possession or technological mind control. You are you, and nothing is ever going to change that.

Aura [400]: An energy that can be found within all life forms, one that can and has been mastered by humans before. Your skill with harnessing aura is comparable to a fully trained Aura Guardian or the average Lucario, allowing you to sense others, enhancing your body to match fully trained Pokémon, and even mimicking the Aura Sphere attack. With time and training, you may even be able to mimic other Pokemon moves.

Psychic [400]: A rare ability entirely separate from Aura, you are one of the few people who possess psychic abilities, capable of manipulating the world around you with just your mind alone. Your skill and power is on par with the Gym Leader Sabrina or the average Alakazam. Lifting people with your mind, talking to them telepathically from across a city, you are even capable of teleporting great distances, so long as you've been there, but this is by far your most taxing ability. All of these will get easier and more potent with time and training.

Save File [600]: Do you ever wish you could just go back in time in order to do something different, or at least take care of a problem before it becomes serious? Maybe this is a gift from Celebi, or some extremely potent psychic ability? Regardless of the actual explanation, the end result is the same. You can now set a specific point in time as your Save State, allowing you to go back to that point whenever you want, only with your knowledge of the future. You can only have one Save State at a time, but you can overwrite it if you feel it necessary. As an additional point, you can only use this to cheat death once every ten years, any more than that and it's Chain-failure for you.



Trainer Perks:

Discounts for Trainer are 50% off, with the [100] perk being free.

Rookie [100]: Every kid dreams of going on a Pokémon journey of their very own, befriending numerous people and Pokémon. Though not all live up to that dream, you certainly do. Your relationships with any Pokémon will grow very quickly, and never seem to degrade over time, no matter how long you've been apart.

Ace [200]: No matter how far you may think you've come, you understand that if you want to be a professional, then you need to dedicate a large amount of your time in order to raise your Pokémon to reach their maximum potential. All Pokémon will never grow bored or sick from training, and neither will you.

Veteran [400]: You're no green rookie, but someone with some serious experience underneath your belt. That experience certainly helps, seeing as you've found some shortcuts to helping your Pokémon become stronger. Simply put, any Pokémon you train will be able to evolve to their next stage so long as they are strong enough, no items or specific actions required.

Champion [600]: Skill alone will not bring one to the very peak, but talent and luck as well. I don't know about luck, but your natural talent with training Pokémon is something else entirely. Your training methods are highly effective, seeing results much faster than should be possible. Under your care, you could easily bring out the best of anything and anyone, so long as they put in the effort.



Researcher Perks:

Discounts for Researcher are 50% off, with the [100] perk being free.

Educated [100]: Being known as a researcher carries the connotation that you are a learned scholar, and that is definitely correct. You studied under the best, and can proudly show off your knowledge in a field of your choice, having easily earned the equivalent to a masters degree.

Technician [200]: We live in an age of technological wonders, where we can transfer Pokémon across the globe in the blink of an eye and build machines that can heal all their wounds. You're a bit of a tech-head yourself, and are quite a skilled all around mechanic, though you do specialize in one area in particular. Maybe you are an expert in making Pokéballs, teleportation pads, healing machines, or something else.

Scientist [400]: If you prefer uncovering the innumerable mysteries in our world to Pokemon Battles, then you've probably got a dozen experiments running at the same time in order to test your hypotheses. You're a superb multitasker, able to keep track of dozens of things going on at once with superfluous ease. Additionally, you've got a serious eye for detail, able to point out things that few would ever be able to notice.

Professor [600]: You're an inspiration to intellectuals everywhere, a brilliant mind that could help make the world a better place. The speed you can process information has tripled, allowing you to think through problems much faster than most others could match, and have the photographic memory to go along with it. Of course, learning new things is a never ending process, and the rate you absorb new skills and knowledge is quite frankly absurd.



Team Rocket Perks:

Discounts for Team Rocket are 50% off, with the [100] perk being free.

Grunt [100]: If you are working with Team Rocket willingly, then you probably aren't a paragon of moral virtue. No, you are a troublemaker through and through. Be it picking locks or pockets, you could make a pretty penny pilfering previously possessed products from the honest working folk.

Admin [200]: As an Admin, you've been given command over your own small cell of Team Rocket, meaning that it's up to you to manage all these idiots. Thankfully, you are really good at directing your underlings, as well as having them follow your orders to the letter, no deviancy present.

Executive [400]: As an Executive, there are few in Team Rocket that you answer to, being one of the top dogs in the organization. True, your presence as a leader is impressive, ensuring that your forces hang onto your every word, but it's planning and strategy where you shine. Reuniting the fractured forces of Team Rocket in order to take over the largest city in the region with few being aware before it's too late is but one example.

Boss [600]: Were you, by chance, Giovanni's protégé? It certainly seems so, because there are fewer qualified to run a region-spanning criminal empire than yourself. Not only could you do so effectively on your own, but you know how to make it so then you cannot be touched legally. After all, why would you be arrested if you yourself haven't technically broken any laws?



Items:

All Origins receive an additional [600] to spend in this section only. You may discount two items from each price tier, with discounted [50] and [100] items becoming free. You may freely import any related items you own at your discretion.

Basic Gear [Free]: You seem to have been preparing for this journey, or at the very least your mom has. You've got a durable set of clothes and a stylish hat, a rugged bag, your Trainer ID, and a special case to house all of the Gym Badges you may earn during your time here.

Digital Devices [Free]: With so many Pokémon running about, you can be forgiven for not memorizing all of them. With a Pokédex, you won't have to, as this handheld encyclopedia can give you loads of info about Pokémon, from brief summaries to in-depth guides to properly taking care of and feeding them. You will also receive a Pokégear, a wrist-mounted phone that contains a detailed map of your current region and can access radio stations.

Bottomless Bag [50]: You can find so much stuff lying about on your travels, you'll be despairing at your lack of places to put them. Well worry not, for this will solve that particular issue. An upgrade to your current bag, this is, quite literally, bottomless, fitting everything and anything, so long as it can fit through the hole. In order to retrieve a certain object, simply put your hand in and think of what you want.

Colored Orbs [50]: A set of three glowing orbs, each of which are said to contain ancient power and are connected to Hoenn. A ruby orb with a stylized U, a sapphire orb with a stylized A, and an emerald orb with what looks like a triangle. Supposedly, bringing them to a certain area will summon three calamities, but surely that's just a myth, right?

Divine Orbs [50]: A set of three gems, each of which pulsate like tiny hearts and are said to have some importance in Sinnoh. A massive pearl, a multifaceted diamond, and a gold looking crystal, supposedly made by the Creator and given to his first three children. You don't know if that's true, but they do beat faster the closer you are to the Ruins of Alph.

Fashion Case [50]: You thought you were only getting one outfit? Think again! This box will surprise you, as it can hold dozens of outfits within. It already has seven sets of normal clothes as well as sets matching the various trainers, Gym Leaders, Team Rocket members, and more within.

Game Collection [50]: Every kid dreams of going on their own Pokémon adventure, and you can be sure that capitalism has noticed this fact, giving them a small taste of what is to come. Not only will you receive the Heartgold and Soulsilver games, but all other Pokémon games up to Generation Four, as well as all of the systems to play them on and any accessories or add-ons such systems may have.

GS Ball [50]: A golden Pokéball with the initials GS carved into the front of it. It can't be used like a normal Pokéball, unable to be opened, making it practically useless. Though, carrying it with you may cause you to see flashes of pink and green out of the corner of your eyes.

Life Savings [50]: Either because you've been saving up for a good long while or you're just that rich, you've got a good amount of money saved up. You've got around 10,000 Pokédollars to spend on whatever you can. This option can be purchased multiple times for more money.

Mail Box [50]: Even with all of the fancy technology we have nowadays, there's just something about paper letters that stick with you. You now have a mailbox in your Warehouse that will automatically collect and store all mail you receive, as well as a box filled with a number of artistically decorated papers for letters, with fifty of each design. These will replenish weekly.

Pal Pad [50]: Have you ever made friends with any other Jumpers, either on accident or because your Benefactors decided that a crossover would be awesome? Well, if you want to reliably stay in touch, this notebook is your best bet. You can hand out copies to your friends, and anything you write will appear in all of them, and vice versa. Thankfully, you won't ever run out of pages!

Pokémon Merchandise [50]: In case you haven't realized it, Pokémon are seriously profitable, and boy does it show. Plush toys, card games, action figures, blankets, clothes, and so, so much more. You are now the proud owner of all Pokémon merchandise that has ever been made, with the sole exception of the actual games.

Seal Case [50]: Are you looking to spice up your Pokémon's introductions? If so, then there's no better option than with seals. These coverings can have stickers placed on them which will activate as your Pokémon is released from their Pokéball. You will receive thirty of these cases, and one hundred of each seal.

VS Recorder [50]: For those of you who like to look back at their fights to either see where you could improve or just want to see just how badass you are, the VS Recorder has you covered. This will record and store footage from all of your fights, filming them in the most cinematic way possible.

Apricorn Box [100]: One of the most important plants in this world are the Apricorn Trees, which bear fruit that can be turned into Pokéballs. Now you've got your very own collection of these apricorn fruits, either to plant, experiment, or turn into Pokéballs yourself. This box will contain ten of each kind, which will replenish weekly.

Bicycle [100]: As fun as walking around everywhere is, sometimes you just need to go a bit faster than what just your legs can do. This bicycle, in a color of your choosing, is perfect for any traveling trainer. Not only can it be folded up in seconds for easier storage, but this one will actually scale with your speed, ensuring that it will always be just a bit faster than you yourself are.

Dowsing Machine [100]: Also known as the Item Finder, this handheld device does exactly what you would think. It can be used to find hidden items, either in general or by specifying a certain item. The range is only the size of a city block, but that's a small price to pay in order to find your missing keys.

Evolutionary Stones [100]: You will quickly find that numerous Pokémon will only evolve under specific circumstances or by using certain items. The most notable examples are the evolutionary stones, rocks filled with elemental energies. Though the obvious use for them is to use them to evolve certain species of Pokémon, you may be able to find some other uses. You will receive five of each evolutionary stone, which will replenish weekly.

Fishing Rods [100]: There are numerous types of Pokémon to be found in the depths of the seas and oceans, and you'll need a way to bring them up to the surface in order to catch them. These three fishing rods should help you in that regard. The Old Rod is good for catching anything near the surface, the Good Rod is great for the deeper waters, and the Super Rod is perfect for reeling in those deep sea Gyarados.

HM Collection [100]: Thanks to the miracles of science, it is possible to download certain moves into the brains of Pokémon. You are now the proud owner of all eight Hidden Moves, or HMs, that can be found in the Indigo League, as well as the device needed to teach them to your Pokémon. These moves are special because they can be used for more than just combat.

Master Ball [100]: The very epitome of Pokéball science, so rare that only a handful of people actually know what one looks like, let alone actually own one. One of these balls is now yours, capable of capturing any Pokémon without fail, even Legendaries. Of course, you will get another one within a month of using it, so no need to worry about figuring out what exactly to use it on.

Milk Crate [100]: If there's one thing you can count on, it's that a cold glass of moomoo milk is the perfect way to cool off after a hard way of work. You now have a crate of a dozen of these delicious milk bottles, all of them capable of healing minor wounds and alleviating exhaustion with just one bottle. Don't fear running out, as it will replenish daily.

Running Shoes [100]: For those long travels, you should always consider getting the best pair of shoes available, and boy howdy have you found it. Perfectly fitted to your feet for maximum comfort, you won't be experiencing any sores or blisters while wearing them, nor finding any annoying pebbles or twigs in them, and are highly slip resistant. As an added bonus, these will also double your running speed.

Storage System [100]: So you've traveled around, catching as many Pokémon as your little heart desires, but now you've got a problem on your hands. Where are you going to put them all? Never fear, for there is an easy solution to your problem. Shove them into this storage system, turning them into data and holding your Pokémon in stasis indefinitely.

Battle Items [200]: Sometimes, you need something to give your Pokémon just a little bit of an edge, and sometimes you need to give them a certain item to help them evolve. Thankfully, you can get both of those things for the price of one. By taking this, you will receive a vast collection of what are commonly referred to as battle items, items that will usually help a Pokémon out in combat. Items like the Life Orb, King's Rock, Soothe Bell, Choice Scarf, and a whole host of others are now yours to do with as you see fit. If any are used up, lost, or destroyed, you will find a replacement within a day.

Fossil Reviver [200]: Everyone can agree that dinosaurs are awesome, so it would only make sense that some aspiring nerds would make something that would bring them into the modern day. You now have your very own fossil reviver, a machine that extracts the DNA from fossils and creates a fully functional clone based on said DNA within either a few minutes or an entire day, depending on how complex it is.

Medicine Collection [200]: If you're a Pokémon Trainer, and expect to get into a lot of fights, then you're going to need something to help alleviate the need to run towards a Pokémon Center every hour or two. You now have a massive collection of medicinal items, as well as notes on how to make more. This collection comprises fifty potions, forty super potions, thirty hyper potions, twenty max potions, ten full restores, twenty antidotes, awakenings, paralyze heals, burn heals, ice heals, and ten full heals. They also work on people just as effectively as they do on Pokémon. This collection will also replenish weekly, so use as much as you want.

Pokéball Collection [200]: You need some way to capture all of the Pokémon that you want, and there's no better way than with Pokéballs. But what kind should you get? Well, all of them of course! You are now the owner of fifty regular Pokéballs, twenty-five great balls, and ten of every other kind of Pokéball found in this day and age, with one sole exception. You'll also never have to fear running out, as this stockpile will replenish itself weekly. Now go out and catch them all!

Powerful Elixirs [200]: Even if a Pokemon has no wounds on their person or subjected to any sicknesses, the energy needed for them to use their moves is very limited. So limited, in fact, that many have sought a way to replenish that energy when it's used up. Now you own a collection of the medicine needed to replenish that energy, made up of fifty ethers, twenty-five max ethers, twenty elixirs, and ten max elixirs, all of which will replenish weekly.

Revival Gems [200]: Despite what the name may imply, these are not items that will bring back the dead. Instead, it is used to force some vitality into a weakened or downed Pokémon. Taking on the form of yellow crystals, this collection of twenty revives and ten max revives will either halfway or fully heal the wounds of your Pokemon, though not replenish any other depleted energies.

TM Collection [200]: More varied than the rare HMs, there are dozens of Technical Machines, or TMs, that can be given to your Pokémon. This collection of ninety-two discs each contain a Pokémon move each, ranging from supportive to offensive moves, as well as the machine needed to teach these moves to your Pokémon. They can be used multiple times, so don't worry about losing one if you use it.

Vitamin Bottles [200]: It is not just training and tactics that can make a Pokémon strong, but also the correct diet and supplements. You understand this, and have bought the medicine needed to make them stronger than before. This collection contains ten of each kind of vitamin to permanently enhance a certain aspect of the Pokémon who takes them, though you will eventually see diminishing returns. Additionally, you will only possess five PP Maxes, which will increase the amount that a Pokemon can use one of their moves. These will all replenish weekly, and can even be used by people.

Berry Field [400]: One of the most common sources of Pokémon food, there are so many kinds of berries to be found around, each with some sort of special effect. Oran berries can heal minor wounds, cheri berries can cure paralysis, payapa can reduce the damage of psychic type moves, and so much more. You will receive a field filled with twenty five berry plants of each type, which will replenish their harvest daily.

Daycare Facility [400]: There are so many Pokémon to choose from, but sometimes you can't give all of them your full attention for training. Fear not, for you no longer have to do it on your own. You are now in possession of a facility resembling that of the standard Pokémon Daycare, where you drop off your Pokemon for extended periods of time, while they will constantly improve until you pick them up. You can drop off up to twenty at a time, and you can even find Pokemon Eggs occasionally. I wonder how they got there...

Department Store [400]: For all those who possess the spirit of capitalism, you should know that there is a perfect shrine for that most rewarding of ideologies. You now own your very own Department Store, a multi-floored complex that has numerous things for sale, from food to clothes to TMs to medicines, all of which will replenish when sold out. Not only will you receive a constant stream of daily revenue even if it's not in use, but you will find it gaining additional floors as time goes on in order to sell merchandise from other worlds you've visited or will visit.

EXP Share [400]: One of the hardest things about training Pokémon is ensuring that each one on your team gets equal amounts of battle experience against a wide variety of foes. Turn this device on, and watch that problem disappear. Whenever one of your Pokémon gains experience in battle, all of your other ones will receive half of that. This can be turned on and off whenever you want.

Game Corner [400]: Are you a big fan of risks, of losing everything due to one bad hand or winning a fortune just by accident? Then go big, and purchase your very own casino! Not only will you receive a steady stream of daily revenue and all the card games and slot machines you'd expect in a casino, but you will also gain one thousand casino chips daily to trade in for numerous prizes. Some of these prizes change weekly, and will update whenever you enter a new world.

Pokéathlon [400]: If you are a fan of both Pokémon and sports competitions, then you are absolutely going to love the Pokéathlon. Taking the form of a massive sports stadium, it can configure itself to perfectly fit any sport you could think of, from baseball to ice hockey to discus. Not only will this bring in constant revenue, but any sports training done here is greatly increased.

Pokémon Center [400]: This building is every Pokémon trainer's best friend, and something you can find in almost every city and town of importance. A mix of both hospital, veterinary clinic and hotel, it can house up to twenty different trainers and has a space dedicated to conducting modern medicine, be it one of the healing machines for Pokémon or an entire room dedicated to surgery.

Secret Potion [400]: The life's work of a pharmacist living in Cianwood, this potent medicine is only given out for the most dire of cases. A small sack filled with ten pills, only one is needed to heal any wounds and cure any illnesses on a target, even fatal ones on people or Pokémon. These pills will replenish weekly.

Battle Frontier [600]: To those who desire combat above all else, of pushing your limits through the sacred art of battle, then the Battle Frontier is where you want to go. An utterly massive complex larger than some cities, everything about it is made for combat, be it facilitating it or by selling items that supplement a combatant's natural abilities. Not only will this update to add more facilities with each world you visit, there is an insurance that there is at least one challenging opponent for you, no matter how powerful you become.

Multiversal Terminal [600]: It should not come to any shock, but you are not actually the only Jumper roaming the omniverse, given power by a Benefactor in order to bring them entertainment. But if you wanted to meet up with them more often beyond the random sanctioned crossover, then this is the option for you. A massive multiversal hub where Jumpers from across all of time, space and beyond can meet up to trade, battle, chat, or any number of activities. They cannot, however, invade other worlds through this hub, nor can they kill any other Jumpers.

Jumper Co [600]: Pokémon battles may be a common way for young and spunky trainers to make a quick buck, but you are so far beyond that chump change that it's not even humorous. You are now the CEO of a company that rakes in millions yearly just by existing, let alone if you were to actually run it. What your company actually does is up to you, but no matter what it has dedicated labs for researching and producing anything you want.

Radio Tower [600]: Communication is one of the most important aspects of our species, one that allows us to bond and understand one another with ease. So it would only make sense for people to further enhance our ability to communicate, leading to the marvel that is this radio tower. Not only does it have numerous radio stations, even ones with music or talk shows from each world you've visited, but its range extends across the entire planet. It also possesses an emergency broadcast system, allowing you to hijack all channels at the same time in order to spread your message.

Pokémon Gym [600]: An important part of a Pokémon Journey is visiting the many Gyms in order to defeat the Gym Leader and earning those vaunted Gym Badges. You now find yourself in possession of your very own Pokémon Gym, a place where the gains and improvements of training are vastly increased, be they people or Pokémon. This is not just true for the physical, but also the mental and spiritual aspects of the self. It also has over twenty different aesthetic themes it can switch through.

Safari Zone [600]: Do you still want the chance to capture new Pokémon even after you've long since left this world behind? Then you should consider yourself quite lucky, seeing as you now own this utterly massive nature reserve filled to the brim with Pokémon. Measuring over one thousand square miles, there are habitats for Pokémon of all kinds, from forests to lakes to deserts to volcanoes to a ruined factory or two, you can even rearrange the general layout of these biomes as needed. No one can access this area without your express permission. And if you manage capture and remove any Pokémon, or even empty the place out, you will find their numbers replenishing and maintaining a steady population even if you leave it alone for centuries.



Companions:

Traveling Companions [50/100/200]: In such a wonderful world, there's no reason you need to explore by yourself. You can now create or import one, four, or eight companions respectively, with each having 800 cp to spend on perks and items. All of them will receive their own Starter Pokémon, which will function as a Pet for them.

Team Jumper [300]: Maybe it's not quality you look for in backup, but quantity? If so, then you are now able to import each and every one of your companions, granting them all 800 cp to spend on perks and items. All of them will receive their own Starter Pokémon, which will function as a Pet for them.

Jumper League [Free]: If you don't want just you and your friends to experience this world, but also those who follow you, then feel free to take this option. All of your followers are now imported into this world, each with their very own Pokémon, though it does not have to be one of the Johto Starters.

Island Heiress [Optionally Free]: One day while traveling, a massive hole opened up in the sky and deposited this blonde haired girl. Upon introducing herself and claiming to be from a region called Alola, she decides that it would be best to travel with you for now until she can find a way home. She is quite intelligent and well learned, and has a really weird Ice type Vulpix.

Dragon Tamer [50]: The Champion of the Indigo League, Lance is an undisputed master of dragons. He is righteous and dedicated, stamping out injustices whenever they crop up. He brings with him his strongest team, each one capable of taking on entire Pokémon teams on their own.

Pokémon Egg [50]: Special delivery for Jumper. You now find yourself possessing a Pokémon egg, one that will hatch in due time with the right love and care. What pokemon line this is from is entirely up to you, be it a Caterpie or a Larvitar, though it cannot be a Legendary.

Red Rival [50]: A red headed boy with a chip on his shoulder and something to prove, Silver will constantly challenge you to battles, seeking to measure his strength against yours. Eventually, after much time, he will ask to join you on your travels, not wanting to be left behind as you grow ever more powerful. He is a talented trainer in his own right, and will bring with him his strongest team.

Sinnoh Champion [50]: A blonde woman clad in black clothes hailing from Sinnoh, Cynthia has a love of archeology and ancient myths, traveling all across the land to learn whatever she can from the ancient past. That is not to say she's a slouch when it comes to Pokémon, as she's one of the strongest trainers around. With her and her team at your side, there's little that could stand in your way.

Elite Four [100]: The Elite Four are considered some of the greatest trainers around, and are a real force to be reckoned with. Will, a man of Psychic types. Koga, a ninja who utilized Poison types. Bruno, a man who trained his body to match his Fighting types. And Karen, who shares a bewitching beauty with her Dark types.

Rocket Executives [100]: The remaining leadership of Team Rocket after their Boss abandoned the organization three years ago, they now serve you to the best of their abilities. Proton, Petrel, Ariana, and Archer may not be the strongest trainers, but they could lead a region spanning organization in your stead with very little issue.

Johto Gym Leaders [200]: And so the various Gym Leaders of Johto bow to a new Champion, and will follow you as companions from this day forward. Falkner, who uses Flying types. Bugsy, who uses Bug types. Whitney, who uses Normal types. Morty, who uses Ghost types. Chuck, who uses Fighting types. Jasmine, who uses Steel types. Pryce, who uses Ice types. And Clair, who uses Dragon types. Each of them will bring their strongest teams with them, in order to better assist you.

Kanto Gym Leaders [200]: And so the various Gym Leaders of Kanto bow to a new Champion, and will follow you as companions from this day forward. Brock, who uses Rock types. Misty, who uses Water types. Lt Surge, who uses Electric types. Erika, who uses Grass types. Janine, who uses Poison types. Sabrina, who uses Psychic types. Blaine, who uses Fire types. And Blue, a previous Champion himself. Each of them will bring their strongest teams with them, in order to better assist you.



Scenarios:

Indigo League

A classic challenge, one that each child dreams of. To defeat all of the Gym Leaders and gain their Gym Badges, travel through Victory Road in order to challenge the Elite Four, and then the Champion. This is your goal now, to gather all sixteen badges and prove yourself strong enough to take the title of Champion. And yet, even after all that, you must surmount one final challenge. A legendary trainer, one who resides at the very top of Mount Silver, a place where only the strongest of trainers are allowed. Defeat him, and you will have completed this scenario.

Rewards:

With all of your accomplishments, there are none who could doubt that you are deserving of being the **Pokémon Champion** of the Indigo League. Not only will you constantly give off an aura of power and strength, but any who actually know of your title will be filled with awe and respect towards you.

With your ascension to the top, it seems as though your Gym Badges have become something more. With these **Enhanced Badges** on your person, you will find various aspects of your Pokémon enhanced, each badge corresponding with a single aspect. For example, the Zephyr Badge would improve their speed, the storm Badge would improve the power of their physical moves, and the Earth Badge would increase their improvements from training. Additionally, you will find it much easier to control any Pokémon you come across.

But what is a Pokemon Champion without their **Pokémon League**? Made in the image of the Indigo Plateau, you will find that it has turned into a gauntlet of all Gym Leaders, Elite Four members, and champions you had to defeat previously. They and their teams will scale in power with you, giving you a tough challenge whenever you decide to go inside and test your abilities.



Gotta Catch 'Em All

With so many Pokémon roaming the lands, it's no wonder that there are those who want to collect as many as they can. And now you count yourself among their number, with a desire to catch and catalog every Pokémon that can be found here. In order to complete this scenario, you need to complete the Johto Pokédex, meaning that you'll need to catch every kind of Pokémon native to both Johto and Kanto. You don't need to catch any Legendaries in order to complete this, just everything else.

Rewards:

So, you've done it, and have caught all the Pokémon you can. With your experience in completing the **Full Catalogue** of Pokémon, you are able to instinctively know the nature, general capabilities, and disposition of any other kind of monster you run into. When finding new or rare Pokémon, every bit of information is important.

For your monumental accomplishment, Professor Oak himself is willing to give you an **Upgraded Pokédex**. This is an electronic bestiary that is constantly updating, giving you new entries for new creatures or monsters in each and every world you visit. You can either manually look through it, or scan a creature in front of you to bring up its entry.



Mysteries of the Unknown

The Ruins of Alph are a mystery to all, their connection to ancient Johto civilization as well as the rare Unown a captivating conundrum for any archaeologist. Not only will you have to uncover all the mysteries and solve all the puzzles within, but you also need to catch at least one of all twenty eight Unown variants in order to complete this scenario.

Rewards:

With everything you've been through, you've proven yourself to be quite the **Archeologist**. With just a little bit of time and elbow grease, you can easily uncover the secrets of all but the most mysterious or secretive of ancient civilizations.

You know the **Ruins of Alph** better than anyone else, having gone through them in incredible detail. Now, you can bring them with you, as well as the veritable army of Unown within. They aren't strong individually, but together they can warp reality for you once a year, though for more powerful effects they will need longer to rest and recharge.



Beasts of Legends

There are numerous myths and legends of insanely powerful Pokémon, ones that require entire teams of Pokémon to bring down, and not even then can they be surmounted. Your goal here may sound simple, but is extremely harrowing. You must defeat and capture Articuno, Zapdos, Moltres, Mewtwo, Entei, Raikou, Suicune, Ho-Ho, and Lugia. Do all that, and victory shall be yours.

Rewards:

You have traveled far and wide, searching for these powerful beasts, and have become an unrivaled **Hunter of Legends**. You can easily tell if any legends and myths you hear are true or fake, whether they're embellished or not, and if they're worth your time investigating. You've encountered real legends, and anything less is not worthy of your attention.

One day you shall find a shrine maiden standing before you, giving you a pouch filled with **Sacred Ashes** that you can sprinkle on a target. It will fully heal them of all wounds, status effects, illnesses, and replenish their energy. It is even able to revive the recently deceased. This will replenish its contents weekly.



Mythical Encounters

[Requires GS Ball]

After a few months of traveling, you will wake up to find the GS ball missing. Looking around for it, you will find it being passed between two Pokémon, using it to play catch. Mew and Celebi will notice you shortly, and go towards you. Mew will want you to play with them for a good few hours before they allow you to catch them. Celebi, meanwhile, will bring you to various points in time to do some tasks. If they're satisfied with how you performed, they'll let you catch them, too.

Rewards:

These two mythical Pokémon have judged your character and found you acceptable, and with their approval you are a certified **Friend of Myths**. From here on out, all divine or mythical beings tend to like and favor you, some of them even willing to help you out if you ask.

The next time you enter your Warehouse, you will find a **Forest Shrine** waiting within, a gift from your new friends. This shrine will keep your Warehouse and all of your properties protected from attempts at scrying as well as unwanted attempts at reality manipulation. These two are known as guardians for a reason.



Three Calamities

[Requires Colored Orbs]

One day on your journey, you will find the three orbs pulsating, beating harder the further west you go, until you encounter three ruins that are quite clearly not native to Johto. Each ruin can be opened with one of the three orbs, which will open to reveal your true objective. You must prove yourself by defeating and capturing the Legendary Pokémon of Hoenn - Kyogre, Groudon, and Rayquaza.

Rewards:

You have brought down the Legendary Weather Trio and asserted your dominance over them, proving yourself to be a **Master of Weather**. At will, you may use the Pokémon abilities known as Drought, Drizzle, Air Lock, Hail, Sandstorm, and Defog. While active, they will empower any related elemental abilities, or completely clear the sky of all unnatural forces in the case of Defog. These moves will last as long as you want, deactivate whenever you so desire.

After all three Legendaries are captured, your orbs will promptly disappear, all while a primal light envelopes your newest Pokémon. The three of them have become **Primal Legendaries**, changing their forms to become even stronger than before. They can go back to their original forms at will, but what would be the point of that?



Dawn of Creation

[Requires Divine Orbs]

When you bring the orbs to the Ruins of Alph, you will notice a new ruin standing where once was an empty field, one whose architecture does not match any others. Upon entering, you will have to descend a flight of stairs before the path splits into three. Each one will bring you before a Legendary Pokémon, whom you must defeat and capture in order to complete this Scenario. Dialga, the Legendary Pokémon of Time. Palkia, the Legendary Pokémon of Space. And Giratina, the Legendary Pokémon of Antimatter.

Rewards:

You have proven your strength against the very strongest this world has to offer, and so you will find yourself with the **Blessing of Arceus**. With this, you have become immune to all hostile temporal and spatial manipulations.

When next you enter your Warehouse, you will find a new addition in the form of a stone archway. This will bring you to the **Hall of Origin**, a sacred place that will greatly enhance any divine abilities possessed by you or your allies. Additionally, it will allow you to open up portals to nearby dimensions, such as the Distortion World.



The Very Best, Like No One Ever Was

Your time here certainly has been productive, hasn't it? You have done everything you could have in this world, completing each and every Scenario laid out before you. In recognition of this grand achievement, you will receive the following rewards.

Rewards:

There are few who could claim to be a **Pokémon Master** like you, one so intune with those wondrous beasts that you have been changed on a deep level. You now know any four Pokémon moves, an ability which is tied directly to your Body-Mod, meaning you will never lose access to them. These moves will have their PP replenished over time, and you can increase how often you can use these through training or through the use of vitamins and supplements. You can also change which moves you have access to once every ten years.

You have undoubtedly become connected and attached to the **Johto and Kanto Regions**, where you found so many friends and made so many memories that it would be understandable if you were hesitant to leave them behind. Well now you don't need to, as they will follow you from world to world as your newest Warehouse attachments that can be imported in the future if you so desire. The people within will see you as their Champion and leader, and would be more than willing to become your followers.



Drawbacks:

Continuity [+0]: Have you been to this world before, just under different circumstances? Maybe as that plucky young trainer that took down Team Rocket three years ago? If so, then by taking this you will have your past actions remembered and carried over into the now.

Game On [+0]: Forget your starting location, as you will wake up in your bed in New Bark Town. That's right, you will now take on the role of either Ethan or Lyra as the heroes of this story.

New Type [+0]: New Pokémon are being discovered all the time, so it would only make sense that new Pokémon types would also be found. The Fairy Type is now a well known factor here, and many Pokémon and moves will have their typing changed accordingly.

Extended Stay [+100]: Ten years may seem like a long time, but it can all vanish in the blink of an eye. If you need more time, then by taking this your time here will be extended by ten years. You can take this multiple times, but can only benefit from three.

Poor Name [+100]: I'm sorry, but did you say that your name was FARTNUGGET? It's not? Well, good luck convincing everyone else of that. You now have a really stupid and embarrassing nickname that *everyone* will call you by, no matter what you do.

Real Adventure [+100]: If you think the journey found here is a bit lackluster, if you're someone who craves a bit more action, then look no further. Instead of the events of the game, you are now entering the story of the Pokémon Adventures Manga, complete with Terrorist Elite Four and a Team Rocket run by a man known as Mask of Ice.

Swarmed [+100]: Hey, you! Do you like Zubats? Do you think that Zubats are just the greatest? If not, then oh boy are you going to be sick of them by the time you're done here. Every time you go out of town, you are guaranteed to be attacked by at least one swarm of Zubats, probably more. At the very least, you'll be getting a lot of training.

Twerp [+100]: What's a kid like you doing out here all by yourself? You are now stuck at the wonderful age of ten, and no matter what you do you will not be able to age a single day. Thankfully, no one will notice anything weird about this unless you point it out, but don't expect to be reaching the top shelf any time soon.

Glass Cage [+200]: The art of catching Pokemon is one that has been greatly simplified over the years, thanks to Pokéballs. And yet, they don't really want to work whenever you use them. Maybe you throw them at the wrong angle, or Pokémon just have a really easy time breaking out of them. Either way, catching them is definitely going to be a hassle.

Limited Space [+200]: There's so much to explore out there in the big wide world, and yet you aren't going to see anything beyond the safe route. Invisible walls block your path, making it so then the only places you can go and explore are those shown in the games. I certainly hope you didn't have much of a wanderlust.

People Don't Fight [+200]: Silly Jumper, Pokémon are the ones who are supposed to do all the fighting, not you. I hope you learned your lesson, because now you are completely incapable of fighting for yourself. You can't even throw a punch, instead relying entirely on your Pokémon to do the fighting for you.

Silent Protagonist [+200]: The strong, silent type, yeah? That's all well and good, but a person like that would find it a bit difficult to give orders during a Pokémon battle if they can't actually convey those orders. Since you're now incapable of speech, I certainly hope you've got a plan around that particular hurdle.

Targeted [+200]: Team Rocket was a powerful organization that controlled nearly an entire Region, and though they are just scattered remnants, one thing they can all agree on is that you're definitely a problem they need to take care of. Whenever they can, Team Rocket will actively go out of its way to screw you over any way they can.

Adorable Murderbeasts [+300]: When people think of Pokémon, they think of the friendly beasts that would rather sleep and eat berries all day. They don't think of the rampaging Gyarados, destroying everything around it. They don't think about how Parasects have their bodies taken over by a parasitic fungus. People don't think about how humans don't rule this world, Pokémon do. And now everything seems a bit darker, a bit more grim as it comes to that same realization.

Hand Held [+300]: I'm sorry, but did you think that you would actually be going into the Pokémon world? Hah! Think again! You're just some random person in the real world that just got a copy of the newest Pokémon game, Heartgold or Soulsilver. All of your purchases here will only apply to your character in the game.

Just The Basics [+300]: If you're going on a Pokémon Journey, you're going to do it right, with it being just you and your Pokémon. You have been stripped of everything, leaving you with just your Body-Mod, mundane skills, what you've purchased here, and anything else you've gained from the Pokémon universe.

Ending:

And so your time here has come to an end, and you must make a choice.

Settle Down: You've grown quite attached to this world, and can definitely think of worse places to retire.

Return Home: All adventures have to end sometime, and you figured now would be a good time to go back to where it all started.

Adventure Calls: You've enjoyed your time here, but you can't call it quits now! There's so much more out there for you to explore.



Notes:

-A big thank you to all the people who left suggestions, and to the other Pokémon Jumps that I shamelessly stole ideas from.

-If you actually put in the effort, it is possible to find all Kanto and Johto Pokémon, or at least members of their evolutionary line.

-All Pokémon that you capture will be treated as pets or followers afterwards unless you actively make them into Companions.

-All perks and items that apply to Pokémon will also apply to any animals and monsters you may run across in your travels.

-Regarding **[Pokéball Collection]**:

- It is only limited to Pokéballs that have existed up to Gen 4, nothing after that.
- All Pokéballs can be used to capture non-sapient animals and monsters.
- Park Balls will have the same catch ratio as Ultra Balls.

-**[Powerful Elixirs]** can also be used to replenish your own pool of energy, be it psychic, Aura, magic, or something completely different.

-**[EXP Share]** can be difficult to understand, but basically it works like the EXP Share from Gen 6.

-The **[Pokemon League]** gauntlet would go in order of Johto Gym Leaders, Kanto Gym Leaders, Elite Four, Lance, and then Red.

-The **[Johto and Kanto Regions]** are comparable in size to their real-life counterparts.

-When in doubt, fanwank.

-Have the day that you deserve~