

A Jumpchain CYOA by WoL_Anon

Ver. 1.3

Welcome to the Hoenn region, Jumper. This part of the Pokémon world has large amounts of water relative to other regions. Many settlements, such as Dewford Town, Pacifidlog Town, and Sootopolis City, are completely surrounded by water.

It is this balance between land and water that has caused recent conflict. Two villainous teams, each with opposing goals, have sprung up. Team Magma, led by a man named Maxie, wishes to expand the landmass at all costs, in order to give humanity a grander stage to thrive. Team Aqua, led by a man named Archie, wishes to expand the amount of water in the world, as they consider it vital for all life. To achieve their goals, these groups seek to revive ancient Pokémon that once fought, one representing the land and the other representing the sea. Should either team have their way, the entire world may be in danger. What will you do?

You arrive in this world as the protagonist jumps out of the moving truck. 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.

For an additional 50cp, you can elect to be an alternately coloured version of your chosen species, otherwise known as a Shiny Pokémon.

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've either just started to raise Pokémon, or are about to. While raising Pokémon to battle is a common choice, it isn't the only one. Perhaps you are more interested in the Hoenn region's Contests?

Veteran Trainer

Requires the Human species.

You have been raising Pokémon for a while now. As this is quite the common practice, you have a large amount of freedom in your past, which might be somewhat informed by your purposes. You might still be focused on Pokémon battles, or perhaps you've settled down and picked up a profession.

Team Member

Requires the Human species.

Criminal organisations are unfortunately quite standard across the world of Pokémon. The Hoenn region is especially unfortunate, as two competing groups have emerged. Do you believe that the land is essential for the growth of humanity, and wish to expand it at all costs? Team Magma might be for you. Do you believe that the sea is fundamental to all life, and wish it for it to grow even larger? Then you may have a place in Team Aqua. Or, perhaps you have your own ideals, and are planning on exploiting an existing team, or forming your own?

Pokémon

Requires the Pokémon species.

Pokémon are commonplace in the Hoenn region. You may choose to be a wild Pokémon, living on your own, or a Pokémon that has partnered with a human – whether that be for battle, for Contests, or simply for companionship.

-Location-

Roll 1d8, or pay 50cp to choose. Those with the Rookie Trainer Origin may choose to begin at Littleroot Town for free. Those with the Veteran Trainer Origin may choose to begin at Slateport City for free. Those with the Team Member Origin may choose to begin at Lilycove City 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] Littleroot Town

Basking amid vibrant nature, this simple town is not shaded with any one hue.

[2] Petalburg City

A whiff of salt is always in the air in this city, which is skirted by the ocean shore.

[3] Rustboro City

This city is the main hub of industry in the Hoenn region, with the Devon Corporation as its beating heart.

[4] Dewford Town

New trends are always the rage among the inhabitants of this small island town.

[5] Slateport City

People from many regions gather and mingle in this bustling port city.

[6] Mauville City

This large city is located in the heart of the Hoenn region, at the crossroads of its nostalgic past and new technology.

[7] Lilycove City

This tourist destination is undergoing a revival, thanks to the popularity of its Pokémon Contest Spectaculars.

[8] Free Choice

Lucky you! In addition to any of the above seven locations, you may also choose to begin at: Oldale Town, Verdanturf Town, Fallarbor Town, Lavaridge Town. Fortree City, Sootopolis City, Pacifidlog

Town, Ever Grande City, or Battle Tower/Battle Frontier/Battle Resort (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] Braille on the Brain

You have gained a comprehensive understanding of Braille, and can easily read it by both sight and touch.

Perhaps you'll find some special use for this during your adventures?

[100cp, Free for Rookie Trainers] Bicycle Badass

You are an incredibly talented bicyclist, Jumper.

Not only do you have sharp reflexes that allow you to maintain high speeds without crashing, but you are also very good at performing 'tricks' like bunny hopping, provided you have equipment designed for such a thing.

[200cp, Discounted for Rookie Trainers] Master Contestant

Not everyone who trains Pokémon does so for the purposes of battle. In the Hoenn region, Pokémon Contests have become quite the trend – a trend you are more than equipped for.

When it comes to Contests and similar performances, you are good at coaching others, both before and during the event. You can intuit moves or style that can be used together especially effectively – combinations, you might say. During the performances themselves, you are good at gauging who the crowd and the judges are currently the most engaged with; this can help you decide whether to direct your charge to focus on making themselves look good, or making others look bad.

[200cp, Discounted for Rookie Trainers] Multi-Discipline Teacher

You'd think that Pokémon trained to show off would make for poor battlers, but you've learned how to make it work.

From now on, training someone in non-combat areas will never harm their ability to perform in battles. Likewise, training someone for battle will not hamper their out of combat talents. Those you train are able to handle moving in and out of a combat mindset very easily.

[400cp, Discounted for Rookie Trainers] Karma Kid

They say that no good deed goes unpunished, but for you nothing could be further from the truth.

From now on, when you go out of your way to help others, you'll come to be rewarded in some way. In some cases, this might result in an immediate prize, whilst in others it might be a favour that you can call on. Often, you'll find that these rewards happen to line up perfectly with your objectives. For example, rescuing a stolen Pokémon might lead to a sailor providing much needed ferrying services for you.

You aren't able to control exactly how these rewards manifest, and attempting to 'game' this perk by deliberately allowing events to get worse before you lend a hand will not lead to greater rewards.

[400cp, Discounted for Rookie Trainers] Secret Seeker

The Hoenn region is full of secrets, and you are just the Trainer to hunt them down.

Thanks to this perk, you are now incredibly fortunate when looking for hidden areas or rare creatures. Often, you will stumble across things without even meaning to. If you were meaning to catch a Feebas, or find Mirage Island, such luck is sure to come in handy.

Additionally, you are very good at figuring out esoteric or multi-stage puzzles. Does a puzzle require you to dig at a very specific spot, or have specific Pokémon in your party? You'll be able to work it out without much difficulty.

[600cp, Discounted for Rookie Trainer] On the Frontier

You are an exceptionally good Trainer, Jumper. I'm sure Scott would like to have a word with you.

Pokémon raised by you tend to grow much faster than is typical. Over the course of a regional journey, you could turn a team of weak wild Pokémon into championship material.

Of course, raising your Pokémon is just the first step. You are very skilled at commanding Pokémon as well, whether they are ones you have grown alongside, or rental Pokémon lent to you at the Battle Factory.

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] Strong Swimmer

There's plenty of water in the Hoenn region, and not every Trainer relies on their Pokémon to carry them around it.

To help you accomplish similar feats, you now have excellent swimming form, and a great reserve of stamina to match. If you ever felt like relaxing on a water route and waiting for another Trainer to swim by, this is the perk for you.

[100cp, Free for Veteran Trainers] Trick Master

Like a certain weirdo, you've picked up a couple of useful talents.

First, you are now much better at hiding than you were before, and can even pull off some crazy feats like fitting inside a moderately sized planter as an adult human.

In addition, you are able to assemble mazes and similar kinds of puzzle rooms in frighteningly short spans of time.

[200cp, Discounted for Veteran Trainers] One Man's Ash

You are a master glazier, able to work volcanic ash into all manner of glass objects and furniture.

Your true works of art are specialty glass flutes. These flutes aren't mere instruments; they can be played for various special effects. These effects include curing others of sleep, confusion, or infatuation, or making encounters with wild Pokémon more or less likely. Each flute you craft can only perform one of these effects, but can be used over and over again.

In future jumps, and with time and effort, you may learn how to craft flutes that make it more or less likely you will be approached by other kinds of creatures.

[200cp, Discounted for Veteran Trainers] A Battle A Day

It would be a shame to miss out on your Pokémon adventure because of an illness. That's where this perk comes in.

From now on, going on adventures and participating in battles (including if you are taking on a Trainer-like role), will work to manage and mitigate any illness or disease you are currently experiencing. Stick with it, and you can eventually overcome such illnesses completely.

This perk does not help with physical injuries, so try not to overdo it.

[400cp, Discounted for Veteran Trainers] Move Maniac

Thanks to this special trick, you are able to somehow teach Pokémon moves that they may have forgotten.

To begin with, you can teach a Pokémon any move that they would have naturally learned if they were raised here in Hoenn. With time and effort, you may learn how to teach a Pokémon a move they may have naturally learned in other regions. Eventually, you may even learn how to teach Pokémon moves that they once knew but have somehow forgotten, or even help others to remember any piece of information that they have forgotten.

Such a talent is sure to be appreciated by Trainers of all stripes. Perhaps you can offer your services in exchange for some rare items?

[400cp, Discounted for Veteran Trainers] A New Frontier

Planning to renovate a city? Want to build your own resort?

You are now well-versed in construction and renovations. Of course, such undertakings are rarely achieved by a single person. Fortunately, you are highly effective at managing organisations and operations. Projects lead by you will end up complete much faster than usual, and typically come in under budget as well – it would suck to have abandoned your renovation plans, after all.

[600cp, Discounted for Veteran Trainers] Research and Development

You are a remarkable inventor and innovator. You have a good grasp of how to take scientific principles and phenomena you understand and package it into devices that can be mass produced and sold to the general public. You also have a solid understanding of the principles behind many of the Hoenn region's wonderful inventions, including the Devon Scope, the PokéNav, and the Berry Blender. Perhaps most interestingly, you also have a thorough understanding of Infinity Energy, an energy source derived from study of Kalos' Ultimate Weapon, as well as how such energy can be used to power submarines, rockets, and other technology.

Of course, it is commonly understood that researchers have some area in which they specialise, and you are no exception. On purchase, choose an area of study: you are now as proficient in this area as Professor Cozmo is as a meteoriticist. This area of study must be something that could feasibly be researched in the Pokémon world.

Team Member Perks

[100cp, Free for Team Members] Team Style

You might think a region with multiple notorious criminal organisations has difficulty distinguishing between the two, but you'd be mistaken.

Just like these teams, you are very talented when it comes to designing iconography and uniforms, ensuring that both can stand out and are easily identifiable. If you wanted to design your own Team, such a talent will definitely come in handy.

[100cp, Free for Team Members] Remake-over

It can be hard to stand out when you are just another guy in a uniform. Fortunately, this perk will help you do just that.

On purchase, choose some aspect of yourself, such as your appearance, your manner of speech, or a personality quirk. This aspect will stick in the minds of others. This does not make it any greater (for example, this perk won't make you more attractive), it simply makes that aspect more memorable.

You can toggle this effect on and off as you like.

[200cp, Discounted for Team Members] Grunt Tactics

The role of a grunt is often not to outright win, but rather to delay those do-gooder types long enough that the higher-ups can accomplish their goals.

You are now quite skilled at delaying tactics, as well as tailoring them to the situation and opponent in question. In some cases, throwing many combatants at them all at once will force them to fight defensively and eat up more time. In others, fighting one at a time is the way to go, especially if your opponent can sweep away many foes with a single technique. You are very good at identifying the differences between these situations, and can employ either style effectively.

[200cp, Discounted for Team Members] Opportunist

You have a mind for burglary, and are good at noticing prime opportunities to steal desired objects, whether they be valuables or items related to your objectives.

This opportunistic sense does have one weakness; it does not account for individuals who are much more powerful than they first appear. If that nearby child is actually a Pokémon Trainer prodigy, you might be in hot water.

[400cp, Discounted for Team Members] Deep Cover Draconid

You are highly proficient at infiltrating organisations and subverting them towards your own ends.

You are now very good at maintaining a cover. Additionally, once you've established yourself within a group, releasing information to them is easy for you; not only can you find ways to provide information that would be highly suspicious for you to have access to, but you are also able to intuitively understand which and how much information you need to release in order to steer the general direction of the group towards objectives that suit you.

[400cp, Discounted for Team Members] Lorekeeper

Whether you are actually part of the Draconid people, or have simply stumbled upon their knowledge, you now have a thorough understanding of Groudon, Kyogre, and Rayquaza. You know what needs to be done to revive or summon these Legendary Pokémon. Of course, this doesn't guarantee that such Pokémon will be happy to go along with your wishes; nevertheless, this knowledge may grant you opportunities that others would dream of.

In future jumps, you will receive an equivalent knowledge on each setting's primary legendary creatures, should such things exist.

[600cp, Discounted for Team Members] Team Leader

You are highly charismatic, able to sway many into following frankly absurd causes.

While this perk is very useful at the macro level for swelling your ranks, it also holds up incredibly well at the interpersonal level. With it, you will have an easy time developing and maintaining strong bonds and a high level of loyalty with your most trusted subordinates and allies. The nature of these

bonds varies by individual; for some, it might take the form of a strange obsession, for others, it might become a brotherly bond.

If you wish to run your own criminal organisation, a perk like this is sure to be a serious boon.

Pokémon Perks

[100cp, Free for Pokémon] Multi-faceted Star

From now on, you are able to present conflicting vibes or aesthetics without them interfering with each other. For example, looking tough would not prevent you from looking smart, and looking cute would not prevent you from also looking cool.

Additionally, at any time you can choose to focus on putting out one or two particular vibes. While this doesn't make those vibes stronger, it does allow them to stand out. For example, while this effect would not make you cuter, it could allow you to ensure your cuteness is noticed first, even if you typically put out an overwhelming sense of toughness.

[100cp, Free for Pokémon] Contest Moves

There's more to life than fighting. Showing off, for instance!

You are now able to turn any move or battle technique you know into a performance. Rather than deal damage, or whatever function it typically has, the performance is designed to either impress an audience, or stress out those performing alongside you. fits into one of five categories: Beauty, Cool, Cute, Smart, or Tough; this category indicates the "general" vibe of the performance, which may be taken well or poorly depending on the crowd.

[200cp, Discounted for Pokémon] Secret Power

You've learned a strange power that allows you to create Secret Bases.

Throughout your travels (even in future jumps), you will notice small indents on natural rock walls, as well as suspicious-looking trees and bushes. By using your power on these things, you will create a large room that can be accessed. The layout of this room can vary by location.

You can only maintain one such room at a time; opening up a new room causes the previous one to vanish. When doing so, living beings that were in the old room will be safely ejected. Objects will be transferred between rooms where possible, and safely ejected where not.

When you attempt to use this power during combat, it instead becomes a moderately powerful physical attack that may have a beneficial secondary effect depending on your current location. Using your power in this way does not close a room you are currently maintaining.

[200cp, Discounted for Pokémon] Pokémount

It is quite common for Pokémon to carry humans around, but in the Hoenn region such an act can be downright vital if your Trainer is meaning to travel the entirety of the region.

From now on, you are much better at accommodating the weight of the person on your back as you move, though this perk alone doesn't provide any additional strength on its own.

Additionally, when you are carrying someone across water, any items that they are carrying will somehow manage to remain dry if that would risk damaging them. Further, when you are carrying someone underwater, they will somehow manage to breathe underwater if they weren't already capable of it. Neither of these benefits apply to you directly.

[400cp, Discounted for Pokémon] Plus and Minus

Double Battles are more common in Hoenn than many regions, and in fact the Mind Badge is earned via Double Battle. Now, you have picked up a special trick that will help you during such things.

When you are fighting alongside someone you have good chemistry with, both of you are somehow able to fight much more effectively than you usually would. In order to trigger this effect, both you are and your partner must be active combatants; an ally waiting in the wings for their turn, or a Trainer giving out commands do not qualify.

[400cp, Discounted for Pokémon] Cosplay Pokémon

Pokémon don't often wear clothes, but now you have good reason to.

From now on, you can pull off just about any kind of outfit. Wearing large frilly dresses or similar attire will not hinder your ability to move as you wish to either.

While wearing an outfit that strongly correlates with beauty, coolness, cuteness, smarts, or toughness, you will gain access to one of five special Pokémon moves, reflecting that category. If an outfit could count for multiple categories, you can choose which one it counts as each time you put it on. You can somehow use these moves even outside a Pokémon form.

The five moves are decided by you on purchase of this perk. In order to be eligible, a move cannot be a move exclusive to a specific Pokémon or line of Pokémon (with the exception of 'Flying Press'), and cannot have been introduced after Gen VI. Unless you take the 'A Fairy Tale' toggle, you cannot choose a Fairy type move. Finally, these five moves must represent each of the five Contest categories.

[600cp, Discounted for Pokémon] Primal Reversion

Primal Reversion. An ancient transformation known only by a pair of Legendary Pokémon. This transformation is similar to the Mega Evolution phenomenon, though is distinct and has some key differences.

From now on, each Pokémon form you possess will be capable of Primal Reversion. For forms that do not possess a canonical Reversion, you are free to design a custom Primal form. This is done on purchase of this perk for Pokémon forms you already possess, and on acquisition of any additional Pokémon form in the future (including when a Pokémon evolves). For each custom form you have free reign over the appearance, and can also decide how the increase in power manifests (i.e., which stats are buffed), as long as it remains in-line with other canonical Primal forms. You may even

change typing when undergoing Primal Reversion, provided one of the original types of the fully evolved Pokémon form remains.

Maintaining your Primal form is taxing, and you will likely only be able to sustain it for short bursts. You will find such a task easier if you can draw upon a large energy source, or make use of a special Orb. Unlike Mega Evolution, being defeated in battle will not cause this state to end prematurely; if you could be quickly revived you could resume battling in your Primal form. Also unlike Mega Evolution, there is no need for a Trainer, allowing you to fight by yourself, or freeing your Trainer up to Mega Evolve an ally.

With time and effort, it may possible for you to sustain your Primal Reversion for longer periods of time.

General Perks

[100cp] Hoenn Horns

Are you a fan of the trumpet?

You gain a mental library of all music featured in Pokémon Ruby, Sapphire, Emerald, Omega Ruby, and Alpha Sapphire. 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.

-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] Best of Both Worlds Bicycle

When it comes to bikes in the Hoenn region, there are two schools of thought. The first is that high speed ‘mach’ bikes are the best, as they allow you to move quickly and even scale some slippery slopes. The second is a preference for ‘acro’ bikes – these bikes trade speed for control, and even allow the rider to perform some special tricks that can allow them access to special areas.

Fortunately for you, such a decision doesn’t have to be made, as your new bike can somehow switch between these two types as you like. Optionally, it can be covered with various stickers promoting Rydel’s Cycles.

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

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

A set of five discs, which can be used to teach certain Pokémon HMs, or Hidden Moves.

The discs contained in this set are HM01 Cut, HM02 Fly, HM03 Surf, HM04 Strength, HM05 Flash, HM06 Rock Smash, HM07 Waterfall, and HM08 Dive. The special moves not only can be used in battle, but can also be used out in the field to help a Trainer and their team navigate the Hoenn region.

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 discs can be used as many times as you like.

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

[400cp, Discounted for Rookie Trainers] Eon Flute

Congratulations! You have somehow befriended either a Latios or a Latias, chosen on purchase of this item.

You have been given a special flute. By playing this flute, you can summon your chosen Legendary Pokémon to your location. This has a range limit of being within the same country or region, but can even work if your Pokémon is currently stored inside the Pokémon Storage System, or a similar mechanism.

In addition, you have also received the Mega Stone of your chosen Legendary Pokémon. Without a Key Stone, this provides little value, but with one, it will allow your Pokémon to Mega Evolve.

Should either the flute or Mega Stone be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp, Discounted for Rookie Trainers] Battle Frontier

This small island is host to seven different kinds of battle facilities, which are designed for experienced Pokémon Trainers.

Some of these facilities provide Rental Pokémon, others allow you to bring in your own but limit them to a fixed level of power, and some let you use your Pokémon without restrictions. As a special consideration, you will be able to compete with non-Pokémon (including yourself) in non-Rental environments.

By performing well in these facilities, a Trainer will earn “BP”, a special currency which can be exchanged here for items, which are related to training Pokémon, battling with Pokémon, or are general Pokémon merchandise. BP can also be spent at special tutors in order to teach your

Pokémon a variety of battle moves. The exact selection of items and moves will change every jump, so be sure to check back now and then (post-chain this becomes every ten years).

None of the Trainers, support staff, or Pokémon that come with this item can be taken outside of their respective facilities. Any Pokémon or Trainers included with this item will not grow more powerful or experienced under any circumstances, allowing them to serve as useful benchmarks for your progress as a Trainer or a combatant. “Held items” included in this item, that are used by Rental Pokémon or the facilities’ Trainers, cannot be taken off the island under any circumstances. Items purchased by BP can be taken where you like, of course.

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location.

Should the island 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.

Veteran Trainer Items

[100cp, Free for Veteran Trainers] Soot Sack

This sack is filled with volcanic ash, which refills as it is emptied. As a safety measure, if the sack is left unattended and pouring, it will not refill until the situation is resolved.

Additionally, you have received a variety of tools and equipment required by a glazier.

Should any of this be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[200cp, Discounted for Veteran Trainers] Machoke Moving Service

If you ever need to move, or help your friend move, just get in contact with this special moving company, which will provide their services to you free of charge!

This company has its own trucks, but what sets them apart are their use of Machokes (and sometimes Vigoroths), which can easily carry heavy loads. These Pokémon will carry just about anything, so long as it is related to moving. You will not be able to get them to fight your battles for you, so if that’s what you are after you are better off catching your own.

In each world you visit, you will be provided with some method of contacting this company. In worlds outside the Pokémon setting, the appearance of these Pokémon will not be considered odd by the locals unless you specifically bring it up with them.

[400cp, Discounted for Veteran Trainers] Hot Springs Pokémon Center

You’ve acquired your own Pokémon Center, which you can use to heal your Pokémon, both letting them recover from physical injuries as well as curing all but the most obscure of ailments. This process is near instant.

Attached to your Pokémon Center, and accessed from the back of the building, are some high-quality hot springs. Perfect if you want to take care of your own body, or just relax.

This item comes with a handful of human followers, which can run the Pokemon Center, and maintain the hot springs for you. One will even sell Moomoo Milk to those who are visiting, which can earn you a small profit. You could also try charging others for access to the Pokémon Center, though given most offer their services for free, it is unlikely such a tactic would be successful.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the Pokémon Center or hot springs 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 Veteran Trainers] Jumper Corporation

You are now the owner of this small company, which is on par with the Devon Corporation.

This item includes a company headquarters, employees, and access to some distribution methods.

The company headquarters has a grand office for you (or whoever you have run the business in your stead), as well as plenty of space for research and development of new technology.

The employees are all loyal human followers, who are trained to cover various facets of the business. This includes researchers on par with Devon's, who can develop all kinds of technology which your business can sell or otherwise take advantage of. At least one scientist is familiar with the method for reviving fossilised Pokémon, and has the appropriate tools to do so ready to go. Should anything unfortunate happen to these followers, you will receive replacements at the start of the following jump (post-chain, replacements appear every ten years).

The distribution methods allow you to easily sell across the current country or region. In future worlds, they will adapt in a way that makes sense for the current setting.

In future worlds, you may choose for the company headquarters to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the company headquarters 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.

Team Member Items

[100cp, Free for Team Members] Team Uniforms

A set of three uniforms. The first is a Team Magma uniform. The second is a Team Aqua uniform. The third is an original uniform, of a custom design determined by you on purchase of this item.

Each of these uniforms are self-cleaning and self-repairing, ensuring you can wear them frequently without smelling gross. Should a uniform be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Team Members] Jumper Suit

This heavily modified diving suit, which comes in a design of your choosing, is highly resistant to impacts. Not only that, but it can handle extreme temperatures and pressure, allowing the wearer to survive being deep underwater, in lava, or even in outer space!

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

[400cp, Discounted for Team Members] Team Submarine

A high-quality submarine which has been further modified for performance.

The submarine's exterior has been remodelled, allowing it to vaguely represent a Pokémon of your choice (decided on purchase). The front of the submarine has been equipped with a powerful drill – just the thing if you are planning on tunnelling into underwater caves.

Your submarine seems to run out of fuel, and general upkeep is not necessary, allowing you to use it as often as you like. Should it be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[600cp, Discounted for Team Members] Team Jumper

You have amassed a criminal organisation, on par with Team Magma or Team Aqua.

On purchase, you can decide the general aesthetic and motivations of this group, but in any case they'll be completely loyal to you. The team is made up of a large number of weak Pokémon Trainers (grunts), and a couple of more competent ones (admins). Each has a handful of Pokémon at their disposal, which cannot be Legendary or Mythical. These humans and Pokémon all count as followers. Should something unfortunate happen to one of them, a replacement will appear at the start of the following jump (post-chain, this happens after ten years).

Of course, no villainous group would be complete without a hideout, and you've picked up one of those too. This hideout has sufficient barracks for the whole group, plenty of space for R&D, and may even optionally have a hidden entrance that requires a person to have a special item in order for it to reveal itself.

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. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

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] Ribbon Case

Ribbons are often awarded to Pokémon who are able to achieve important goals. For those that care about such things, this case is sure to be appreciated.

This small case will expand internally in order to house and display any number of ribbons. Additionally, whenever you achieve an important milestone in your development, or accomplish a difficult task, a new ribbon will appear in the case to signify that. Under each ribbon, whether added manually or earned through the item, a small plaque will appear which describes what the ribbon is for (if anything). Ribbons 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. Ribbons stored in the case will also be replaced.

[200cp, Discounted for Pokémon] Jumper's Flute

A musical instrument, which is intended to be given to someone you trust.

When the flute is played, you will immediately be able to hear it within the range of a country or region, regardless of how loud it actually is. You will even be able to do so if you are inside a Poké Ball, the Pokémon Storage System, or some similar mechanism.

When you hear the flute, you can choose to allow yourself to be summoned to that location immediately. This will allow you to provide immediate aid when your friend is in need.

Should the flute be lost or destroyed, a replacement will appear in your Warehouse. Additionally, you will have an opportunity to recall your flute at the end of each jump. Post-chain, you will have this opportunity every ten years.

[400cp, Discounted for Pokémon] Berry Collection

Berries are special fruit which can be found throughout the Pokémon world. Pokémon can not only enjoy these fruits, but consuming one can provide a myriad of potential benefits, depending on the type of Berry in question. As if that wasn't enough, Berries can be used as an ingredient in other kinds of food, which can provide even more kinds of benefits. They can even be planted to grow a tree containing more of the same kind of Berry in about a day.

You now have access to an endless supply of Berries. If you are visiting a version of this setting based on the remakes, this includes access to all Berries appearing in Gens III-VI. If you are visiting a version of the setting based on the originals, you will only have access to Gen III Berries this jump, but gain access to the full selection up to Gen VI once the jump ends. As a special consideration, Berries provided by this item are just as effective on species other than Pokémon.

[600cp, Discounted for Pokémon] Jumper Pillar

This fifty-foot tower, was built to venerate you in the ancient past. If you weren't around during that time, perhaps you were foreseen with some kind of future sight?

While the tower is well and truly a ruin, it is very sturdy, and holds together quite well. Optionally, murals depicting your journey to this point can be found across the inside of the tower walls.

Powerful wild Pokémon have made the tower their home; it wouldn't take much work to make them Championship material. These Pokémon will leave you and allies alone unless you wish to battle them, in which cause they can both be caught and used as training partners. Should these Pokémon perish or be caught, more will appear, so don't worry about destroying their population. On purchase of this item, you can choose five to ten species of Pokémon to make their home here. Legendary and Mythical Pokémon are not eligible.

The wild Pokémon that come with this item count as followers, but cannot leave the tower unless caught. Wild Pokémon caught by you, your companions, or your followers will be considered followers themselves, and continue with you across the chain. Wild Pokémon caught by others will be left behind on the world they are caught on.

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

Should the tower 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 and Badge Case

You have a Trainer ID Card. This card, as you would expect, serves as identification in the Hoenn region. Instead of a static photo of your likeness, the card somehow displays an image of you which will automatically update to your current look. The card also updates to track some of your Trainer-related statistics. You also have a Badge Case, meant to conveniently store and display the eight Hoenn region Gym Badges, should you wish to challenge them. As a special service, Badges stored in the case will not degrade over time, allowing you to look back fondly at your Hoenn exploits whenever you like.

Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Any Badges that were stored in the Badge Case when it was lost or destroyed will also be replaced as they were.

[Free, Exclusive to Humans] Pokédex

You have your own Pokédex, a Pokémon encyclopedia, of the same model currently used in the Hoenn region. This means that if you are visiting a version of the setting based on the originals, it has a flip design, and if you are visiting a version of the setting based on the remakes, it strongly resembles a GameBoy Advance. In the case of the former, it is set up to add entries from the first three "generations" of Pokémon. In the case of the latter, it is set up for the first six generations 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, Exclusive with the Primal Reversion Perk] Jumper Orb

This strange orb, in a colour of your choice, is designed to work for you exclusively, and can help you access the transformations granted by the Primal Reversion perk. Regardless of your form, you will somehow find it quite easy to carry it on your person without interfering with your ability to move or fight.

In addition, the orb can be used by others to wake you up, even in you were in a state of extended hibernation.

Should your orb be 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 10 Potions and 10 Poké Balls. These items will not respawn, so think carefully about their use.

[Free/50cp] PokéNav

You have acquired a Pokémon Navigator, generally referred to as a PokéNav. This device, which was produced by the Devon Corporation, allows the user to send and receive calls, and also holds a map of the Hoenn region. Your PokéNav 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 additional 50cp (50cp total), you instead receive a PokéNav Plus. In addition to the prior features, the PokéNav Plus can connect with your Pokédex in order to track Pokémon known to be in

the local area. It can also connect to local television stations, displaying them on its screen. The PokéNav Plus vaguely resembles a Game Boy Advance SP.

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

[50cp] Pokémon Ruby, Sapphire, & Emerald Game Bundle

Prefer the originals? This bundle contains:

- Your choice of GameBoy Advance or GameBoy Advance SP.
- A Game Boy Advance Game Link Cable.
- A copy of Pokémon Ruby, Pokémon Sapphire, and Pokémon Emerald.
- Permanent access to all Pokémon Ruby, Sapphire, and Emerald 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] Pokémon Omega Ruby & Alpha Sapphire Game Bundle

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

- A Nintendo 3DS, and charger cable.
- A copy of both Pokémon Omega Ruby & Pokémon Alpha Sapphire.
- Permanent access to all Pokémon Omega Ruby & Alpha Sapphire event distributions. Receiving the same distribution multiple times will require starting a new save file.
- A lifetime subscription to Pokémon Bank. Your Pokémon Bank account has all Pokémon Bank event distributions stored and ready to transfer.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Your Pokémon Bank account is tied to Jump-chan's special cloud server, ensuring it will remain consistent in content no matter where you go. You will also be able to play online in any world with an internet connection, even ones where Nintendo does not exist. Who exactly are you playing with, anyway?

[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] Pokéblock Kit

A set of items for those interested in making Pokéblocks.

First, it comes with a Pokéblock Case. This small case can somehow Hold a seemingly endless amount of Pokéblocks inside it, without them ever becoming stale. You'll have to supply the Pokéblocks yourself though. That's where the next two items come in.

You also have a traditional and portable version of the Berry Blender. The device turns Berries into Pokéblocks. The traditional version can be operated by up to four people at once. The Berries used, and the skill at operating the machine, will determine the quality of the Pokéblocks. The portable version is only activated by a single person, and the process is automatic, no skill involved. As a special consideration, regardless of the blender used, you will never have to worry about the 'feel' of a created Pokéblock. As long as your Pokémon wants to eat, and you have the Berries to use, you will be able to grant them the greatest possible condition. A Contest-goer's dream.

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

[50cp] Sand and Sea Face Wear

This item set includes Go-Goggles, specialty goggles that help the wearer see during sandstorms. It also comes with scuba gear made by the Devon Corporation. This scuba gear is modelled after a Marshtomp, and will help when diving underwater.

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

[50cp] Wailmer Pail

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

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

[50cp/100cp] Secret Base Stuff

This computer is capable of digitising and storing non-living items inside it. It is pre-loaded with a large variety of decorations and traps, intended to be placed inside a Secret Base.

Don't have a Secret Base? No problem! For an additional 50cp (100cp total), you have gained one, which can be found close to your starting location. It may take the form of a cave, tree, or bush, and

you can choose any internal layout you like, so long as it remains within the same scope as the Secret Base layouts present in the games.

In future worlds, you may choose for the Secret Base 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 computer, a decoration, or a trap be lost and destroyed, a replacement will appear in your Warehouse after 24 hours. If you have purchased the Secret Base tier, you may choose for the replacements to instead appear in the Secret Base so long as it is a viable option.

Should the Secret Base 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.

[100cp, First Free with Cosplay Pokémon] Contest Costumes

This is a set of ten outfits, in five matching pairs. Each pair represents one of the five Contest categories: Beauty, Cute, Cool, Smart, and Tough.

While the outfits are intended to be shared between a human and Pokémon partnership, each outfit can automatically adjust to fit the wearer's current form. Not only does this allow you to share them out as you like, but also ensures they remain useable after a Pokémon evolves.

Each of the costumes are self-cleaning and self-repairing. Should one be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Devon Scope

This high-tech scope allows the wearer to see invisible creatures. If you are raising or looking to catch a Kecleon, such a tool may be of great use.

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

[100cp] Interview Pair

A reporter and cameraman duo will show up frequently throughout your travels. In each world, they will be a part of some new organisation, so long as one exists. If one doesn't, they will simply act as though they are. You can choose whether these are the same people, or different in each world.

When encountered, the pair will ask for a Pokémon battle, in the Doubles format. Should you accept and defeat them, in addition to providing you some of the local currency, they will ask for a follow-up interview. These interviews will always manage to find their way onto television (or equivalent), so long as such a thing exists in the current setting. If you want to earn some money, and get your name out there, indulging their requests may be worthwhile.

Once an interview has been given, the duo will leave for another location. This process can eventually begin to loop, allowing you to "farm" these encounters if you put the effort in to track them down. No one will find it odd that the Pokémon battles against this duo took place, even if they

are referenced or included in a news report. If you specifically bring it to someone's attention, they will be excluded from this effect.

If either the reporter or cameraman (or their Pokémon) are killed or otherwise permanently incapacitated, a replacement will show up after 24 hours.

You may import one or both of this duo as a companion in a future jump. Should you do so, the replacement and position placement rules of this item no longer apply to them, their Pokémon will be considered followers, and a new reporter or cameraman will show up to take on the unfulfilled role. Due to the nature of this item, you cannot import into it.

[200cp] Contest Hall

This building is designed to host Pokémon Contests. At any time, up to four people can register to participate in a Contest. The hall offers Contests at the Normal, Super, Hyper, and Master Rank, for all five categories. The Contest Hall is able to make up any missing numbers, ensuring that you can always participate in the Contests you like. Rarely, you might even encounter a Pokémon Trainer you have met in the past during these Contests, but you'll never be able to get anything more than a pleasant conversation from them. Contests will always have an audience, and you can choose to simply sit in this audience and watch random people participate if you like. Winning these Contests will earn the Pokémon you used the appropriate ribbon, proof of their wonderful performance.

In addition to signing up for Contests, there are two other services provided in the foyer. The first is a Pokémon superfan, who will award your Pokémon various prizes if they meet certain conditions. If you meet him on certain days, he will award daily ribbons. If your Pokémon is very friendly towards you, he will provide them the Footprint and Best Friends ribbons. If your Pokémon is well-trained, he will provide them the Effort and Training ribbons. If your Pokémon has a high condition for one of the Contest categories, he will provide them a corresponding scarf that draws out that condition even more when it is worn. Finally, he will sell three kinds of luxury ribbons for increasingly exorbitant prices. None of the ribbons have any special qualities; they simply serve as indicators of your Pokémon's achievements.

The other service is a traditional Berry Blender. Near the machine will be one to three humans who will happily help you make Pokéblocks, whether with this or another machine. The ability of these humans varies, and the people present changes every day, so you may have to wait awhile before a Berry Master shows up.

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.

[300cp] Key Stone

In order to purchase this item, you must be visiting a version of the setting based on the remake games.

A special stone, held by Trainers. It is generally required in order for a Pokémon to Mega Evolve.

According to Professor Sycamore of the Kalos region, the Key Stone is able to transform the feelings a Trainer has for their Pokémon into a wavelength, which interacts with a Mega Stone to cause Mega Evolution. This means that the stronger the bonds you possess with your Pokémon, the easier time your Pokémon will have Mega Evolving, and maintaining that transformation. Should you or your Pokémon possess powers or abilities that draw from your feelings towards them, the Key Stone may be used as a focus when using them. Your Key Stone can only maintain a single Mega Evolution at a time.

Most Trainers choose to attach their Key Stone to an accessory of some kind, allowing them to keep it conveniently on their person. As such, on purchase of this item, you may elect for your Key Stone to be attached to a simple accessory. It could be a bracelet, a pair of glasses, a necklace, or even something unique, as long as it does not provide any additional advantages not offered by this item.

Should your Key Stone (including the accessory if you chose one) be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp, First free with Key Stone] Mega Stone

In order to purchase this item, you must be visiting a version of the setting based on the remake games.

The Mega Stone is the counterpart to the Key Stone, held onto by a Pokémon in order to enable Mega Evolution. There are a wide variety of Mega Stones; each is designed to transform a specific fully evolved Pokémon into a specific Mega Evolved form. Each purchase of this item will provide one specific Mega Stone that canonically exists.

Of course, holding on to a stone like this may prove difficult for a Pokémon in the midst of combat. As such, on purchase of this item, you may elect for the Mega Stone to be attached to a simple accessory that can be worn by the Pokémon. It could be a necklace, a ring, a simple strap, or even something unique, as long as it does not provide any additional advantages not offered by this item.

Should a Mega Stone (including the accessory if you chose one) 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.

Should your chosen character be a Pokémon Trainer, they may take up to six of their Pokémon with them, who are considered followers. This decision is made at the end of the jump.

[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] Gift Beldum

If you'd like, you may collect this special Beldum as either a companion or follower (if claimed by a companion, it must be a follower). It comes in a Cherish Ball, and has a different colouration than usual – in other words, it is a Shiny.

If you are visiting a version of the setting that features Mega Evolution, the Beldum also comes with a free Metagrossite, which will allow it to Mega Evolve when fully evolved, as long as you have a Key Stone.

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

[Free, Exclusive with the Eon Flute Item] Eon Pokémon

This is your new Latios or Latias, as described in the *Eon Flute* item.

Your chosen Pokémon is able to carry a human rider as it soars through the skies, and can often lead them to rare Pokémon or hidden locations. As a Legendary Pokémon, it is also quite powerful.

You may choose whether you receive your chosen Pokémon as either a new companion or a follower, and can also decide whether or not it comes in a Poké Ball. Companions can receive this Pokémon, but must accept them as a follower.

Instead of receiving a new friend, you can alternatively choose to import an existing companion into this option, providing them with an appropriate alt-form. A companion imported in this way cannot also be imported via the standard import option. Companions using this option cannot import other companions.

[200cp/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 200cp, you receive 7 Boxes (210 slots). For 300cp, you receive 14 Boxes (420 slots). For 400cp, you receive 31 Boxes (930 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

Using this toggle, you may determine whether you are arriving in the Ruby, Sapphire, or Emerald version of the setting. You may also choose to arrive in Omega Ruby, Alpha Sapphire, or some kind of mix of the two, but if you do so you must also take the *A Fairy Tale* drawback below, electing for the Fairy type to be common knowledge. These 'remake' versions of the setting feature Mega Evolution, amongst other changes.

[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 Hoenn 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 May or Brendan is the child of Professor Birch. 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 Littleroot Town. You may choose whether May or Brendan is your neighbour.

You will not have access to your Pokédex and Key Stone (if you purchased them) 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.

[+100cp] Feebas Frustration

Whenever you are searching for a specific species of wild Pokémon, whether to catch, battle, or simply observe, that species will suddenly become incredibly difficult for you to find. That species will only appear in a very specific spot in each route in would usually appear in. Should you look for that species over multiple days, that spot will change each day. Fortunately, this effect can only apply to a single species of wild Pokémon per route, though that species may change based on your desires.

[+100cp] Sickly

You have a persistent sickness, such as asthma. This sickness is not curable, but it is manageable, and is easier to manage in locations with cleaner air, such as Verdanturf Town.

[+100cp] *The internal battery has run dry.*

For the duration of the jump, berries planted by you will not grow, you will be unable to participate in any lotteries, you cannot find Mirage Island, and you cannot enter Shoal Cave when it is either at high-tide or low-tide (chosen by you when taking this drawback).

[+200cp] Birch-like Bait

For whatever reason, wild Pokémon have it out for you, and will go out of their way to attack you when possible. These attacks are even more likely when you don't have access to your Pokémon (or your Trainer if you are a Pokémon yourself) should have usually have them.

Hopefully you are good at running, or are lucky enough to be saved by someone during these times.

[+200cp] Team Target

For some reason, you seem like a prime target for the various villainous organisations in this world. If you are a human, these criminals will attempt to steal your valuables and Pokémon, and if you are a Pokémon, they will attempt to poach or kidnap you.

If you are a member of either Team Magma or Team Aqua, that team will leave you be. Unfortunately, you will still find yourself targeted just as often, with other criminals stepping up to pick up the slack. You cannot protect yourself from both Team Magma and Team Aqua in this way.

[+200cp] ***Truth is, I'm not all that hot at battles…***

For the duration of the jump, you've lost any battle sense you might already have. You will find it difficult to keep up with the flow of battle, whether that be as a Trainer or direct combatant.

If you are a human, you will find it significantly harder to train Pokémon for battle, and if you are a Pokémon, your growth rate in terms of combat power and ability is seriously hampered.

Perhaps you should stick to Contests?

[+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.

[+300cp] Delta Disaster

In order to take this drawback, you must be visiting a version of the setting based on the original games.

Roughly a year into your stay, a meteoroid will suddenly be teleported in outer space from another dimension. This meteoroid is set on a collision course for Earth, and if it connects, life on the planet will be wiped out.

In order to ensure the survival of the Earth (and likely yours as well), not only will you have to devise some means of dealing with the meteoroid, which can be utilised on very short notice. If you end up destroying the meteoroid, a Deoxys will emerge from within, and will likely be hostile towards you.

[+300cp] Rainbow Weather

Oh dear. By taking this drawback, you will be sent to a slightly different world. Here, either Maxie or Archie has subjugated their target Legendary (Groudon and Kyogre), and conquered the Hoenn region. If you are choosing to visit a Ruby-based world, Maxie will be in charge. If you are choosing to visit a Sapphire-based world, Archie will be in charge. If you are choosing to visit an Emerald-based or hybrid world, one will be chosen at random.

Extreme weather is constant, making travelling the world, and especially the Hoenn region, a lot more dangerous. The team leader is aware of your presence, and for whatever reason has deemed you to be a threat to his plans.

Worse, this team leader was recently defeated in another world by a prodigal youth, and has taken it to heart. He will make efforts to improve both his Pokémon and his ability as a Trainer if he unable to strike at you, or if he doesn't believe he is capable of defeating you. If you are visiting a version of the setting based on the remakes, not only does he can he Mega Evolve his Pokémon, but can cause his Legendary Pokémon to undergo Primal Reversion as well.

Are you sure you want to take this?

-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 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.

What are the major differences between versions?

- Villain Team: In Ruby/Omega Ruby, Team Magma are the major antagonists and are the only team the protagonist fights. In Sapphire/Alpha Sapphire, Team Aqua are the major antagonists and the only team the protagonist fights. In Emerald, this role is split between both groups.
- Champion/Gym Leaders: In all games but Emerald, Steven is the Champion, and Wallace is a Gym Leader. In Emerald, Wallace replaces Steven as Champion, and Juan takes Wallace's place as Gym Leader.
- Wally: In the originals, Wally's Ralts evolves into a Gardevoir. In the remakes, it evolves into Gallade (a Gen IV Pokémon), and he can Mega Evolve it.
- Additional Characters/Minor Character Changes: Lisia and Aarune are remake exclusive characters, though Contests and Secret Bases are present in all games. Admins from Team Magma and Team Aqua receive distinct models and more characterisation in the remakes. Maxie and Archie use different designs in the remakes.
- Mauville City: The appearance and layout of Mauville City differs significantly between remakes and originals. This is primarily due to planned renovations falling through in the originals and succeeding in the remakes.
- Post-game Battle Area: In Ruby & Sapphire, the Battle Tower is present. In Emerald, a larger area called the Battle Frontier exists instead. In the remakes, the Battle Resort replaces the Battle Frontier.
- Mega Evolution: Mega Evolution is only present in the remakes. The plot of the Delta Episode leans into this, heavily implying that this is because the originals are set in a different dimension where the ancient war 3000 years ago never occurred.
- Primal Reversion: Primal Reversion is only present in the remakes.
- Latios/Latias: In the originals, these Pokémon are only present as a special event distribution. In the remakes one is obtained as part of the main story depending on the game version, they both have a Mega Evolution, and a new mechanic involving them (Soaring) is included.
- Delta Episode: The Delta Episode is a post-game plot segment exclusive to the remakes, which involves a meteoroid heading for Earth. Ultimately, the protagonist is able to catch Rayquaza, Mega Evolve it, and destroy the meteoroid. This reveals a Deoxys, which the protagonist can catch. In the originals, Rayquaza is available as a post-game Legendary and Deoxys is limited to being a special event distribution.

So, what exactly happens here, anyway?

Note: This plot summary was created using a playthrough of Pokémon Emerald, which in many ways acts as a middle ground between Ruby & Sapphire. The name and gender of the protagonist is determined by the player; for the purposes of this summary, the protagonist is a boy called Brendan.

Brendan and his mother move to Littleroot Town. A news report features Brendan's father, who is the Gym Leader of Petalburg City, but Brendan and his mother miss the part he was on. Brendan's mother tells him to visit Professor Birch next door, who is a friend of his father. Next door, he meets May, the daughter of Professor Birch (if the protagonist is female, she instead meets Brendan, Professor Birch's son). Professor Birch is not present here, nor is he in his lab.

Brendan finds Professor Birch on Route 101, who is being attacked by a wild Pokémon. Professor Birch asks Brendan to take a Pokémon from his bag in order to fight off the Pokémon. Brendan chooses Treecko, Torchic, or Mudkip, and defeats the Pokémon. Back at the lab, Birch allows Brendan to keep the chosen Pokémon, and suggests he go see May on Route 103, who can help teach him how to be a Trainer.

Brendan moves through Route 101 to Oldale Town, and then on to Route 103, There, Brendan is challenged to a Pokémon battle by May (she uses the starter Pokémon that has a type advantage against Brendan's starter). Afterwards, she says how impressed she is with how quickly Brendan has bonded with his Pokémon. Back at the lab, Professor Birch decides to give Brendan a Pokédex, and May gives him some Poké Balls. Brendan says goodbye to his mother before leaving Littleroot.

Brendan moves through Route 102 to Petalburg City. In Petalburg City, Brendan meets his father Norman. While they are talking, Norman is approached by a young man named Wally. Wally is going to move to Verdanturf Town for a while, as he is sick, but would like to catch a Pokémon first. Norman asks his son to help Wally and ensure he catches a Pokémon safely, and lends Wally a Zigzagoon for the task. Wally is able to catch a Ralts on Route 102. Back with Norman at the Gym, Wally returns the Zigzagoon to Norman before leaving. Norman doesn't want his son to challenge him just yet, and instead points him towards Roxanne in Rustboro City first.

Brendan moves through the southern half of Route 104, into Petalburg Woods. In the woods, he comes across a Team Aqua grunt harassing a Devon Corporation researcher for his papers. Brendan defeats the grunt, who mentions that Team Aqua is after something in Rustboro before taking off.

In the northern part of Route 104, Brendan receives a Wailmer Pail at the Pretty Petal Flower Shop.

In Rustboro City, Brendan acquires HM01 Cut from the Cutter, and challenges the Gym, defeating Roxanne and earning the Stone Badge. Leaving the Gym, Brendan sees the researcher from earlier chase after the Team Aqua grunt. The researcher tells Brendan that the grunt had stolen important Devon Goods from him. Brendan heads through Route 116 to Rusturf Tunnel, where the grunt has taken Peeko (a Wingull belonging to Mr. Briney, a sailor) hostage but has run into a dead end. Brendan defeats the grunt, and returns Peeko to Mr. Briney.

The researcher takes Brendan to the third floor of the Devon Corporation building to speak to Mr. Stone, and asks that Brendan deliver the Deon Goods he recovered to the shipyard in Slateport City. Mr. Stone asks Brendan if he could deliver a letter to Steven in Dewford Town on the way, and provides him with a PokéNav as a reward for his help. Brendan soon meets May in Rustoboro, she registers herself in the PokéNav, and then the two battle. Brendan

Brendan heads back through Route 104 and Petalburg Woods to find Mr. Briney's cottage. As thanks for saving Peeko, Mr. Briney offers to ferry him with his boat. Brendan is first taken to Dewford Town. Brendan challenges the Dewford Town Gym, defeating Brawly and earning the Knuckle Badge. Brendan explores the nearby Granite Cave. Here he finds Steven, and gives him the letter.

In order to take the Devon Goods to Captain Stern, Brendan is ferried to Slateport City by Mr. Briney. In Slateport City, Brendan finds Captain Stern in the Oceanic Museum. When he attempts to hand the goods over, he is stopped by two Team Aqua grunts. After defeating the grunts, Archie (leader of Team Aqua) appears. He initially considers that Brendan might be a member of Team Magma, but rules it out due to him not looking the part. Archie explains that Team Aqua are dedicated to the expansion of the sea, as they believe all life depends on the sea. Archie decides to let Brendan go for now, and retreats. Brendan gives the goods over to Captain Stern, who is grateful for the help.

Brendan heads through the lower path of Route 110. Along the way, he meets and battles May, who gives him an Itemfinder as a reward for beating her.

In Mauville City, Brendan is able to collect a bicycle from Rydel's Cycles free of charge. In front of the Gym, Brendan encounters Wally and his uncle again. Wally wants to challenge the Gym, but his uncle doesn't think he is ready yet. Wally sees Brendan and challenges him to a battle. Brendan wins, and Wally agrees to head back to Verdanturf for now. His uncle tells him that he can still get stronger, and encourages Brendan to come visit them sometime. Brendan challenges the Gym, defeating Wattson and earning the Dynamo Badge. Also in Mauville, Bredan receives HM06 Rock Smash from the Rock Smash Guy.

Brendan heads through Route 117 to Verdanturf Town. Heading into the nearby Rusturf Tunnel, Brendan is able to use Rock Smash to clear the way for a couple to reunite. As thanks, he is given HM04 Strength. Brendan returns to Mauville and travel north through Route 111 and onto Route 112. The cable car to Mt. Chimney is blocked by members of Team Magma. The grunts mention to each other that they need a meteorite for some purpose, so the rest of their group has gone to Fallarbor Town. Brendan heads through the Fiery Path, Route 113, Fallabor Town, Route 114, finally reaching Meteor Falls.

In Meteor Falls, Brendan comes across some Team Magma grunts, who have gotten their hands on a special meteorite. Archie and Team Aqua show up as well, causing Team Magma to flee with the meteorite. Archie informs Brendan that Team Magma are a group of fanatics who seek to expand the land mass, and are rivals to his Team Aqua.

Brendan heads to Mt. Chimney, where he finds Team Magma engaged in battled against Team Aqua. Archie tells Brendan that Team Magma are trying to inject the meteorite's power into the volcano in order to cause an eruption. Brendan battles his way past some grunts, then Team Magma admin Tabita, in order to reach Maxie, the leader of Team Magma. Brendan defeats Maxie, who says that with the orb the power of the meteorite is not necessary, before retreating with Team Magma. Archie is confused as to Brendan's allegiance, but thanks him for his help and leaves with Team Aqua.

Brendan heads down Jagged Pass to Lavaridge Town. He challenges the Gym, defeating Flannery and earning the Heat Badge. Leaving the Gym, Brendan runs into May, who gives him a par of Go-Goggles.

Brendan returns to Petalburg City. He challenges the Gym, defeating his father and earning the Balance Badge. Afterwards, Brendan encounters Wally's father, who provides him with HM03 Surf as thanks for helping his son.

Brendan surfs east from Mauville. He briefly meets Steven on Route 118, and then moves onto Route 119. Brendan comes across the Weather Institute, which is currently being attacked by Team Aqua. Brendan defeats the Team Aqua members present, including Admin Shelly. After a grunt informs Shelly that a Team Magma mob was spotted heading for Mt. Pyre, Shelly retreats with Team Aqua so that they can get there first. Further along Route 119, Brendan battles May again. As a reward for beating her, she gives him HM02 Fly.

In Fortree City, Brendan finds the path to the Gym blocked by an invisible force. On Route 120, he runs into Steven again as well as another invisible force. Steven provides him with a Devon Scope, which reveals these force unseen things are actually Kecleon. Brendan returns to Fortree and challenges the Gym, defeating Winona and earning the Feather Badge.

Brendan moves through Route 120 to Route 121, where he sees a group of Team Aqua grunts heading off to Mt. Pyre. Brendan moves through Route 122 to Mt. Pyre. He battles through Team Aqua to reach the summit. There he finds Archie, who steals the Red Orb and reveals Team Magma has already been here and claimed the Blue Orb. Archie leaves with his team. The elderly couple who were bemoan the situation, saying that the two orbs are not meant to be separated. They give Brendan a Magma Emblem, which was left behind by mistake by Team Magma when they showed up earlier. The couple also tell Brendan about an ancient battle between a Pokémon of the sea and a Pokémon of the land, which was ended by using the orbs.

Using the Magma Emblem, Brendan is able to find Team Magma's hideout in Jagged Pass. Battling through the hideout, Brendan discovered that in the process of digging here Team Magma discovered the sleeping Groudon, a Legendary Pokémon. Brendan defeats Tabitha, and reaches Maxie just in time to see him awaken Groudon with the Blue Orb. Though Groudon awakes, it does not respond to Maxie and quickly leaves. Maxie takes out his frustration on Brendan, and after losing a battle, retreats.

In Slateport City, Captain Stern is unveiling his new submarine. He tells Brendan that an underwater cavern on Route 128 has been discovered, and is thought to be the den of a super-ancient Pokémon. Suddenly, Archie announces over megaphone his intention to steal the submarine. He tells Brendan that his hideout is in Lilycove and then escapes on the submarine.

In Lilycove City, Brendan battles May in front of the Department Store. Brendan investigates the nearby Team Aqua hideout. There, he defeats Admin Matt, but Archie is able to leave in the submarine.

Brendan surfs across Route 124 to Mossdeep City, and challenges the Gym. The Gym actually has two Gym Leaders, twins Liza and Tate, and Brendan defeats them both in a double battle, earning the Mind Badge. Brendan sees Team Magma attacking the Mossdeep Space Center; they have come to steal rocket fuel. He finds Steven confronting Maxie; Maxie reveals that since Groudon is gone, they intend to use the fuel to force the volcano to erupt. Brendan battles alongside Steven to defeat Maxie and Tabitha. They succeed and Team Magma are forced to retreat. At Steven's house, be gives Brendan HM08 Dive as thanks for his help.

Brendan surfs to Route 128 and dives to the Seafloor Cavern, finding the submarine stolen by Team Aqua. Brendan battles through Team Aqua, including Admin Shelly. He finds Archie and a sleeping Kyogre. He defeats Archie, but Archie uses the Red Orb to revive it. Like with Groudon, Kyogre immediately leaves. Archie gets a report that it has started to rain outside, far heavier than planned. Maxie and Team Magma show up. Outside, the two leaders realise that things have gone too far, and

that the world is in danger. They leave to try and fix their mistake. Steven arrives, and tells Brendan he is heading to Sootopolis.

Brendan surfs and dives to and his way to Sootopolis City. As he approaches, he sees Groudon and Kyogre fighting. Steven takes Brendan to meet Wallace inside the Cave of Origin. Wallace says that there is a third super-ancient Pokémon, Rayquaza, who calmed the two others in the past. Surmising that it must be at Sky Pillar, Wallace tells Brendan to meet him there. Brendan surfs through Routes 129, 130, and 131 to reach Sky Pillar.

With Wallace's help, Brendan reaches the top of Sky Pillar, and wakes the sleeping Rayquaza. When Brendan returns to Sootopolis, Rayquaza shows up and drives Groudon and Kyogre away from each other, calming them and fixing the extreme weather. Wallace gives Brendan HM07 Waterfall as a thank you. Brendan challenges the Gym, defeating Juan and earning the Rain Badge.

With all eight badges, Brendan heads for the Pokémon League. He surfs to Ever Grande City, and battles through Victory Road. There, he encounters Wally who has also collected the badges. After defeating Wally, Brendan proceeds through Victory Road to reach the Pokémon League. He challenges the Elite Four: the Dark-type user Sidney, the Ghost-type user Phoebe, the Ice-type user Glacia, and the Dragon-type user Drake. After defeating them, Brendan moves on to the Champion, Wallace, and defeats him. May and Professor Birch arrive just a bit too late for May to provide any advice. Brendan is entered into the Hall of Fame, becoming Champion.

In the post-game, Brendan can visit the Battle Frontier, catch Groudon, Kyogre, and Rayquaza, and battle Steven.

-Changelog-

0.1
Created the jump.

1.0
(i) Flying Press is now a valid move choice for **Cosplay Pokémon**. (ii) For **Pokémon Storage**, the six per person limit has been removed; you can have as many of your Pokémon Storage Pokémon out as you like.

1.1
(i) Fixed missing text in **Ribbon Case**. (ii) Added Item Storage to the Pokémon Storage option, and renamed it **Pokémon & Item Storage**.

1.2
(i) Added Shiny option to **Pokémon species** choice.

1.3
(i) Pokémon Trainers acquired via the **Recruit** option can now take up to six Pokémon with them as followers.