

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

Welcome to the Johto region, Jumper. This region is steeped in tradition, and as a result, various shrines and temples can be found throughout it. Old-fashioned architecture is common amongst many of the region's buildings as well.

Johto is located to the west of the Kanto region, with the two regions sharing a joint landmass. Its close proximity to Kanto means that many individuals hop between the two regions. In fact, the Pokémon League here is actually shared between Kanto and Johto, though each region has its own set of Gym Leaders.

That's not all that ties the two regions; your adventure here comes three years after the adventures of a Pokémon Trainer named Red, who thwarted the villainous Team Rocket, and became Champion, before retiring from the position to seek out further training. It could even be considered a sequel story. What will your role in this story be?

You arrive in this world as the protagonist leaves their room, the day they will receive their first Pokémon. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

You may choose to be either a human or a Pokémon. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are an ordinary human. Nothing special to note here.

[Varies] Pokémon

You are a Pokémon, one of the many fantastical creatures that inhabit this world. As there is a wide range of power between Pokémon, the cost of this option varies as follows:

For single stage Pokémon (those that do not evolve), the cost of this form is 200cp.

For two stage Pokémon (those that only evolve once), the cost of starting at the first stage (unevolved) is 100cp, and the cost of starting at the second stage (fully evolved) is 300cp.

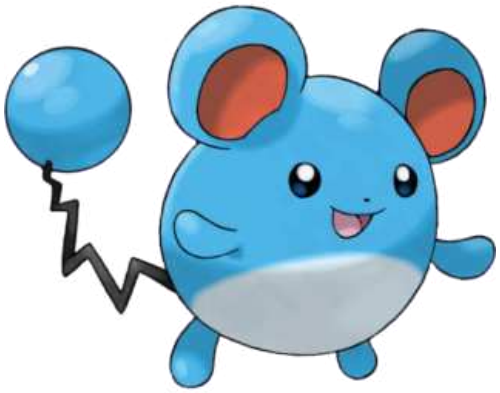
For three stage Pokémon (those that evolve twice), the cost of starting at the first stage (unevolved) is Free, the cost of starting at the second stage (evolved once) is 200cp, and the cost of starting at the final stage (fully evolved) is 300cp.

For most Legendary and Mythical Pokémon, the cost is 800cp. However, you cannot elect to be a Legendary or Mythical Pokémon that stands head and shoulders above the rest, such as the Creation or Weather Trios.

As a special offer, if a Pokémon line had an earlier stage introduced in a subsequent generation (typically referred to as a Baby Pokémon), you can elect to pay for the other stages of that line as if that earlier stage did not exist. For example, Pikachu would cost 100cp instead of 200cp.

You can only choose to be an officially recognized Pokémon species. Unless you take the ‘A Fairy Tale’ toggle, you cannot elect to be any Pokémon introduced in the sixth generation or later (Pokémon X/Y onwards) that possess the Fairy type.

Alternatively, if you have already acquired a Pokémon form prior to this jump, you may elect to import that form here. In this case you pay nothing.



-Background-

You must choose one of the four Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Rookie Trainer

Requires the Human species.

You are either a novice Trainer, or have yet to receive your own Pokémon. This means you are likely quite young, though you are not forced to be.

Veteran Trainer

Requires the Human species.

You have been with your Pokémon for a while. Most adults are in this position. Whether this means you continued to take Pokémon battles seriously, or have settled into some other form of work, is up to you.

Criminal

Requires the Human species.

There's no way around it – you are a bad guy. Whether this means you have joined up with the recently reformed Team Rocket, or operate on your own, is up to you. Perhaps you may learn to love and trust others by your journey's end?

Pokémon

Requires the Pokémon species.

Pokémon are commonplace in the Johto region. There are plenty you may already be familiar with, as well as some you may not be.

You are free to decide whether you are a Pokémon that acts as a human's partner, be that for battles or another purpose, or whether you are a wild Pokémon out on your own.

-Location-

Roll 1d8, or pay 50cp to choose. Those with the Rookie Trainer Origin may choose to begin at New Bark Town for free. Those with the Veteran Trainer Origin may choose to begin at Goldenrod City for free. Those with the Criminal Origin may choose to begin at Mahogany Town for free. Pokémon who roll or pay for their location may choose to arrive on a nearby Route instead of the location they end up with.

[1] New Bark Town

A town where the wind blows and tells of impeding change.

[2] Violet City

This old village is still surrounded by trees and other scenery.

[3] Azalea Town

A town where people and Pokémon live together in simple harmony.

[4] Goldenrod City

A developing city where people and Pokémon come and go as they like.

[5] Ecruteak City

A city that even now bears the marks of its history.

[6] Cianwood City

A beachside city that has benefitted greatly from the sea.

[7] Mahogany Town

A town with a suspicious air to it. It's a hiding place for ninjas.

[8] Free Choice

Lucky you! In addition to any of the above seven locations, you may also choose to begin at: Cherrygrove City, Olivine City, Blackthorn City, Mt. Silver, or Battle Tower/Battle Frontier (provided they exist after any toggles you may take).

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Rookie Trainer Perks

[100cp, Free for Rookie Trainers] Slip and Slide

What is it with you and sliding, Jumper?

Thanks to this perk, you now have an impressive talent for solving slide puzzles, as well as puzzles that are similar in nature.

Additionally, you are able to predict fairly accurately where you would end up if you slid across ice. You can even plan several steps ahead for travel in this manner, allowing you to navigate environments like the Ice Path easier than most.

[100cp, Free for Rookie Trainers] Walking With Pokémon

Most Trainers choose to keep their Pokémon inside their Poké Balls, but such a thing is not mandatory. In fact, depending on the version of this setting you are visiting, studies may be underway to see what benefits there may be to keeping your Pokémon out and about with you.

Thanks to this perk, you'll be able to walk around with your Pokémon without either you or your Pokémon being bothered or hassled as a result. The only exceptions are others trying to prevent you bringing your Pokémon into places they wouldn't physically fit (i.e. trying to bring a Wailord into a small building), or warning you in places where the environment is unstable that doing such a thing might be a bad idea. Walking with your Pokémon will also always be considered legal, should it somehow not be.

In future settings, this perk will also extend to both common pets and other kinds of fantastical creatures. Please note that this perk does not prevent individuals from recognising your travel buddies, even if they will not immediately come up and bother you, or charge you with a crime.

[200cp, Discounted for Rookie Trainers] Pokémon Breeder

When it comes to Pokémon breeding, you truly shine. You have a thorough understanding of the intricacies of Pokémon breeding, including which species have "Baby" forms, which Pokémon are compatible (i.e. which "Egg Group" they belong to), and how to use certain items, like incense or Everstones, to produce desired results. Post-jump, you will gain similar knowledge for other kinds of fantastical creatures, where applicable.

On top of this, you have a strong intuitive sense for desirable traits a person or creature possesses, that might be able to passed on to their child. As long as you are aware that an individual possesses a certain trait, you will be able to predict if passing it on is possible with a high degree of accuracy. This will be of great use if you are trying to acquire a Pokémon that has access to a rare move, letting you know where such things are possible, and where they are not.

[200cp, Discounted for Rookie Trainers] Pokéathlete

Pokéathlete is a term that applies both to Pokémon participating in the Pokéathlon, as well as their Trainers. This perk will help you out with the latter role.

You are now quite good at training others for athletic competition and sports. You can easily identify the strengths and weakness in their performance (for example if they are quite strong, but lacking in stamina), which may help you compensate for their weaknesses in some way, or make greater use of their strengths. You also have an easier time building camaraderie between small groups of competitors, as well as giving clear orders in the chaos of competition, even when you have multiple athletes competing at once.

[400cp, Discounted for Rookie Trainers] Pure

Without meaning to, you tend to pass character tests others have set out for you, simply by being yourself.

This perk does not actually change your nature, it simply works to frame your words and actions in a manner that best fits the test laid out for you. You don't have to be aware you are being tested, as this is a passive effect.

Additionally, others tend to view you in a positive light, unless you take deliberate action against them or those they care about.

You can toggle either aspect of this perk on and off as you please.

[400cp, Discounted for Rookie Trainers] Chosen Hero

There's just something about you that screams reliability to others.

From now on, if a person is looking for someone to take on some kind of responsibility, and they know who you are, you'll be the first person they think to ask.

While this might seem like a bother at first, be aware that this also includes positive things, such as taking on the responsibility of training a rare Pokémon. It also means people looking to offload items that they don't want themselves, but want someone to make use of, will offer you those items first.

Refusing the requests will never lessen you in the eyes of others, but going out of your way to fulfil them not only earns their approval, but often leads to unexpected rewards.

This perk will not apply to those who already have a negative view of you. It will also not apply if a given task doesn't make sense to give you, such as if you aren't remotely capable of it. If a person isn't capable of getting in contact with you, they won't hold onto a task for you indefinitely as a result of this perk alone.

You can toggle this perk on and off as you like, handy if you want some time alone.

[600cp, Discounted for Rookie Trainers] Legend in the Making

When it comes to Pokémon raising and battling, you are a prodigy among prodigies.

Pokémon raised by you grow much faster than they otherwise would. Over the course of a regional journey, you could turn a team of weak and wild Pokémon into championship material. Over the course of two such journeys, you could surpass a prodigal Trainer with a three-year head start on raising his Pokémon.

You are also highly skilled at commanding your Pokémon in battle; coming up with effective strategies that make the best use out of the resources at your disposal.

These talents are not solely limited to Pokémon; with some adjustments you can learn how to train and command other creatures with similar effectiveness.

Veteran Trainer Perks

[100cp, Free for Veteran Trainers] The Incredibly Pretty Jumper

You are quite attractive, so much so that you may well become known for it.

On purchase, you must choose whether this perk grants a great enhancement of beauty, allowing you to match Whitney in terms of looks, or an equivalent enhancement of handsomeness.

[100cp, Free for Veteran Trainers] Kimono Jumper

You are a graceful, elegant dancer.

In addition to your raw talent, you are well-versed in traditional Japanese dances. Of course, you will be able to quickly pick up other kinds of dance as well; very helpful if dance serves as a component of ritual of ceremony you wish to perform.

[200cp, Discounted for Veteran Trainers] Apricorn Artistry

Apricorns are special fruit which can be found across the Johto region. In ancient times, Apricorns were used to construct Poké Balls, though this technique is practiced by few in the modern day. Thanks to this perk, you are now one of those select few.

You now have the necessary knowledge and talent to craft Apricorns into Poké Balls. Different Apricorns will produce different varieties of Poké Ball, each of which have their own strengths.

With time and effort, you may learn how to craft Poké Balls (or similar devices) from other kinds of fruit as well.

[200cp, Discounted for Veteran Trainers] Haircut Jumper

In addition to being a talented hairdresser for humans, you have acquired the necessary knowledge and skill to properly groom Pokémon all of kinds. You can do so in a completely safe manner, even when it comes to Pokémon like Slugma. Not only will a Pokémon come out of it looking good, but

you also have the ability to make the experience itself enjoyable and relaxing. A Pokémon that is groomed by you will definitely appreciate their Trainer putting them through such a service, and your services are likely to be well-compensated as a result. With time and effort, you may learn how to properly groom other kinds of fantastical creatures.

[400cp, Discounted for Veteran Trainers] Move Deleter

You have acquired a curious power, which can cause a target to forget specific knowledge or memories.

In order to use this ability, your target must be willing, and you can only delete what they allow you to. You can use this power on yourself, but should exercise caution when doing so.

A power like this could be used in a number of ways, such as a punishment, or to protect top secret information. In worlds like this, Trainers will occasionally wish for their Pokémon to lose knowledge of particularly difficult to forget techniques, so that they may teach them new moves in their places.

[400cp, Discounted for Veteran Trainers] ***DRAGONITE, HYPER BEAM.***

While commanding others in battle, such as in the role of a Pokémon Trainer, you can apply one of two 'limiters' to their attacks. These limiters do not weaken the power of their attacks directly, rather they prevent those that are hit by them from being harmed beyond a certain point.

The first limiter will allow the attack to knock out others, but never cause any permanent harm. Very handy if you want your Pokémon blasting foes with powerful attacks in a relatively safe manner. The second limiter will not even allow the attack to knock them out, instead it can bring them right to the point of passing out, but go no further. It also prevents permanent harm coming to those hit by the attack. Quite useful if you mean to interrogate someone after you've sicced your Pokémon on them

Oh, and I suppose these limiters could make catching new Pokémon easier, if that matters to you.

You must genuinely be acting in a commanding role to apply the effects of this perk; for example, declaring your opponent is under your command to handicap them does not work.

[600cp, Discounted for Veteran Trainers] Pharmacist

You have a comprehensive understanding of the various Pokémon medicines commonly found in the Johto region, including max potions (and its weaker derivatives), full heals (and its specialised derivatives), ethers, revives, and full restores. For each of these items, you know how they work, and could create your own with ingredients found on a mundane Earth. You can also create "secret potions" which aren't intended to heal injuries, but rather treat rare illnesses experienced by Pokémon. A certain Ampharos may greatly appreciate such medicine.

With time and effort, you may be able to develop your own variations of these items, find substitute ingredients, and even produce versions which humans and other non-Pokémon species can benefit from.

Criminal Perks

[100cp, Free for Criminals] ***My name is ???.***

When you tell others your name, including nicknames and titles that apply to you, they will have an easy time remembering them. This will even apply if you indirectly provide your name to someone, such as by dropping your Trainer Card near them. Very handy if you don't want others to invent some immature name for you.

You can always choose whether you are applying the effects of this perk; sometimes it pays to keep your identity hidden, after all. However, you will not benefit from this perk if you are giving someone a name or title that doesn't genuinely apply to you.

[100cp, Free for Criminals] ***So this is the famous Elm Pokémon Lab…***

For some reason, suspicious activity of yours tends to be ignored up until you actually commit a crime or bother someone directly.

This does not cause others not to notice your behaviour. For example, were you to be looking through a window for an extended period of time before breaking in, others wouldn't care to do much about it until the crime occurred, after which they will recall you were at the window before the break in took place.

[200cp, Discounted for Criminals] Necessary Losses

It sucks to lose, but you take losses quite well.

From now on, being defeated in battle (or as a Trainer) will never adversely affect your psyche. You are quick to come up with reasons or excuses why you lost when dwelling on your loss would do nothing positive for you. However, when it would, you are able to draw positive meaning from your losses, helping you grow as a person. For example, a Trainer might come to the understanding that they aren't treating their Pokémon with enough love. Sometimes this process is gradual, and might require several losses for the lesson to completely sink in, but each loss will be a step in the right direction regardless.

[200cp, Discounted for Criminals] Sale of the Tail

You have quite the knack for selling illicit or unethical sourced goods.

This knack helps you to identify which individuals could be persuaded to purchase such goods. It also helps you to make such sales, intuiting appropriate offers to make for such deals; charging a child one million Pokédollars for a single Slowpoke tail is unlikely to produce results, after all.

[400cp, Discounted for Criminals] Pokémon Thief

Whether you are breaking into a lab, or never returning a Pokémon lent to you, stealing Pokémon just got a lot easier for you.

From now on, when you steal a Pokémon, law enforcement and third parties will never do more than the bare minimum to catch you, typically giving up their investigations shortly after an initial questioning or examination of the crime scene. This perk alone does not stop a victim or those with a strong relationship with them pursuing you, but unless you target the greatest Trainers in the region, this is unlikely to be a problem.

Post-jump, this perk will also apply to other kinds of fantastical creatures that you steal.

[400cp, Discounted for Criminals] Harder than a Hyper Beam

Can you believe those do-gooders are siccing their Pokémon on humans now? And they think themselves the good guys…

Fortunately, this perk will help you survive such things. Now, your body is a great deal sturdier than it would normally be. On top of that, unless your opponent is deliberately trying to kill you, their attacks will only ever knock you out at most.

Of course, this perk doesn't do anything to make you stronger. You'll likely have to find some powerful Pokémon of your own if you want to drive that cape-wearer off.

[600cp, Discounted for Criminals] Rocket Science

Like Team Rocket's scientists, you have discovered how to generate radio waves which caused Pokémon to evolve early.

Pokémon evolved by these radio waves do experience various side effects, which include erratic behaviour, and unusual colourations. Still, if you are trying to quickly raise an army, or quickly raise the value of Pokémon you are selling, such things are trivial (the latter may even help you sell them for more).

With time and effort, not only could you learn how to mitigate or remove these side effects, but you might even learn how to affect other creatures that go through similar transformative processes.

Pokémon Perks

[100cp, Free for Pokémon] Sweet Scent

You are capable of releasing a strong aroma that is pleasant to humans and Pokémon alike. In battle, this technique can be used to distract enemies and make them easier to hit. Outside of battle, it can be used to attract wild Pokémon (or other wild animals in other settings).

As a small bonus, you can also passively release a much weaker version of this scent that simply helps you to smell nice without attracting danger.

[100cp, Free for Pokémon] Shiny

Rarely, a Pokémon will possess a different colouration than normal. This does not provide any notable benefit, but the rarity makes such Pokémon more desired by Trainers.

You have now gained access to a similar phenomenon. For each form you possess, you can now apply a new colour palette. This process counts as a transformation, and can be undone whenever you feel like it. The new colour palette is decided separately for each form, when you first attempt to apply it. When being sent out from a Poké Ball whilst in one of these transformations, you can choose to create a brief sparkle effect on your body.

As a special consideration, for each form, you may re-choose this new colour palette once per jump. Post-chain, this becomes once every ten years.

[200cp, Discounted for Pokémon] Moves of Love and Hate

You have learned two special battle techniques, each of which takes the form of a physical strike. These moves can only be used if you are battling with a Trainer or someone in a Trainer-like role.

The first, Return, is a move that grows more powerful as your friendship with, or love for your Trainer grows. Whilst building strong relationships may not always be easy, this move will reward your Trainer for raising you correctly, and serves as a 'proof' of your bond, should such a thing appeal to you.

The second, Frustration, is a move that grows more powerful the more you despise your Trainer. As many find it easier to find reasons to dislike others than to form true relationships, this might be a quicker path to power. At the same time, it requires you to keep hanging around someone you actively despise, which may make it difficult to rely on, or cause other complications.

A person must genuinely be acting in a Trainer-like role for these moves to work; simply declaring your opponent your Trainer in order to hit them harder will not work.

[200cp, Discounted for Pokémon] Pokéathletic

Do you enjoy sports? Then you'll love this perk!

You are now well-trained when it comes to the ten events of the Pokéathlon (Hurdle Dash, Ring Drop, Snow Throw, Lamp Jump, Relay Run, Block Smash, Circle Push, Disc Catch, Pennant Capture, and Goal Roll), and are quite athletic besides.

Just as importantly, when it comes to athletic competition, you don't suffer from "off days", allowing you to perform at your peak any day of the weak. This does not prevent other factors that may harm your performance, such as injury.

[400cp, Discounted for Pokémon] Breeding Best

Compared to other creatures, Pokémon has it easy when it comes to reproduction. Even amongst Pokémon however, you are an ideal breeding partner.

First, any pregnancy you or your partner experiences is free of health complications, and your children do not suffer from health complications relating to the genetics of you or your partner either. On top of that, the process of childbirth is not painful or exhausting for you or your partner, allowing you to battle in top conditions moments after a Day Care worker found your egg.

You can also choose which traits are inherited by your children from each parent, a boon that many Trainers will greatly appreciate. This can even include things like perks and alt-forms; however, it will not allow you to grant cp, or the status of Jumper, companion, or follower (this perk does not interfere with such things happening by other means).

Should multiple parents possess this perk (or similar power), and have conflicts other which traits to grant, those conflicts will be randomly decided between the preferred outcomes.

[400cp, Discounted for Pokémon] Pokérus

You've contracted a strange sort of virus, it seems.

Despite what you might be thinking, this is entirely positive for you. In fact, you'll find that as a result of having this virus, any training you go through is twice as beneficial as it would otherwise be. You will not "recover" from this virus.

This virus can be spread to others (even non-Pokémon), but you'll have control over who it is spread to. Others receive the same benefits from having the virus (including control over how they spread it), but will recover from the virus after a few days. Once recovered, they will continue to receive the same training benefits, but can no longer pass the virus on to others.

Those with a strain of Pokérus originating from this perk can toggle it on and off as they like, but toggling it off does not halt the time limit before natural recovery.

[600cp, Discounted for Pokémon] Flames of Rebirth

You have gained access to a special power, similar to a that of a certain legendary bird.

Once per jump, you can resurrect up to three nearby targets that have recently perished, bringing them back in perfect health. Should you revive a Pokémon (or similar kind of creature) in this way, you can grant them a new form. You can choose for this form to be one of the Legendary beasts (Raikou, Entei, Suicune), or to be an original form on par with these species of Pokémon. An original form will be influenced by both the target's prior form and the events surrounding their death.

Should you revive a target that has already received a new form via this perk, you cannot grant them an additional form on top of that.

Post-chain, you can use your revival power once every ten years.

General Perks

[100cp] Johto Jukebox

You gain a mental library of all music featured in Pokémon Gold, Silver, Crystal, HeartGold, and SoulSilver. You are able to play this music at will. You can choose whether those around you hear the music, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human), create playlists, and shuffle songs. You may set music to play under certain conditions, allowing you to have a song for when you are out exploring, or create an internal alarm clock.

Now you'll be able to take a piece of Johto with you wherever you go!

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

Rookie Trainer Items

[100cp, Free for Rookie Trainers] Badge Case

As Trainer challenge and defeat Gym Leaders in the Pokémon world, they are awarded special badges as proof of their victory. If you really want to show them off, you'll love this case.

This small case will expand internally in order to house and display any number of badges, without becoming heavier. Additionally, whenever you defeat an important opponent (whether directly or in a Trainer role), a new badge will appear in the case to signify that success. Under each badge, whether added manually or earned through the item, a small plaque will appear which describes what the badge is for (if anything). Badges kept in the case will be perfectly preserved and protected.

Should the case be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Badges stored in the case will also be replaced.

[200cp, Discounted for Rookie Trainers] Johto HM Collection

A collection of special items, which can be used to teach certain Pokémon HMs, or Hidden Moves.

The items included in this set are: HM01 Cut, HM02 Fly, HM03 Surf, HM04 Strength, HM05 Flash, HM06 Whirlpool, and HM07 Waterfall, as well as additional HMs for Rock Smash and Rock Climb. You can choose whether they take the form of discs, or small machines attached to straps; in either case the effect is the same.

Your set has a couple of differences that will make their use more convenient. First, Pokémon taught these moves will be able to use them in the field right away, regardless of any expertise or Badges you possess. Second, your Pokémon will be able to forget these moves if they need to, making these HMs function closer a typical Technical Machine. The items can be used as many times as you like.

Should any of the items be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Rookie Trainers] S.S. Ticket

Want to travel to different regions, or enjoy a luxury cruise? This may be just what you are looking for.

This special ticket can be used to get you and a small group of friends a spot on any boat or ship that is selling transport on it. It provides the highest tier of accommodation that can be purchased, though you may opt for a lower tier if you prefer. It also covers related additional expenses you might incur during your trip, such as food and drink. Don't worry about any loss of funds, the people running the ship will somehow make the lost income back in one way or another.

The ticket can be used as often as you like, though not on the exact same trip (you could go back and forth on the same ship as many times as you like, but the ticket only covers a small group each time).

Should the ticket be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp, Discounted for Rookie Trainers] Pokéwalker

The Pokéwalker is a highly advanced pedometer that not only tracks your steps, but allows you to reap some serious benefits from using it.

As you walk, you generate a special type of currency called Watts, which is used to activate various features in the Pokéwalker.

At any time, you can send one of your Pokémon into the Pokéwalker, having them arrive in a special area. To start with, nine areas are available (the original two plus seven special event areas). Additional areas can be unlocked by spending Watts. At the start of each jump, a new "event" area will be added to the Pokéwalker (post-chain, this occurs every ten years).

There are two functions that can be used in an area, each of which cost Watts. The first is the Dowsing Machine, which gives you a chance to find one of ten items that are useful to Trainers, such as nuggets, single use TMs, Pokémon medicine, and Poké Balls. These ten items vary by area, but never include anything truly unique.

The second function is the Poké Radar. This gives your sent Pokémon a chance to encounter a wild Pokémon. Most areas have six different species of Pokémon to find, though some event areas might have less (such as an all-Pikachu area). You will never find Legendary or Mythical Pokémon in these areas. As your Pokémon battles the wild Pokémon, a button on your Pokéwalker allows you to throw Poké Balls in order to catch them. This supply of Poké Balls never runs out, but is limited to use within the Pokéwalker.

In addition to the single sent Pokémon, the Pokéwalker can stored up to three items and three Pokémon at a time. Collecting more beyond that will force you to discard one of the previous collected items or Pokémon. Fortunately, taking them out of the Pokéwalker is as simple as taking your sent Pokémon back out. Caught Pokémon become followers once they have been taken out of the Pokéwalker.

Should the Pokéwalker be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. As a safety measure, the items and Pokémon currently stored in the device (included the sent Pokémon) will appear safely nearby if the Pokéwalker is lost or destroyed.

Veteran Trainer Items

[100cp, Free for Veteran Trainers] Your Kimono

This expertly-made kimono has been made just for you.

It incorporates the Poké Ball symbol into its design, which may be as subtle or obvious as you like. Apart from that, the kimono's design is up to you.

Your kimono is self-cleaning and self-repairing, ensuring you can wear it as often as you like. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Veteran Trainers] Apricorn Box & Blender

This small box somehow contains an endless supply of each of the seven types of Apricorns found in the Johto region (Black, Blue, Green, Pink, Red, White, and Yellow). Despite this, the box is not overly heavy, and each Apricorn retrieved from the box will be fresh.

With the right expertise, these Apricorns could be crafted into Poké Balls. That's not all they are good for, though. This item also comes with a special blender known as an Apriblender. The Apriblender is able to turn Apricorns into Aprijuice, a special juice that can improve the athletic performance of Pokémon that drink it. The exact benefits of the juice vary depending on the types of Apricorns used, but regardless any Aprijuice produced will be found tasty and refreshing by Pokémon and humans alike.

Should either the Apricorn Box or Apriblender be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Veteran Trainers] Pokémon Farm

Does farm life appeal to you? You may appreciate an item like this then.

This is a large farm, complete with homestead, barn, appropriate farm equipment, and plenty of land for animals to graze or run about.

The item comes with a group of Miltank, which count as followers. Fortunately, these Miltank are extremely resilient to illness, removing a need to rely on the kindness of strangers. Additionally, wild Miltank will also appear on or near the farmland from time to time, which are equally resilient. Wild Miltank caught by you, your companions, or your followers will be considered followers themselves, and continue with you across the chain. Wild Miltank caught by others will be left behind on the world they are caught on.

In future worlds, the sight of Pokemon on your farmland will not be considered unusual by the locals, nor will products your farm produces which come from Pokemon, such as Moomoo Milk. This will allow you to enjoy your farm life as you like with people coming in to meddle or bother you. You can remove this effect from specific locals at any time.

Farm equipment coming with this item that is lost or destroyed will appear back on the farm after 24 hours, good as new.

In future worlds, you may choose for the farm to be attached to your Warehouse via a special gateway, to be connected to another property you own, or to be placed somewhere appropriate, close to your starting location.

Should the farm be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

[600cp, Discounted for Veteran Trainers] Gym & Test

You've acquired a Pokémon Gym building. This building has plenty of space for Pokémon battles, and may optionally have some puzzle or maze elements to make getting through it a bit more interesting and challenging. You have a great deal of freedom in determining the specifics, so long as it remains within the scope of Pokémon Gyms found in the Johto & Kanto regions.

But perhaps you feel that a simple Gym isn't enough of a trial? That's where the second part of this item comes in. You've also acquired another location, which is somewhat larger, and located relatively close to the Gym. You can decide the specifics of this on purchase; it could be a Pokémon's den, a swaying tower, or something entirely original. Two or three different species of wild Pokémon appear in this location – you can decide what these are, so long as they are not Legendary or Mythical Pokémon. Any of these wild Pokémon caught by you, your companions, or your followers will be considered followers themselves, and continue with you across the chain. Any wild Pokémon caught by others will be left behind on the world they are caught on.

This item comes with a handful of human Trainers for each location, who each have a few Pokémon at their disposal. Optionally, the Gym comes with an additional human who will give a prospective Trainer tips on winning at the Gym. Also optionally, the extra location comes with an additional human who is particularly good and judging a person's character, and may also have some Pokémon at their disposal. All of these count as followers, and none of these Pokémon can be Legendary or Mythical.

On purchasing this item, you must choose whether the Gym is considered an official part of the shared Kanto and Johto Pokémon League. This item comes with an unending supply of Gym Badges, which match the general aesthetic of this league's Badges but are otherwise of your own design. If you have elected to be part of the League, these Badges serve as proof of victory, which can be substituted in place of any one of the other Badges for a Trainer to reach the Pokémon League. When you have the additional location out in the world, and your Gym is being treated as official, it will be considered legitimate for you to prevent people from challenging your Gym until they have passed an appropriate test at the additional location, or not give away your Badge after losing until they have gone and passed that test.

In future worlds, you may choose for either location to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location. You can make different decisions for each location if you prefer. If you are visiting a Pokémon jump with an established Pokémon League, and you are placing the Gym out in the world, you can elect for your Gym to be included in that region's Pokémon League, counting as an additional, alternative Gym.

Should either location be destroyed, a replacement will appear in the same position after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

Criminal Items

[100cp, Free for Criminals] Boss's Cave

A relatively small cave. It has nothing going for it, except a radio. If one wanted to subject themselves to harsh living conditions, it would be a good place to stay. If not, well, at least it is out of the elements.

In future worlds, you may choose for the cave to be attached to your Warehouse via a special gateway, to be connected to another property you own, or to be placed somewhere appropriate, close to your starting location.

Should the radio be lost or destroyed, a replacement will appear either in the cave or your Warehouse, which better suits you, after 24 hours. Should the cave be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

[200cp, Discounted for Criminals] Toll Gate

On purchase of this item, choose one of the routes in the Johto region. A new gate building has been placed on that route, and is staffed by two humans, who count as followers. Should something unfortunate happen to them, a replacement will show up at the start of the next jump (post-chain, this occurs after ten years).

As the owner of this new gate, you are free to charge any toll you like to those that pass through it, and will not attract any kind of law enforcement as a result. Of course, charging too much may result in people going out of their way to avoid the gate, so restraint may be wise.

In future worlds, you can choose for the gate to be placed on any major road or path within the local "region". The nature of the building itself may adjust in order to make sense for the setting in question.

[400cp, Discounted for Criminals] Slowpoke Well

A man-made cave, which is home to a large number of wild Slowpokes.

The Slowpokes inside the cave will regrow lost tails even faster than typical members of their species. This allows you to harvest their tails regularly, ensuring you have a consistent supply which you could cook or sell for profit. Slowpokes can also be caught and used, or sold off to others. Should any of these Slowpokes perish or be caught, more will appear, so don't worry about destroying their population.

Wild Slowpokes caught by you, your companions, or your followers will be considered followers themselves, and continue with you across the chain. Wild Slowpoke caught by or sold to others will be left behind on the world.

In future worlds, you may choose for the cave to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the cave be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp, Discounted for Criminals] Ninja Hideout

This abandoned hideout was once used by ninjas, and is now free to put to your own purposes.

The majority of the hideout is underground, and is accessed by a small surface building, which could easily be passed off as a simple store in order to minimise suspicion.

Inside the hideout are various security measures. First are a number of Pokémon themed statues, which actually house sensors and an alarm, alerting you to intruders. Second, one hallway is booby trapped with Voltorbs, Geodudes, and Koffings. These Pokémon will attack intruders who step on the surface above them. They all know Self-Destruct, making them a pain for an intruder to fight through. Finally, several of the doors can be password-locked, and are difficult to physically break through.

The hideout comes with a powerful generator, which is fuelled by a group of Electrodes. It has a decent amount of space for research and development.

The hideout comes with a small group of relatively weak Pokémon Trainers (grunts), as well as two or three more talented Trainers (executives), who each have a few Pokémon at their disposal. All humans and Pokémon that come with this item count as followers. Should something unfortunate happen to one of them, a replacement will show up at the start of the following jump. Post-chain, this occurs after ten years.

In future worlds, you may choose for the hideout to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the hideout be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

Pokémon Items

[Free and Exclusive to Pokémon] Your Poké Ball

This is the Poké Ball that was used to capture you in the past. You are free to determine its appearance, whether it be that of an existing ball, or something completely original. Mechanically speaking, it functions as a Luxury Ball, with a standard capture rate, but providing the utmost of comfort for you when you travel inside it.

If you haven't been captured yet, then at least you'll have something nice on hand when you find the right Trainer for you.

Should the ball be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp, Free for Pokémon] Shiny Leaves

When you are walking around with someone you have a strong bond with, you have a chance of finding a special golden leaf. These leaves are tracked per relationship; should you collect five leaves with the same person, those leaves will merge together, forming a special golden leaf crown. You will automatically receive a nice certificate, which serves as a proof of the bond between you and the other person.

You can earn crowns for each of your relationships. Each of the crowns will automatically resize to fit your head, helpful if you undergo a noticeable size change (via evolution, for example). They could also be put on display, if you prefer.

You will never find more than one leaf per relationship on a given route (or similar scope of land).

Should a leaf, crown, or certificate provided by this item be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Pokémon] Hold Item

A tactic employed by some Trainers is to give their Pokémon an item that they can use in battle (depending on which version of the setting you are visiting; it might even be a fairly new strategy).

Each purchase of this option provides one of these held items. See the notes section for a list of suitable choices. If the item is a consumable, such as a berry, it will respawn at the start of the next battle if consumed.

Each held item will also come with a pouch and/or strap, which will automatically adjust to suit your form, even when it changes. Useful for those Pokémon who have difficulty manipulating objects, and for maintaining its use after an evolution. If you prefer, you can elect for a pouch/strap to remain at a fixed size, which may be of benefit to a trainer purchasing this item on behalf of their Pokémon.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Pokémon] Sacred Ash

A small bag containing a special ash.

When the ash is scattered, a magical effect activated. This effect targets up to six of your allies (including yourself, if you wish), completely restoring their health and stamina. If a target has fainted or is otherwise unconscious, they are revived at this time. The ash is used up during this process.

Should your sacred ash be lost or destroyed without use, a replacement will appear in your Warehouse after 24 hours. If used, you will instead receive a replacement after a week.

[600cp, Discounted for Pokémon] Pokéathlon Dome

This large stadium hosts the Pokéathlon, a series of ten athletic events intended for Pokémon. Pokémon participate in groups of three, and can be given instruction by a coach. Don’t have any buddies? Don’t worry, this facility offers a variety of ‘loaner Pokémon’ so you aren’t left out.

The dome offers five different 'courses', each of which use three of the ten total events. The courses are always running, allowing you to participate whenever you like. Rarely, you might even encounter a Pokémon Trainer you have met in the past during these courses, but you'll never be able to get anything more than a pleasant conversation from them.

Win, and you will receive medals or trophies. A room in the building displays portraits from those that hold the record for each event, and another room is dedicated to displaying the medals and trophies you or your friends have earned.

For simply participating in the Pokéathlon, the coach (or you, if you participating as a Pokémon) will earn special points. These can be exchanged at the nearby Athlete Shop in exchange for evolution stones, other evolution-related items, Apricorns, and some other items useful for a Trainer. The shop's selection is determined by the day of the week, and will also change in other jumps, so be sure to check back. Post-chain, the selection will instead change every ten years.

None of the humans or Pokémon that are included with this item can be taken out of the building under any circumstance, even though they aren't always present inside it. How strange.

In future worlds, you may choose for the building to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the building be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

General Items

[Free, Exclusive to Humans] Trainer ID

You have a Trainer ID Card. This card, serves as a form of identification in the Johto and Kanto regions. The card updates to track some of your Trainer-related statistics.

Should the card be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Free, Exclusive to Humans] Pokédex

You have your own Pokédex, a Pokémon encyclopedia, of the same model currently used in the Johto region. If you are visiting a version of the setting based on the originals, it is set up to add entries for the first two "generations" of Pokémon. If you are visiting a version of the setting based on the remakes, it is set up for the first four instead.

The pages of your Pokédex are currently empty; you will have to catch or otherwise if you want to fill it out. At the end of the jump, any blank pages you have left will be automatically filled out for you, so don't stress too much about completing it – just enjoy your Pokémon journey!

If your Pokédex is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Free] Beginner's Allowance

A neat sum of Pokédollars, the currency of the Pokémon world. It's not a lot, but it could get you some basic supplies. It will not replenish, so think carefully before spending it.

[Free] Beginner's Item Set

This set of items includes 5 Potions and 5 Poké Balls. These items will not respawn, so think carefully about their use.

[Free/100cp] Pokégear

The Pokémon Gear, or Pokégear for short, is an electronic device common in the Johto region.

Your Pokégear can tell the date and time, and can send and receive calls. It has been pre-installed with a map card, allowing it to display maps of the Johto and Kanto regions, and a pair of cards which allow it to pick up any radio station in the Johto and Kanto regions as well. Post-jump, it will update to display a map for your current region (or equivalent) and pick up local radio stations as well.

Your Pokégear will be able to connect with others without the need for an existing infrastructure, it will never run out of power, and you will never need to worry about any bills related to it.

For an extra 100cp, your Pokégear can replay any radio broadcasts it has played before. Should you miss them during the jump, it will also pick up replays of Pokémon March, Pokémon Lullaby, Hoenn Sound, Sinnoh Sound, and Poké Flute at the end of your stay. Sorting and navigating to your intended replay will always be an easy task.

Should your Pokégear be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Pokémon Gold, Silver, & Crystal Game Bundle

Prefer the originals? This bundle contains:

- A GameBoy Color.
- A Game Link Cable.
- A copy of Pokémon Gold, Pokémon Silver, and Pokémon Crystal.
- Access to the Celebi event after entering the Hall of Fame, just like the Virtual Console release.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

[50cp] Pokémon HeartGold & SoulSilver Game Bundle

Or are the remakes more your style? This bundle contains:

- A Nintendo DS, and charger cable.
- A copy of both Pokémon HeartGold & Pokémon SoulSilver.
- A pair of Pokéwalker toys.
- Permanent access to all Pokémon HeartGold & Soulsilver event distributions. Receiving the same distribution multiple times will require starting a new save file.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

[50cp] Potion Set

This is a small supply of recovery items, perfect for when you just can't wait until the next Pokémon Center.

Each purchase of this item provides you with 10 Potions, 2 Super Potions, 1 Hyper Potion, 1 Max Potion, and 3 Full Heals. Once a week, you will receive a replacement for any item you have lost, destroyed, or used.

[50cp] Poké Ball Set

For those that would rather buy their Poké Balls here rather than at your local Poké Mart.

Each purchase of this item provides you with 10 Poké Balls, 2 Great Balls, 1 Premier Ball, and 1 Ultra Ball. Once a week, you will receive a replacement for any ball you have lost, destroyed, or used to catch a Pokémon.

[50cp] Mail

This endless supply of stationery includes paper and envelopes in a wide variety of designs, many of which relate to Pokémon.

The stationery is stored in a relatively small box that is not overly heavy, and from which you'll easily be able to find the kind of paper and envelopes you are looking for.

If the box is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Rage Candy Bars

Erroneously named, these are actually some kind of pounded rice cake, or manjū, which is a specialty of Mahogany Town.

Whenever you like, you can retrieve a fresh one out of seemingly nowhere. Enjoy!

[50cp] Squirt Bottle

This watering can, themed after a Squirtle, is filled with clean water, which refills as the pail is emptied. As a safety measure, if the can is left unattended and pouring, it will not refill until the situation is resolved.

It should come in handy if you encounter any odd-looking trees in your trip around Johto.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Berry Pots

A set of four portable planters, which allow you to grow your own Berries, or other plants, even as you travel around the region.

The soil in this planters is of good quality, and will automatically be replaced as needed. You also won't have to worry about bugs or other pests getting into the planters.

Should one be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[800cp] JS Ball

A strange object, which looks similar to a Poké Ball, but has an entirely different purpose.

Should you bring this ball to a certain shrine in Ilex Forest, a wild Celebi will appear and engage you in battle, giving you an opportunity to catch it. Fortunately, you can attempt this as many times as you like until you succeed, at which point it becomes a follower.

In each future jump, a shrine will appear out in the world (post-chain one will appear in your current world every ten years), causing the previously created shrine to vanish. If you can find the shrine and place the ball inside, you will encounter a random Mythical Pokémon, other than Arceus. Sometimes, finding the shrine will not be enough, and you will have to complete some task that isn't always made clear to you. If a shrine vanished (or was somehow destroyed) and you haven't acquired the Mythical Pokémon, you will lose out on that specific Pokémon, but may still encounter other members of the same species in the future.

Post-jump, Mythical Pokémon encountered via this item do not have to be caught in a Poké Ball, becoming followers regardless. Any follower acquired via this item can be imported as companions in future jumps.

Should the JS Ball be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

-Companions & Followers-

[Free] Your Starter

You are entitled to a single free purchase of any of the 50cp companion options. This will likely be a starter Pokémon for humans, or a Trainer for Pokémon, but does not have to be. Companions cannot use this option.

[200cp] Full Party Discount

Looking to fill out of the rest of your team? With this special offer, you get five purchases of any of the 50cp companion options for the price of four. This option can only be purchased once, and cannot be purchased by companions.

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them with 600cp to spend on perks, items, and their species/Origin. They may not purchase companions or Pokémon Storage, but may purchase followers via Pokémon Recruit.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species/Origin. They may not purchase companions or Pokémon Storage, but may purchase followers via Pokémon Recruit. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Pokémon Ruby, Sapphire, Emerald, Omega Ruby, or Alpha along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

[50cp per.] Pokémon Recruit

For 50cp each, you may take any Pokémon you or your companions have bonded with or captured along on your journey as either a companion or follower (if the Pokémon bonded with, or was captured by, a companion and not you, it must be as a follower). Each purchase of this represents a 'slot', and you are free to change your mind on which Pokémon fill these slots right up until the end of the jump.

[Free] Pichu Pair

You have picked up a pair of Pichu. The first is unusually coloured, making it more closely resemble a Pikachu. The second has a three "spikes" at the tip of its left ear. The Spiky-eared Pichu is unable to evolve. The Pikachu coloured Pichu's gender can be whatever you prefer, but the Spiky-eared Pichu must be female. You can decide whether each Pichu comes in a standard Poké Ball, or a special Cherish Ball.

The pair can be claimed as either companions or followers (if claimed by a companion, they must be followers). If claimed as companions, you can choose whether each uses its own companion slot, or whether they share a single companion slot, with perks purchased for them being divided between them, lowering the potency of the perks somewhat.

The Pichu Pair may only be claimed once, whether that be by Jumper or a companion.

[Free] Mysterious Egg

A Pokémon Egg, which can be claimed as either a companion or follower (if claimed by a companion, it must be a follower). It does not contain a Mythical or Legendary Pokémon. Other than that, it could have just about anything waiting to hatch. Do you feel lucky?

The Mysterious Egg may only be claimed once, whether that be by Jumper or a companion.

[50cp] Your Mother

Depending on your background and your species choice, this human woman may be your actual mother, or simply take on a mother-like role.

She is quite eager to help you take care of your finances, and you will find it easy to automatically send a portion of your earnings to her to hold onto. Unfortunately, she can be a bit of an impulse buyer, and when she goes shopping, she will often spend some of your money on Trainer goods or Pokémon merchandise. Strangely, she will even manage to do this in settings without Pokémon; don't bother trying to track these goods down yourself, as you will not succeed.

Your mother can be acquired as either a companion or follower, but not by companions. She is *your* mother, after all.

[300cp/400cp] Pokémon & Item Storage

A large computer, which you will find either in your Warehouse or on a property you own. The computer itself is not a companion, but presents an opportunity for you to acquire many Pokémon followers.

Any Pokémon caught by you or your companions can be sent straight to this Pokémon Storage System, at which point they become a follower and are registered to the system. Pokémon acquired as gifts or through trading are eligible as well. Jumper, companions, and followers obtained by other means, cannot be sent or registered to this system.

The Pokémon Storage System is divided up into 'Boxes'; each can hold up to 30 Pokémon. For 300cp, you receive 9 Boxes (270 slots). For 400cp, you receive 18 Boxes (540 slots). In order to send additional Pokémon here beyond this, you must 'release' an existing Pokémon stored in the system. Such a Pokémon will be lost to you, and will be unreachable until post-chain.

Pokémon in the Storage System can freely be taken out as you like, but still count as using a slot when out and about.

Either tier of purchase also comes with an Item Storage System, which allows you to digitize and store up to fifty different kinds of small items (the kind that could easily be carried around in a bag). Duplicate items can share the same slot, “stacking” up to 99 times before a new slot is required.

In addition to the computer provided to you, you will be able to access these systems anywhere where it would be possible for a Trainer to access their Pokémon Storage, in this and future Pokémon worlds.

Should the computer be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. You will never lose any Pokémon in this way.

If you have an existing computer, you may elect to have that computer receive this system instead of receiving a new computer.

If you already possess a similar Pokémon Storage System, you may instead add additional slots to that system, equivalent to the amount of slots you paid for here, ignoring all other parts of this option. If that system did not already have an Item Storage System component, it gains one. If it did, it gains an additional fifty slots.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Version Exclusive

By default, this jump assumes that the world you will be visiting is a hybrid of the worlds depicted in Pokémon Gold and Pokémon Silver. With this toggle, you may choose to instead visit a specific game’s world, whether that be Gold, Silver, Crystal, HeartGold, or SoulSilver. You can also choose to visit a hybrid of HeartGold and SoulSilver.

[0cp] Jumper History

Have you been to the Pokémon world before? Well with this toggle, you can import the events of any previous Pokémon jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail however.

[0cp] A Fairy Tale

The Fairy type. Strong against Dark, Dragon, and Fighting. Weak against Fire, Poison, and Steel. This type has not yet been discovered in these parts. However, just because something has not been discovered does not mean it does not exist. By default, this jump acts as though the Fairy type does not exist. Using this toggle however, you can add it in, shifting the typing of some Pokémon, as well as bringing forth a new selection of Fairy type moves. You may also decide whether this type is common knowledge, or still undiscovered in the Johto region.

[0cp] Protagonist Selection

Cannot be taken with Protagonist Replacement.

A number of details regarding the protagonist are still up in the air. Using this toggle, you may determine the protagonist's name, gender, general appearance, as well as the kinds of Pokémon they are likely to use. Choosing their gender will also determine whether Lyra or Ethan is also present in New Bark Town, if you are visiting a world based off of HeartGold or SoulSilver. These choices will not impact the protagonist's personality or general behaviour.

[0cp] Protagonist Replacement

Requires Human species. Cannot be taken with Protagonist Selection.

With this toggle, you have taken on the role of protagonist yourself. Your starting location is fixed to New Bark Town. If you are visiting a world based off of HeartGold or SoulSilver, you can choose whether Lyra or Ethan is also present in town.

You will not have access to your Pokédex and Pokégear immediately; instead, you will find them in the same places the protagonist canonically received them. Should you somehow miss them, not to worry – they will appear in your Warehouse at the end of the jump if you did not collect them.

[0cp] Rival Name Choice

By default, this jump assumes the name of the rival character is Silver. With this toggle, you can change it to whatever you like. Try not be too immature here.

This toggle does not impact the rival character in any other way.

[+100cp] Annoying Calls

Requires Pokégear item.

For the entirety of the jump, you will regularly receive random, pointless calls from others that offer nothing substantive. This will occur even if you don't share your number with others, and attempts to hide or throw away your Pokégear will invariably fail – it will somehow be nearby when you get one of these calls.

[+100cp] *Sorry!*

You are unfortunately quite vulnerable to impulse purchasing, and are likely to make unwise purchases unless you have someone with you, or are extremely careful.

Hopefully you can find someone to offload this wasteful purchases on.

[+100cp] Crybaby

You are easily upset, particularly when losing battles. Often, you will refuse to admit you even lost in the first place.

This isn't likely to endear you to others.

[+200cp] ***You meanie!***

Opponents you defeat in battle, be they human or Pokémon, have an unfortunate tendency to take losses quite poorly. Often, instead of taking the loss in good spirits, they will get upset with you. Occasionally, they will outright refuse to acknowledge their loss. In the case of Gym Leaders and the like, this may require you to jump through extra hoops in order for them to acknowledge your success.

[+200cp] Ditz

For the duration of the jump, you will be reduced to a fairly limited intelligence, and will be quite spacy on top of that.

This intelligence is not so low that you can't function in society, but you will often make silly mistakes like mixing up Apricorns and apricots. Hopefully you don't mess up too badly!

[+200cp] Horrible Level Curve

For the duration of the jump, any training you go through will be significantly less effective than usual. If you are training Pokémon, this penalty extends to those Pokémon as well.

In addition, you experience great difficulties when seeking out a suitable training partner – they'll often end up weaker (and thus less useful) than you would like. This does not extend to opponents you would actually *want* to be weaker.

[+300cp] Protector's Wrath

It seems that you have angered a Celebi.

As a result, those who are strongly opposed to you – whether directly or in principle, will receive the aid of this Celebi. They will be sent through time in ways that allow them to get access to information you are trying to keep secret, or to times and places where it is easiest for them to thwart your plans.

Dealing with the Celebi directly will not be possible for you, so you'll have to manage these shenanigans for the entirety of your stay.

[+300cp] Victim In The Making

You have a terrible unfortunate luck that leads you to being a prime target for all kinds of crime and wrongdoing. For example, a Pokémon Trainer might attract those who wish to steal their Pokémon, whilst a Pokémon might be sought for exploitation (such as selling off your body parts for profit).

While you can still take the Criminal Origin with this drawback, you cannot elect to be a member of Team Rocket, who are particularly interested in taking advantage of you.

[+300cp] Jumplocke

Want to take on a real challenge, Jumper? Alright then.

For those who chose to be a Human here, the challenge works as follows. Should one of your Pokémon be defeated in battle, regardless of whether it is a companion, follower, or neither, you will lose access to it for the remainder of the jump. Fleeing and switching a Pokémon out are both safe. Additionally, you are limited in the amount of new Pokémon that you may acquire. You may only catch the first wild Pokémon in each route or settlement that you come across. If you lose track of it before capture, you will miss out on any new Pokémon for that area. Gift Pokémon, or those received from trades, will automatically be lost for the remainder of the jump.

If at any point you do not have any useable Pokémon, you will fail your chain. You do not count as a Pokémon yourself, even if you have a Pokémon form from a previous jump.

For Pokémon, this challenge is decidedly simpler, though no less difficult. Should you be defeated in battle (fleeing is okay), you will fail your chain. If you are working with a Trainer, they must lead with you in battles, and cannot switch you out.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Post-Game: You choose to remain in this world. Your chain ends here.

Gotta Jump 'Em All!: You choose to continue your chain. Proceed to the next jump.

Game Over: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Hold Items:

Here is a list of held items obtainable through the Hold Item option, and their effects:

- Amulet Coin: Entitles you to extra prize money from Trainer battles. As a special consideration, you will sometimes find extra money out in the world.
- Berserk Gene: Boosts Attack but causes confusion.
- Black Belt: Increase power of Fighting-type attacks.
- Blackglasses: Increases the power of Dark-type attacks.
- Bright Powder: Lowers the opponent's accuracy.
- Charcoal: Increases the power of Fire-type attacks.
- Dragon Fang: Increases the power of Dragon-type attacks.
- Exp. Share: The holder can receive a portion of an ally's gains from battle training. For the purposes of this jump, assume that the ally must be relatively close by and willing to lose out on some of their own gains for the device to work.
- Focus Band: Prevents a Pokémon from fainting occasionally.
- Hard Stone: Increase power of Rock-type attacks.
- King's Rock: May cause flinching.
- Leftovers: Recovers HP gradually during battle.
- Light Ball: Doubles Pikachu's Special Attack.
- Lucky Punch: Ups critical hit ratio of Chansey.
- Magnet: Increases the power of Electric-type attacks.
- Metal Coat: Increases the power of Steel-type attacks.
- Metal Powder: Raises Defence and Special Defence of Ditto.
- Miracle Seed: Increases the power of Grass-type attacks.
- Mystic Water: Increases the power of Water-type attacks.
- Nevermeltice: Increases the power of Ice-type attacks.
- Pink Bow: Powers up normal-type moves.
- Poison Barb: Increases power of Poison-type attacks.
- Polkadot Bow: Powers up normal-type moves.
- Quick Claw: Increases chance of attacking first.
- Scope Lens: Boosts critical hit ratio.
- Sharp Beak: Increases power of Flying-type attacks.
- Silver Powder: Increases power of Bug-type attacks.
- Soft Sand: Increases the power of Ground-type attacks.
- Spell Tag: Increases the power of Ghost-type attacks.
- Stick: Boosts critical hit of Farfetch'd.
- Twisted Spoon: Increases the power of Psychic-type attacks.
- Thick Club: Doubles the attack if held by Cubone or Marowak.
- Berry: Restores health. You can choose an Oran Berry if you prefer, which has the same effect.
- Bitter Berry: Cures confusion. You can choose a Persim Berry if you prefer, which has the same effect.

- Burnt Berry: Cures freezing. You can choose an Aspear Berry if you prefer, which has the same effect.
- Gold Berry: Restores health (more than Berry). You can choose a Sitrus Berry if you prefer, which has the same effect.
- Ice Berry: Cures burns. You can choose a Rawst Berry if you prefer, which has the same effect.
- Mint Berry: Cures sleep. You can choose a Chesto Berry if you prefer, which has the same effect.
- MiracleBerry: Cures any status condition (of the ones found in Pokémon battles). You can choose a Lum Berry if you prefer, which has the same effect.
- MysteryBerry: Restores stamina (PP).
- PRZCureBerry: Cures paralysis. You can choose a Cheri Berry if you prefer, which has the same effect.
- PSNCureBerry: Cures poison. You can choose a Pecha Berry if you prefer, which has the same effect.

On Ultra Beasts & Paradox Pokémon:

For the purposes of this jump Ultra Beasts and Paradox Pokémon are considered to be Legendary Pokémon. They are similarly costed, and disqualified in the same places Legendary Pokémon would be. Ultra Beasts and Paradox Pokémon were not introduced until after these games.

So, what exactly happens here, anyway?

Note: This plot summary was created using a playthrough of Pokémon Gold. The name of the player as well as the rival character are determined by the player, and in later versions the protagonist's gender can also be determined. For the purposes of this summary, the protagonist is a boy called Ethan, and his rival is named Silver.

In New Bark Town, Ethan heads downstairs from his room, where his mother gives him his Pokégear, which had just come back from the repair shop. She informs Ethan that Professor Elm is looking for him. Before entering the lab, Ethan can see a strange boy looking in through the lab's window. Inside the lab, Professor Elm asks Ethan for a favour. He explains that he has an acquaintance called Mr. Pokémon, who is known for finding weird things. He has received an e-mail from him saying this time he has found something of real importance. Elm explains that he is busy and would like Ethan to go and see him in his place. He offers him a Pokémon (Chikorita, Cyndaquil, or Totodile) for a partner. Elm gives Ethan his number and tells him Mr. Pokémon lives near Cherrygrove City.

Ethan heads through Route 29 to Cherrygrove City. There, a guide gent shows him around, and gives him a map card for his Pokégear. He moves through Route 30 to reach Mr. Pokémon's house. Mr. Pokémon gives Ethan a mystery egg that was found by a Pokémon Day Car couple. Professor Oak, who was visiting his friend, decides to give Ethan a Pokédex, and leaves for Goldenrod City where he hosts a radio show.. When Ethan leaves the house, he gets a call from Professor Elm, who tells him that a disaster has occurred, and asks him to come back right away.

As Ethan leaves Cherrygrove on the way back to New Bark Town, he encounters the strange boy from earlier. The boy says that the Pokémon he received at the lab is wasted on him, and battles him (his

Pokémon is the starter that is advantaged against the player's choice). After the battle, the boy tells Ethan his name, and says he will be the world's greatest Trainer.

Back at the lab, a police officer is present – someone has stolen a Pokémon! The police officer gives a description of the suspect which matches the boy Ethan just battled, so Ethan gives the officer his name (this is where the Rival character is named; as explained this summary will use Silver). After the policeman leaves, Ethan gives Elm the egg and tells him Oak gave him a Pokédex. Elm thinks the egg is a great discovery, and says he will investigate it. He is surprised that Oak gave the Pokédex, informing Ethan that Oak has a good eye for potential. He suggests Ethan take on the Gym Challenge, starting with Violet City. Before leaving New Bark Town, Ethan visits his mother, who offers to help take care of his money.

On Route 29, someone offers to show Ethan how to catch Pokémon. Ethan heads through Route 30 and 31, reaching Violet City.

At Violet City, Ethan ascends Sprout Tower, defeating the Sages there. On the top floor, Ethan arrives to see Silver talking to the Elder. Silver has just beaten him, so the Elder gives him a HM, but tells him to take better care of his Pokémon, saying they aren't tools of war. Silver doesn't care; he only values powerful Pokémon and doesn't respect the opinion of a loser. He leaves with an Escape Rope. Ethan also defeats the Elder, and receives HM05 Flash as a reward. Ethan challenges the Gym, defeating Falkner and earning the Zephyr Badge. Leaving the Gym, Ethan gets a call from Professor Elm. He asks Ethan to meet his assistant at the local Pokémon Center. The assistant asks Ethan to take the Pokémon Egg, and asks him to carry it around to help it hatch. When hatched, a Togepi is born.

Ethan cannot progress through Route 36 due to the presence of a strange tree. He heads through Route 32, Union Cave, and Route 33 to reach Azalea Town. There, he finds a Team Rocket grunt guarding the Slowpoke Well. When he talks to a man named Kurt, he is informed that Team Rocket was supposed to have disbanded three years ago, and are currently cutting off Slowpoke tails in order to sell them. Kurt rushes off to the well. He chases off the guard, but falls down the well and injures himself. Kurt asks Ethan to deal with Team Rocket in his place. Ethan defeats the Team Rocket members present. Kurt takes Ethan back to his house. He tells him that it was a Trainer named Red that defeated Team Rocket three years ago, and offers to make Poké Balls for Ethan using Apricorns. Ethan challenges the Gym, defeating Bugsy and earning the Hive Badge.

Leaving Azalea Town, Ethan encounters Silver. Silver asks if it is true that Team Rocket has returned, and is surprised to hear that Ethan beat them. He battles Ethan. After losing, he blames his Pokémon for not being strong enough. He says that he hates the weak, which includes Team Rocket who need to group up in order to project strength.

In Ilex Forest, Ethan rounds up a runaway Farfetch'd for the Charcoal Maker, and receives HM01 Cut in return. Ethan travels through Route 34 to reach Goldenrod City.

In Goldenrod City, Ethan is loaned a bicycle at the bike shop. At the Radio Tower, he passes a quiz to earn a radio card for his Pokégear. Ethan challenges the Gym, defeating Whitney and earning the Plain Badge. At the flower shop, Ethan is given a squirt bottle.

Ethan moves through Route 35. On Route 36, he sees the strange tree from before. Using the squirt bottle reveals it to be a Sudowoodo. With the way cleared, Ethan can acquire a TM for Rock Smash from a guy. Ethan travels through Route 37 to Ecruteak City.

In Ecruteak City, Ethan meets Bill, creator of the Pokémon Storage System. At the Burned Tower, Ethan encounters Silver. Silver suggests that Ethan is here for the legendary Pokémon that is

supposed to be here, but says it will be him that gets it. When he loses, he leaves, saying Ethan wouldn't be able to catch them anyway. Ethan heads to the basement, where he encounters a trio of Pokémon known as the legendary beasts (Raikou, Entei, Suicune). They run off. From this point, Ethan can find them roaming around the world. Ethan earns HM03 Surf by defeating some Kimono Girls in the dance theatre. Ethan challenges the Gym, defeating Morty and earning the Fog Badge.

Ethan can either head west or east out of Ecruteak; this summary assumes he goes west first.

Ethan heads through Routes 38 and 39 to reach Olivine City. There, Ethan encounters Silver as he is leaving the Gym. Silver tells Ethan that the Gym Leader is nor present, as she is taking care of a sick Pokémon at the Lighthouse. Silver thinks such a thing is worthless, but suggests Ethan go there to train anyway. Ethan talks to a sailor, who gives him HM04 Strength. Ethan climbs the Lighthouse; at the top is Amphy, a sick Ampharos that normally lights the Lighthouse, as well as Jasmine, the Gym Leader. Jasmine needs to stay with Amphy, so she asks Ethan to visit the pharmacy in Cianwood City.

Ethan surfs through Routes 40 and 41, passing by the Whirl Islands. At Cianwood City, Ethan collects the Secret Potion from the pharmacy. Ethan challenges the Gym, defeating Chuck and earning the Storm Badge. Leaving the Gym, Ethan is given HM02 Fly by Chuck's wife.

Ethan heads back to the Lighthouse. He gives the Secret Potion to Jasmine, who heals Amphy before returning to her Gym. Ethan challenges the Gym, defeating Jasmine and earning the Mineral Badge.

Ethan heads east from Ecruteak City, passing through Route 42 to reach Mahogany Town. The Gym is blocked by a man suggesting Ethan check out the nearby Lake of Rage, so Ethan complies, heading north through Route 43. A gate on Route 43 is occupied by Team Rocket, who demand a toll to pass, but can be avoided by going through nearby tall grass.

At the Lake of Rage, Ethan catches or defeats a red Gyarados. Afterwards, he encounters Lance (an Elite Four member in Pokémon Red & Blue). Lance believes that the Gyarados in the lake are being forced to evolve, and thinks that a radio broadcast from Mahogany Town is responsible. He acknowledges Ethan's skill and asks for his help investigating.

Ethan and Lance check out a suspicious shop in Mahogany Town. After Lance has his Dragonite use Hyper Beam on one of the staff, they discover that the shop is a false front for Team Rocket's headquarters. Lance and Ethan split up and make their way through it. In order to turn the transmitter off, Ethan needs a password from an executive, and to do that, he needs two passwords from grunts. Along the way, he encounters Silver, who lost to Lance. Silver is bothered because Lance said he didn't love and trust his Pokémon enough, and he hates losing to a bleeding heart like that. Ethan finds and defeats an executive, who flees without giving the password. Fortunately, a nearby Murkrow repeats the password to Ethan. After opening the locked door, Ethan is ambushed by another executive as well as a grunt. They plan to battle 2 on 1, but Lance arrive and forces them into separate battles. After Ethan and Lance win, the executives says that the radio broadcast was just a test, which went well, and this hideout doesn't matter anymore. She leaves. Ethan and Lance catch or defeat the Electrodes powering the transmitter so that it shuts off. As thanks, Lance gives Ethan HM06 Whirlpool, which he found in the hideout.

Ethan challenges Mahogany Town's Gym, defeating Pryce and earning the Glacier Badge. After leaving the Gym, he gets a call from Professor Elm. Something weird is happening with the radio broadcasts – Team Rocket has hijacked the airwaves and are announcing their return.

Back at Goldenrod City, Ethan finds a large Team Rocket presence. Ethan battles through the Radio Tower, which has been taken over by Team Rocket. Ethan finds a locked gate, and is told that the

director, who is being held on the fifth floor, can open it. The director on the fifth floor is an imposter. After he is defeated, he tells Ethan the real director is being kept in the underground warehouse, and gives Ethan the key to get in there.

Ethan heads through the Goldenrod Tunnel. After getting into the Warehouse, he is accosted by Silver, who was tailing him. Silver doesn't want Ethan in the way while he is dealing with Team Rocket, and so challenges him to a battle. Silver is defeated, and begins to wonder if what Lance said was true, and that a lack of love and trust has hindered his ability to be a powerful Trainer. He takes off. Ethan proceeds to rescue the director, who provides him with a card key, allowing greater access in the Radio Tower.

Ethan heads back to the Radio Tower, defeating more executives. He confronts the last executive, who explains that Team Rocket have taken over the Radio Tower to announce their comeback and call back Giovanni from his solitary training. After Ethan defeats the executive, he declares that like Giovanni, he will disband Team Rocket. The director arrives. As thanks, he gives Ethan either the Rainbow Wing (Gold) or the Silver Wing (Silver).

In Pokémon Gold, Ethan can travel to Tin Tower in Ecruteak City and catch Ho-oh. In Pokémon Silver, Ethan can travel to Whirl Islands and catch Lugia.

Ethan heads east from Mahogany Town, passing through Route 44 to reach the Ice Path. In the Ice Path, he finds HM07 Waterfall.

Ethan arrives in Blackthorn City, and challenges the Gym. Although he defeats Clair, the Gym Leader, she refuses to acknowledge him. She insists he take the dragon-master challenge in the Dragon's Den behind the Gym. Ethan heads inside, and finds the Dragon Fang. Clair acknowledges Ethan, and gives him the Rising Badge. Leaving the Dragon's Den, Ethan is called by Professor Elm, who says he has a gift for him. When Ethan heads to the lab, Elm gives him a Master Ball.

With eight badges, Ethan heads for the Pokémon League. He surfs east from New Bark Town, to reach Route 27 and the Kanto region. Ethan travels through Route 27, Tohjo Falls, Route 26, and into Victory Road. At its exit, Ethan encounters Silver, who challenges him to a battle. Ethan defeats Silver, who says he won't give up on being the greatest Trainer and finding the quality he lacks.

Ethan heads on to the Pokémon League, which is shared between Johto and Kanto. He challenges the Elite Four: Will (a Psychic-type user), Koga (a Poison-type user and former Kanto Gym Leader), Bruno (a Fighting-type user and the only Trainer that was part of the Elite Four member three years ago), and Karen (a Dark-type user). After defeating them, Ethan moves on to the Champion, Lance (who was part of the Elite Four three years ago), and defeats him. After Ethan wins, Professor Oak and Mary (Oak's radio co-host) arrive. Oak congratulates Ethan on his victory, and Mary wants to conduct an interview, but Lance pulls Ethan away to the Hall of Fame, where Ethan's Pokémon are registered. Ethan becomes Champion.

In New Bark Town, Professor Elm gives Ethan an S.S. Ticket, which allows them to travel from Olivine City to Vermillion City in Kanto by ship. On the ship, he helps locate a gentleman's granddaughter.

Note: The majority of the Gyms in the Kanto region can be done in any order. For simplicity I will simply cover an obvious path.

In Vermillion City, Ethan challenges the Gym, defeating Lt. Surge and earning the Thunder Badge.

Ethan heads north through Route 6 to Saffron City. He challenges the Gym, defeating Sabrina and earning the Marsh Badge.

Ethan heads east through Route 8 to Lavender Town. The Pokémon Tower has been renovated into a radio tower, with the Pokémon interred there moved to the nearby Hall of Memories. He travels north through Route 10 and the Rock Tunnel to reach the Power Plant. It is no longer abandoned but a recently stolen part has stopped it powering many things, including the magnet train connecting Kanto and Johto. A police officer gets word that a shady character was seen near the Cerulean Gym, and asks Ethan for his assistance. Ethan moves through Route 9 to reach Cerulean City. Entering the Gym, he bumps into a Team Rocket grunt, who quickly runs off. Misty, the Gym Leader, is not at the Gym. Ethan pursues the grunt to the Nugget Bridge to the north, defeating him. The grunt reveals he hid the stolen part in Cerulean Gym. Ethan tells the grunt that Team Rocket has already disbanded, and the grunt leaves. Ethan heads up Route 24 and 25, where he stumbles upon Misty having a date with her boyfriend. Her boyfriend runs off, and Misty is initially upset with Ethan, but notices his set of Johto badges, and tells him to come challenge her at the Gym. Ethan does so, defeating her and earning the Cascade Badge. Ethan returns the stolen part to the power plant manager, and full power is restored.

Ethan heads west from Saffron City to Celadon City. Ethan challenges the Gym, defeating Erika and earning the Rainbow Badge.

Ethan travels to Fuchsia City, where he challenges the Gym. As Koga has become part of the Elite Four, his daughter Janine has succeeded him as Gym Leader. Ethan defeats Janine, and earns the Soul Badge.

In Lavender Town, Ethan receives an expansion card for his Pokégear as thanks for restoring the power. Ethan heads east from Vermillion City. A sleeping Snorlax blocks the way, and Ethan uses the radio on his Pokégear to access to the Poké Flute and wakes it, defeating or catching it afterwards. Ethan heads through the nearby Diglett's Cave to reach Route 2 and then Pewter City. Ethan challenges the Gym, defeating Brock and earning the Boulder Badge. An old man on the east side of town gives Ethan a Silver Wing (Gold) or a Rainbow Wing (Silver), allowing Ethan to catch the counterpart Legendary Pokémon from this point. Ethan can also encounter and battle Silver at the nearby Mt. Moon, who has more deeply connected with his Pokémon.

Ethan heads south from Pewter City. He moves through Route 2, Viridian Forest, Viridian City (the Gym Leader is not present), and Route 1, reaching Pallet Town. From there, he surfs south down Route 21 to Cinnabar Island. About a year ago, the volcano here erupted, burying the island in rubble. Only a Pokémon Center is present, with the Gym being moved to the nearby Seafoam Islands. Ethan can also find Blue here. Blue is the new Viridian City Gym Leader, and tells Ethan to meet him at the Gym if he wishes to battle. Ethan surfs to the Seafoam Islands and defeats Blaine, earning the Volcano Badge.

Ethan heads back to Viridian City. There, Ethan defeats Blue at the Gym, earning the Earth Badge.

After collecting all 16 Badges, in Pallet Town, Professor Oak will give Ethan permission to visit Mt. Silver. At the top of Mt. Silver, Ethan can find and battle against Red.

-Changelog-

0.1
Created the jump.

1.0
(i) Added a tier to the **Pokégear**, which allows it to replay previous radio broadcasts.

1.1
(i) Minor typo fixes.