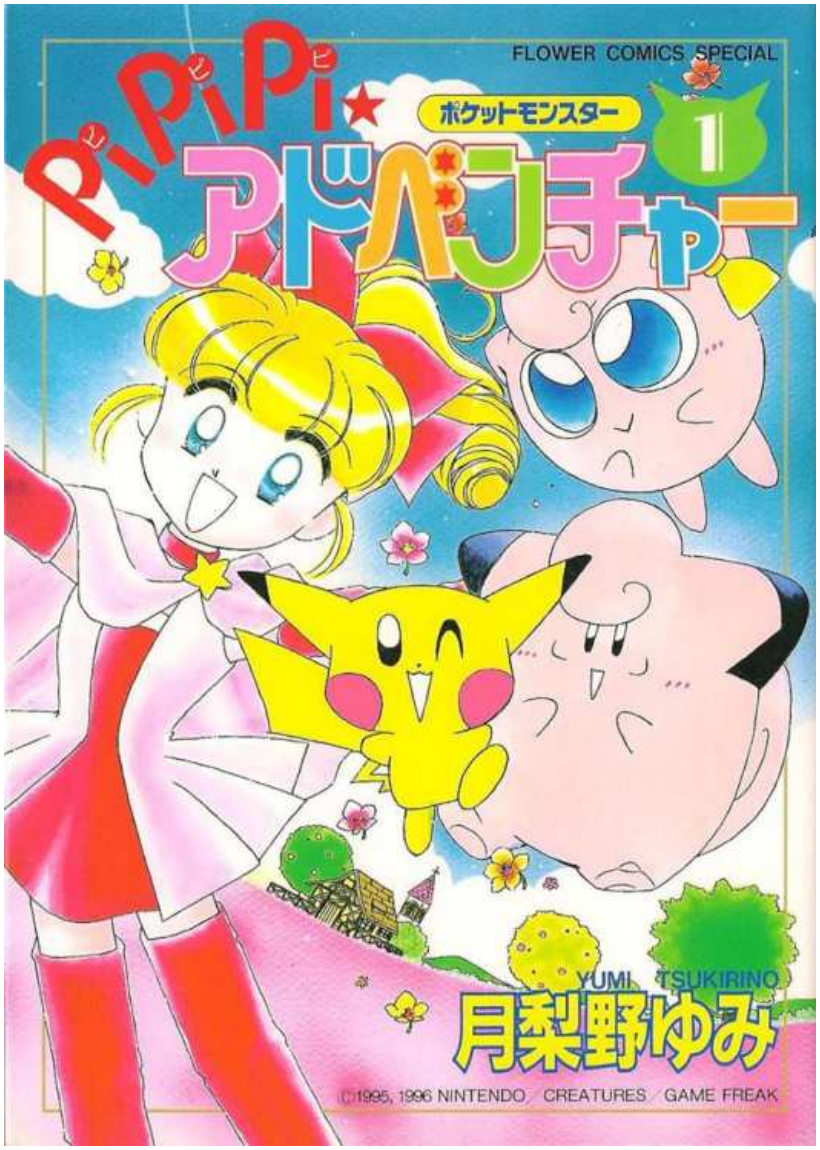
Magical Pokémon Journey
Version 3.1
~ By Cataquack Warrior



The magical worlds of Pokémon have countless possibilities. You can battle endless opponents, travel to distant lands…or just enjoy the simple life. You live in a small town somewhere in a world filled with Pokémon. It's quite different from the normal Pokémon world of the games and anime, as you will soon discover.* Pokéballs are unknown here, and will not function, so Pokémon and humans just live everyday lives. Don't expect many battles or the like, but sometimes it's nice to just kick back and enjoy some slice-of-life. That said, this is a comedy, so don't think your stay is going to be a complete vacation.

Species

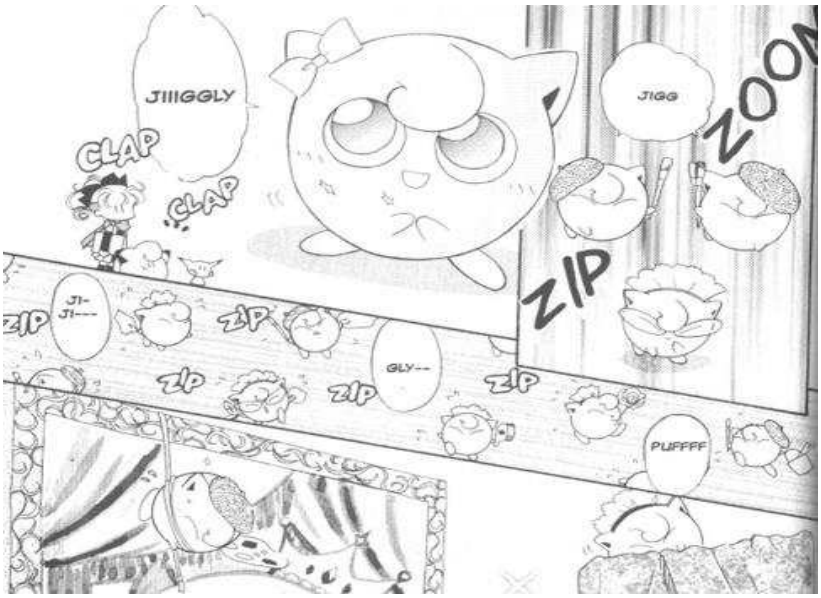


Pay 50 CP to determine your age and gender. Otherwise, you are the same gender as your last jump and roll a d20+6 for age.

Human- You are a human. You may not have all the powers of a Pokémon, but you are well-rounded and able to adapt to a variety of situations. Plus, humans have their own skills that can come in handy.

Pokémon- You can be any Pokémon you wish. However, the destructive abilities of your powers are significantly reduced to fit with the setting. You cannot select Legendary Pokémon; please also keep in mind that the process of Mega evolution does not exist in this particular universe. In addition, while you may have special abilities unique to your species, you also gain its respective limits and weaknesses.

Job



Both humans and Pokémon have a variety of occupations around here, so choose what you like.

Visitor- You arrive in the town with no idea how you got here. You don't have any past memories tying you to this world, but I'm sure you'll feel at home in no time.

Local- You were born and raised in the town, and enjoy your life here. There isn't anything particularly special about you, but sometimes that in itself can be something magical.

Scientist- You are a determined scientist, always coming up with new discoveries. If only you could keep your masterpieces from blowing up in your face. With all the stress in the city, you came here to get some good country air.

Ninja- You are a ninja-in-training, determined to become the greatest warrior in the land. Given the peaceful nature of the world, though, that isn't saying much.

Perks



Well, to be honest, it's nowhere near as intense as Clefairy would like to believe. But there are still some cool skills and powers you can pick up, though.

Handyman (100 CP, Free Human)- You are a well-rounded individual, capable of taking on a variety of different mundane jobs. Gives you increased skill with various activities, and makes it easier for you to learn new things.

Pokémon Expert (200 CP, Discount Human)- Sometimes humans know more about Pokémon than the Pokémon themselves. You are very knowledgeable about different types of Pokémon, and know the basic information about each species, including their appearance, behavior, and rarity. Does not give you information kept secret by the species. After the jump, this skill also applies to wild animals and magical beasts.

Pokémon Watcher (300 CP, Discount Human)- You are a master at observing Pokémon in their natural environments. As long as you do not take direct action

against the target or otherwise expose yourself, you can observe specific targets in the wild without being noticed by them. Applies to Pokémon, wild creatures, and some sentient lifeforms. Does not protect you from other hazards in the vicinity.

Hardy Helper (400 CP, Discount Human)- Even if you're not the strongest, you can at the very least protect those around you from harm, especially from things they are highly vulnerable to. You can fully shield a person from something that they are specifically weak to, like a certain element or metal or sunlight. As long as you choose to do so, the element will only hit you, such that you could perfectly keep the water off a Charmander (or the sunlight off a vampire). As you protect the person by taking on the brunt of the element yourself, you can still take damage if you are vulnerable to that element; however, as you gain a degree of increased personal resistance whenever you are protecting someone in this manner, you'll hopefully be able to hold out for a while until both you and your friend are safe.

How Do You Do? (600 CP, Discount Human)- What sets humans apart from other creatures is that they are, well, human. Humans have this certain quality that encourages other species to try to emulate. Even if other creatures can surpass individual humans, it was from humans that they learned those skills to begin with. You have a way with Pokémon and with magical creatures in general. You have a natural charisma that makes it easy to befriend Pokémon and other magical beasts. Even wild Pokémon are less likely to attack you, and could even be convinced into sharing some of their greatest secrets with you, ones that not even the greatest of researchers have been able to unravel. However, they may become warier if you try to catch or hurt them. Moreover, you are a role model for Pokémon and animals in general. The more you interact with Pokémon and other beasts, the more they begin to adopt human customs, looking up to you as a big bro or sis. Even wild creatures can learn human things, from art to horticulture to science. Also allows you to understand Pokémon speech; it will be harder to understand how other creatures communicate, but with enough effort you can learn.

Huff and Puff (100 CP, Free Pokémon)- When you get upset at not getting your way, you begin to huff, and your cheeks puff out…along with the rest of your body. Whenever you get mad, you can inflate yourself like a giant balloon. Unlike a balloon, though, your body is as firm as ever, and those caught between you and a wall may end up squashed. You deflate as soon as your mood improves. Also, if you feel particularly airheaded, you can make your balloon form switch from heavy to light, allowing you to float aimlessly through the sky.

Poisoned = Drunk (200 CP, Discount Pokémon)- In some cases, Pokémon who get poisoned instead show symptoms similar to drunkenness. When this perk is active, all poisons that affect you only cause you to get drunk instead of the normal results from the poison. That said, being drunk can lead to new problems. You can activate and deactivate this perk at will.

Metronome (300 CP, Discount Pokémon)- By waving your fingers with enough determination, you can unleash incredible power. This ability is highly random, ranging from energy blasts to random teleportation (or, inversely, randomly summoning things or people to where you are), but you never know when this will come in handy.

Soul Traveling (400 CP, Discount Pokémon)- Simply by resting, you can make your soul travel outside your body. You are technically a ghost, but as solid as the real thing, and nobody will notice the difference unless you suddenly decide to return to your body. Even so, as your current "body" is a projection, it does not tire in the same way that a normal body would; even as an aged man, you could run and tumble around in your spirit form without getting exhausted. You can travel with your soul alone for weeks on end, but don't stay out for too long: without a soul, your real body will slowly weaken.

Dream Thief (600 CP, Discount Pokémon)- When a target is asleep, you can snag and consume the subject's dreams, restoring your own health and sapping the victim's strength. However, there is a more insidious use for this power. You can also target the internal "wills" of the victim. For instance, if you stole a target's "will to fight," he or she could no longer even think of launching attacks, and if you stole the "will to love," it would be impossible for him or her to feel that emotion. Even so, you unable to consume the wills, and, either willingly or by losing consciousness, you can send the will back to the target. Moreover, some "wills of the heart" are especially strong and bright in their radiance (or pitch dark in the case of evil people), and may be too much for you to handle. The hypnotic aspect of the perk only works to make people fall asleep; in order to actually give mental commands, you must purchase the separate Hypnotist perk.

Introduction (100, Free Visitor)- Each "chapter" of your story (generally a small adventure or an individual segment of your overall adventure) comes with a special introduction to the audience – that is, you and your companions. Sometimes it may just be stuff you already know, but it may also hint at things to come. The introducer is chosen at random, ranging from you to companions to someone who will be involved in the coming events. Depending on who is giving the

introduction, their knowledge of the setting, and their competency/interest, the information can range from helpful to silly.

I'm Staying *Way* Out of This (200 CP, Discount Visitor)- You know that you're in a romantic comedy, complete with all of the usual tropes. As a result, you have an almost supernatural sense for when to get out of a situation before it deteriorates into comedic chaos. Especially if you're the target of the ensuing love triangles.

In the Next Volume… (300 CP, Discount Visitor)- At the end of each "volume" of a jump, you see a narrated glimpse of the next volume. Each volume generally constitutes a year, but may vary depending on the narrative framework of a world. Unfortunately, the previews are rather…exaggerated. The whole shtick about aliens kidnapping you, or a master thief entering the scene, may turn out to be entirely bogus. That said, there is always a degree of truth in the preview, so keep your eyes open.

I've Never Even Seen Anything Like THAT! (400 CP, Discount Visitor)- You have a strange appearance that makes you seem different from others of your species. As a result, people trying to imitate your appearance, whether through physical transformation or illusions, tend to get flustered and botch their attempts at recreating your appearance. The beauty of the trick is that it draws on the imitator's own determination to get things right. As long as they are trying to mimic you with the belief that you are a member of the species you are currently a member of, they will get confused. On the other hand, if they conclude that you are something else entirely, such as deciding that a human you is actually a Pokémon, the perk's power is no longer effective. You can activate and deactivate the perk at will.

Some Things Never Change (600 CP, Discount Visitor)- Magical Pokémon Journey is one of those manga that never has a true ending, so everything stays the same, forever. When everything is fun and innocent, though, that might not be a bad thing. Within the jump, this will prevent you and your companions from aging. However, after the jump, you can apply this thematic framework to your current setting. Years pass, but people never age. New people might enter the scene, and there are always new things happening, but there is little if any actual progression, and nobody really seems to notice or care. Not that there is much of a reason to care, as life has this unchanging yet always-new, slice-of-life feel to it, so that it is easy to forget that nothing is truly changing. Moreover, you can find a sense of enjoyment with common-day activities, and things will have a sense of novelty to you no matter how many time you do them. Your ability to enforce this

environment depends on the size of the world or target area. A small town is fairly easy, while keeping a whole world like this is not. Furthermore, actions that move things forward, such as advancing with your love life or graduating, shake up the setting and destabilize your control over the zone's progression. As long as you maintain the theme, you will never be able to make significant, lasting changes on the world, so if you want to move forward with something, you'll have to drop the zone and move forward with life. Please note that the skill does not pause the jumpchain's clock, so don't expect this to extend your stay in the jump.

Always Cheerful (100 CP, Free Local)- You are filled with eternal optimism with life, and can enjoy even the simplest of things. Even when you never seem to get closer to your goal, you always have faith that you will get there someday, as long as you don't give up. This spirit also makes it easy for you to befriend people, and even people who find your cheeriness annoying still grudgingly enjoy your company even if they won't admit it.

Artist (200 CP, Discount Local)- You have a great talent as an artist, and can make wonderful masterpieces, from sketches to sculptures.

Florist (300 CP, Discount Local)- You are an expert at growing and taking care of flowers. You are also fluent in the "language of flowers", in which the exchange of flowers can have special meanings depending on the flower and the arrangement. As a result, you can give hidden messages in flowers to any target of your choice. Skill also applies to any flowers and flower arrangement languages in following jumps.

Lover Radar (400 CP, Discount Local)- You have an almost supernatural sense for tracking down your love interest(s), and knowing when they are in danger or vulnerable to the tricks of your rivals.

Holiday Spirit (600 CP, Discount Local)- You can always find the perfect way to enjoy the holidays with the people you love, whether it's a vacation getaway, a giant, live-decorated Christmas tree, or even a simple, homemade gift. Whether it's Christmas or the Fourth of July, things will be truly magical, and the mood is ripe for romance and familial bonds. Enjoy camping out? You always find the best and most pristine lakes and landscapes while tramping through the countryside. Like tours? You get to be in the exactly right place at the exactly right time for the perfect experience. Opportunities for special getaways, whether invitations from acquaintances or special sweepstakes, seem to come out of nowhere, and indeed your luck seems to increase greatly in regard to holidays and vacations; the same

applies to whatever companions accompany you. There might be a few snags along the way, but in the end, you and your companions will all end the festivities on a merry note, which each event finding its own unique and treasured place in your memories. Moreover, you can use holidays to help bring people together, thus building, repairing, or strengthening their bonds. Just keep in mind that holidays are meant to be brief respites, so in cases when the holiday is extended past a couple of weeks, or in places heavily based on luck such as casinos, your allotted luck may drain away sooner than later.

Innovative Demolition (100 CP, Free Scientist)- You have the ability to make any machine that you make explode. Even if the item seems completely innocuous, as long as you draw on this power, it will explode as soon as it is activated. Please also see the Drawbacks section for something similar.

Funding (200 CP, Discount Scientist)- Inventing isn't cheap, you know. Now, no matter what world you visit, whether you have a wealthy, indulgent relative or am the chairman of a large corporation (on extended leave), you always have a seemingly-endless supply of steady finances to use on your inventions. Though if you continue to have lackluster results, you may eventually get some pointed questions from your funders.

Scammer (300 CP, Discount Scientist)- Sometimes it's amazing what suckers will buy, again and again. You are a master at coming up with inventive ways to sell *con* various goods and contests off on people, even if you already have a disreputable history. Who cares if your inventions tend to go boom, or that your contest prizes are always cheap? Once you get a new scheme going, people will take interest in your vending, at least until they realize they were tricked; then it's a good idea to head for the hills until things cool down and you can start over again.

Hypnotist (400 CP, Discount Scientist)- If someone is already in a state of drowsiness, you can use a pendulum to put them in a trance. Once the subject is in the trance, you can ask him or her questions that must be answered truthfully. That said, it is easy for the subject to misinterpret the questions. In addition, if asked a question involving things that he or she does not comprehend or know the answer to, the subject will start to have a breakdown unless moved on to an easier question. You can also implant small suggestive behavior into the subject. However, be careful what messages you implant, as they can sometimes have unpredictable consequences. If you wish to stop the subject from following the suggestion, you can snap your fingers to bring the person back to reality. Even so, some hypnotic suggestions are very difficult to remove, and may return whenever the trigger

occurs. On the flipside, it is often easy for the hypnotized subject to snap back to reality if there is a large amount of noise around him or her. Purchasing this perk also makes it easier to successfully use Dream Thief.

Potion Master (600 CP, Discount Scientist)- You are skilled with a wide variety of potions, from love potions to shrinking potions to an eternal youth potion. However, you will still need to hunt down the individual ingredients, and each potion has its own eclectic set of requirements. Furthermore, potion brewing is an exact science, so you'll need to follow every step closely to succeed. With enough trial and error, you might be able to make a perfect love potion or eternal youth potion, but it will take a lot of trial and error along with luck and dedication to get that far.

Stupid! (100 CP, Free Ninja)- A double-part perk for apprenticeships, depending on your exact position. As a master, it allows you to lightly beat up your disciple for mistakes, without negative consequences. The berating is directed in such a fashion that your journeyman will not blame you for the injuries, but rather be determined to try even harder. On the flipside, it ensures that your teacher never truly gives up on you. Although he or she may berate you, the punishments will never be cruel, and the reprimands only serve to push you to new levels.

Mole-Fu (200 CP, Discount Ninja)- A special ninja technique that allows you to find things hidden beneath the earth. Best used for finding food ingredients like potatoes, but a master of the art can find many other strengths in this skill.

Ninja's Creed (300 CP, Discount Ninja)- "Whatever doesn't destroy me…m-makes me str…stronger." The life of a ninja is difficult, especially for a trainee, but you have the will to never give up. You never lose hope on your ambitions, and will continue to push forward, even if it means suffering more trials in the process. Also allows you to work day and night until you achieve your goal, though the physical strains still run their toll on you.

Ninja Combo (400 CP, Discount Ninja)- The best of ninjas fight alongside a partner. If you fight with a partner, the two of you can move in sync with each other, almost like a dance, and combine your attacks into a single strike. If each of the single attacks had special attributes, all of the effects are applied together.

Elemental Warrior (600 CP, Discount Ninja)- A true ninja is one with his or her environment, drawing on the very powers of nature. You can now use special attacks that embody wind, water, fire, or earth. You do not actually draw on

special energies within or around you, but instead manipulate the physical forces of nature; therefore, it does not qualify as a magical attack or require magic reserves to use.

Juggler (50 CP)- You are an expert juggler, able to juggle multiple items without missing a beat. It's actually a lot harder than it sounds.

Fishing (100 CP)- You are excellent at fishing, and can catch dozens and dozens of fish easily, even monstrous ones. However, your skill is inversely proportional to the noise being made around you (natural noises like a river don't count, but gabby people following you around do).

Hair-O-Mancy (200 CP)- A special type of fortune telling done by watching how the hairs fall. Useful for a lot of different fortunes, from business to love to impending doom.

Combustible Cuisine (250 CP)- Your food often has an explosive flare to it. You can make any food that you personally cook into a culinary time bomb. The food does not literally explode, nor is it poisoned, technically. Instead, the food will somehow act as a catalyst for a chain reaction when digested, triggering internal explosions within the eater. The explosions are generally non-lethal, but just barely.

Footprint Collector (300 CP)- You love to collect the prints of Pokémon, and you know each print like the back of your own hand (or paw). As a result, you can instantly identify what species walked through just by seeing the respective prints. After the jump, you can identify the footprints of other, non-Pokémon species. You are also skilled at preserving copies of the prints for your collection.

Pokémon Exorcist (400 CP)- No, this skill does not involve dispelling ghosts and the like. Instead, you are trained in the medical skill of exorcising dark Aura from subjects. By removing negative qi, the target's health will improve. Even so, it is also useful in freeing people from evil possession, particularly when the victim is not being possessed by a specific individual but rather an overall concentration of dark energy.

Items



There are a lot of fun little things that you can buy here. You can many of them in the jump without a purchase, but keep in mind that without the safeties put in by Jump-chan, they may blow up (literally) in your face.

Grandpa Figurine (1 CP)- A small, bronze statue of Grandpa (in a slightly idealized manner). Well, what were you expecting for 1 CP?

Wardrobe (50 CP, Free Human)- All of the various outfits worn by Hazel, Coconut, and the rest of the human cast throughout the manga.

House (100 CP, Discount Human)- A nice, cozy little house with enough room for a few guests now and then. Follows you between jumps.

Flower Shop (200 CP, Discount Human)- A florist shop that follows you between jumps. The shop is always stocked with fresh samples of popular flowers. The shop also tends to attract female customers.

Wig (300 CP, Discount Human)- A collection of "wigs" that updates to include any Pokémon or companions you befriend. Each "wig", when put on your head like a hat, instead perfectly imitates the top of that person's head. If someone tries to pluck something off your head like a feather, they'll instead snag the wig. This also feasibly allows you to fool people into thinking you are another person if they only see the top of your head (which resembles that person with the wig).

Pokémon Fan Club Membership (400 CP, Discount Human)- You are now a member of the largest Pokémon fan club. It's a great way to meet fellow Pokémon lovers and exchange your knowledge about Pokémon. Plus, every now and then they give away decorative little prizes. It may not have the most utility outside of the jump, but the organization can be found on any Pokémon-themed world, as well as in any world where Pokémon exists as a medium. And in any case, you have the chance to collect a lot of Pokémon-related memorabilia, and make new friends.

Skarmory Feather (50 CP, Free Pokémon)- A rather large, metallic feather. Gives you good luck with your dreams when you have it under your pillow. It could also make a decent weapon in combat.

Mansion (100 CP, Discount Pokémon)- More like a small castle, this luxurious residence will show that you are high class. Follows you between jumps.

Magikarp Whisker (200 CP, Discount Pokémon)- It turns out that a Magikarp's whisker really *can* work as a love charm. Increases your luck with love.

Mermaid's Scale (300 CP, Discount Pokémon)- A small, pebble-like crystal that, when swallowed, allows you to breathe underwater for one whole day. You gain a new one after each use.

Grumpig Treasure (400 CP, Discount Pokémon)- A shining, crystalline ball once owned by a Grumpig, and containing a degree of its psychic powers. Whenever someone holds the sphere, it will project an image of the holder's inner thoughts. Generally, it can only display a single illusion at a time, so it only picks up on the most immediate thought.

Box Edition (50 CP, Free Visitor)- All of the manga for *Magical Pokémon Journey* and *Chamo Chamo Pretty*, perfectly translated into any language of your choice. You'll also get special anime adaptations for both series, complete with bonus material.

Mail Collection (100 CP, Discount Visitor)- A collection of all the fan mail that Yumi Tsukirino, creator of *Magical Pokémon Journey*, received throughout her making of the manga. Be careful not to get buried in it; the drawing submissions alone were usually 200 pieces per month at the peak of the summer.

Game Collection (200 CP, Discount Visitor)- Yumi Tsukirino knew what she wrote, as she played the games with determined intensity; if only she put the same effort into answering fans… You gain copies of every Pokémon game in existence (along with the consoles).

Crimson Rose (300 CP, Discount Visitor)- A legendary jewel belonging to Hazel that was nearly stolen by the notorious thief Gloriosa! …Well, at least in the preview. This is an especially exquisite gem that is both highly valuable and magically potent for use in spells, rituals, and the like.

Berry Bunch (400 CP, Discount Visitor)- Did you know, when berries got introduced, Yumi Tsukirino went gaga over them? You have a large collection of over 100 berries, including all of the kinds available in the Pokémon world. The berries stay fresh eternally, and are replenished if eaten, damaged, planted, or lost. You will get new berries added to your inventory whenever there are new ones in a world.

Hero Star (50 CP, Free Local)- A special sticker that you place on your forehead. Once you wear it, you will become a mighty hero and save the day…in your dreams, that is. The star gives you an ideal dream to let you become a hero temporarily, but does not work in reality.

Teen Magic (100 CP, Discount Local)- An infinite subscription to the magazine Teen Magic, which specializes in fortune telling for girls. Has everything from ads for love luck charms to Pokémon comic strips.

Stone of Adventure (200 CP, Discount Local)- A stone crystal found in a hidden, dark cave. It's said that whoever finds it will be idolized as the master of adventures. Well, actually, it's just a pretty rock. But it gives you a sense of courage, and people will see you as more macho.

Apple Cider Booth (300 CP, Discount Local)- A vendor booth (with a license) that is stocked up with ever-replenishing apple cider. While looking perfectly safe upon first glance, the apple cider will in fact make anyone who drinks it incredibly drunk. The effect is magnified on Pokémon and other magical creatures.

Protective Suit (400 CP, Discount Local)- A seemingly ordinary outfit, either some boy's clothes or a girly skirt. The most distinctive thing about it is the included cape, hooked on with a star button. This star actually serves as a magical amulet, protecting the wearer from all kinds of harm, from thunder to drowning. Only works when you are wearing the full outfit; this also means that attacks specifically focused on exposed parts of your body rather than your body in general may still cause damage.

Mystic Sphere (50 CP, Free Scientist)- A crystal ball with two radio antennas sticking out the top. Acts as a limited scrying device and tracker.

Gourmand Visor (100 CP, Discount Scientist)- It appears to be a one-piece, visor-like sunglasses, but it in facts works to stimulate nerves associated with pleasure while suppressing nerves registering revulsion. As a result, you can eat the worst-tasting cuisine without getting a stomach ache. It could also feasibly be modified for other purposes. However, it does not protect the wearer from other negative effects of the food, such as poison or combustibility.

Mirror of Tomorrow (200 CP, Discount Scientist)- This one-use item is a seemingly-simple hand-mirror. If you look at it, you will see a random still image of something that will happen the next day. After showing the picture, the mirror will shatter. However, with this purchase, your mirror will return restored to your inventory after seven days have passed.

First-Prize Finder (300 CP, Discount Scientist)- A wacky invention that can identify the winning item of any contest.

Diet Dome (400 CP, Discount Scientist)- A marvelous fitness facility complete with unique equipment guaranteed to help build your muscles and reduce your weight…if you survive. Exercise features include ascending an escalator descending into a pool of poisonous Tentacruel, machines that force people to swim across a pool to reach the restrooms, and a sauna that may very well roast you alive. Even so, the extreme exercises actually work, and are more effective than more usual routines. If it burns down, the dome will be rebuilt in one month.

After the jump, it attaches itself to your Warehouse, or can be summoned into the jump at will.

Ninja Outfit (50 CP, Free Ninja)- A spiffy ninja costume that has the extra benefit of concealing your identity. People who know you when you are wearing your outfit will not recognize you out of costume without extensive effort on their part.

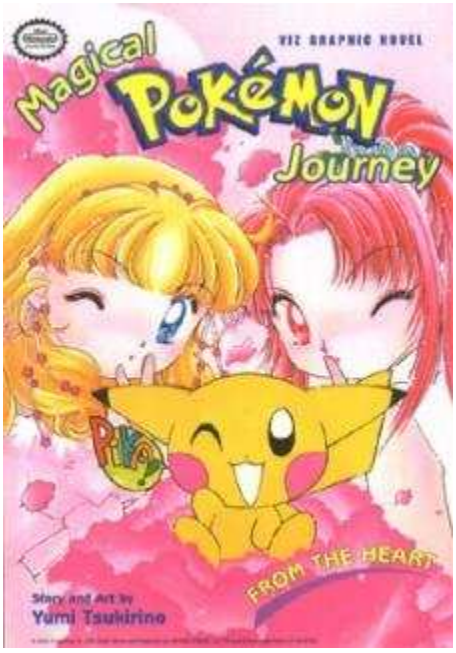
Pink Potato (100 CP, Discount Ninja)- A rare, pink-colored potato. Especially tasty when eaten. A new one appears in your Warehouse a month after being used. Also comes with a potato-shaped trophy.

Bread Love (200 CP, Discount Ninja)- A (multiple) lifelong subscription to a magazine all about different kinds of bread. Great for connoisseurs of baked goods, but does not directly impart the ability to bake bread. Updates with each jump.

Fruit of Great Energy (300 CP, Discount Ninja)- A rare, heart-shaped fruit with horizontal stripes. When eaten, the fruit imparts refreshing vigor and restores your health. You get a tall tree with lots of the fruit constantly growing on it. If destroyed, the tree regrows after a month has passed.

Fruit of Indigestion (400 CP, Discount Ninja)- A heart-shaped fruit with vertical stripes. People who see it will be fooled into thinking that it is actually a healthy fruit. Instead, eating it will give you nothing but stomach aches. The indigestion isn't fatal, but it always leaves you sickly and aching, and there is no cure but to wait for a full day to pass. The indigestion will not set in immediately, and it is impossible to notice the problem before the pain sets in. You get a tall tree with lots of the fruit constantly growing on it. If destroyed, the tree regrows after a month has passed.

Companions



Don't worry, I'm sure you'll find many people to call your friends and family while you're here. And plenty of love – this is a shojo manga, after all!

Canon Companions (100 CP)- For 100 CP, choose a canon character from the manga (this includes those from *Chamo-Chamo Pretty*) to come with you.

Friends and Families (50/300 CP)- Everyone is welcome to join in the fun! For 50 CP, you can import a past companion, or 8 companions for a total of 300 CP. They get any species and job for free and 300 CP.

Pokémon Paradise (Free/50 CP)- This is a Pokémon story, though, so Pokémon get extra consideration. You can import up to 6 Pokémon for free, and pay 50 CP for each extra. The Pokémon do not count as part of the 8 companion limit. However, they can only be imported into the Pokémon background as the Pokémon they already are, and are given 251 CP. Nevertheless, they get a free job.

Partner (100 CP, Discount Local)- Even without Pokéballs, humans and Pokémon have long formed bonds with each other. If you are a human, you befriend a Pokémon of your choice, and if you are a Pokémon you befriend a human. Either way, your partner doesn't really specialize in anything, but is still a dear friend.

Assistant (100 CP, Discount Scientist)- A decently-educated person or Pokémon dedicated to assisting you in your scientific breakthrough, even if it means taking the blunt end of the endeavor. Perfect whenever you need a reasonably loyal test subject.

Ninja Master (400 CP, Discount Ninja)- You have sought the guidance of a wise ninja master, who is a friend of a friend of a Pokémon whose trainer works for the famous ninja Koga. He or she is any Pokémon of your choice, but regardless the master is not to be underestimated. Through his or her guidance, you can grow to be a true ninja, though the training and lessons will be difficult. If you impress the master enough, he or she will offer to join you as a companion. The master is strong-willed and won't let you slack off, but his or her training will always be invaluable on your journey.

Togepi (200 CP)- You have found a Togepi egg! If you can protect it until it hatches, the baby will imprint on you. It is a fun little child, but watch out for its Metronome attack, which is its favorite game.

Jiggly Maids (300 CP, Discount Pokémon)- A dozen Jigglypuff maids, each specializing in a different aspect of domestic upkeep, are sworn to your service. In their spare time, they enjoy sprucing up your home. They count as a single companion after this jump.

Marin (300 CP, Discount Visitor)- The winning design in a fan contest, Marin is a unique Pokémon that can only be found in this world. She appears to be a cross between a Charmander and a Marill. As for more information, you'll just have to find out for yourself!

Drawbacks



Now, I must warn you, things might get a little rough at times, but I know you'll get through it all with a smile on your face.

Take up to +600 CP. You can take more if you like, but they'll just make things more interesting.

Everyone's Nuts! (+50 CP)- A lot of the characters in the series are named after nuts, so why wouldn't the same apply to you? Select a type of nut to be your name for the course of the jump. You cannot remember having any other name, and will only answer to that name during the jump. You cannot use the following nuts, which are already taken: chestnut, hazelnut, almond, coconut, peanut, pistachio, walnut, cashew, apricot, plum, or caraway. Also, you have an unconscious aversion to eating nuts. Can be used multiple times for imported companions.

Fractured Folktales (+50 CP)- For some reason or another, you have stumbled into one of three Pokémon versions of beloved Japanese folk tales. Once you

overcome the story's challenge, things will return to the scheduled program. In the Tale of Jiggly-Peach, you will have to raise a Jigglypuff, who loves to cook terrible feasts for you; maybe that Ogre Island could divert her for a while. Survive through the tale to Jigglypuff's victory (and the victory feast), and you receive the Oni's Club, a lightning-enhanced weapon that gives the user raw strength in battle. In Urashima Jumper, you are invited by a Squirtle to the bottom of the sea, where you are greeted by two ocean princesses. They are both in love with you and constantly feuding with each other. If you try to get away from the chaos and return to the nice, peaceful surface, they will do their best to catch you and make sure that you stay forever. If you can successfully return to dry land, you get Urashima's Box. The box absorbs all negative ailments that try to inflict you, from aging to diseases; however, once it is open, you are exposed to all of them immediately. In Heavenly Jumper, you take the place of Princess Kaguya inside a glowing bamboo stalk. It is impossible for you to break out from the inside, so you'll need to get someone to cut you free. Unfortunately, the outside is also incredibly durable, so it'll be tough to convince someone to push through the whole way. If you escape the bamboo before the end of the jump, you can choose one of Kaguya's five legendary treasures: the Buddha's Bowl, the Jeweled Branch of Hourai, the Fire Rat Robe, the Dragon's Jewel, or the Swallow's Cowry. Can be taken multiple times for the different scenarios.

Lackadaisical (+100 CP)- This is such a peaceful and carefree world, that it's kind of hard to concentrate on doing anything big. Whenever you have an important mission on your mind, you get easily diverted, if you don't forget about it completely.

Silly (+100 CP)- You have a very simple mind that gets confused on a lot of things. Someone who can solve 1+1 seems like a genius to you.

Terrible Artist (+100 CP)- You never seem to get a knack for artistry. Any artwork you make looks like a horrendous, abstract thing that looks nothing like the intended image. Better hope you're never in a situation where you have to communicate or explain something visually through a sketch.

Scaredy-Mon (+100 CP)- You are very flighty and tend to get scared at the drop of a hat. If you hear a scary story before bed, you may end up wrecking the house in your paranoia.

Clumsy (+100 CP)- You are incredible prone to mishaps, always stumbling and tripping headlong into trouble.

Lost (+100 CP)- You are constantly losing your way. Even if you remember to take a map, you probably grabbed the wrong one without noticing.

What a Genius I Am! (+100 CP)- You are convinced that you are a talented genius, far above the silly people around you. Whether this is true or not, you are highly condescending and egotistical, such that you easily get on people's nerves.

Collector (+100/200 CP)- You have an obsession with either hair or feathers, and you try to collect as many samples as you can. It's easy, you just need to rip them off people. You only need a few pieces, so it's relatively harmless, but don't expect many people to cooperate, and your reputation will plummet. Can be taken twice to get both obsessions.

Absolutely No Fan Mail (+150 CP)- You are a very unpopular character with fans, so you tend to get ignored. Your presence tends to be overlooked in favor of other people, and you are much less likely to get involved in key events as time goes on.

Shojo Heroine (+150/200 CP)- You gain a crush on someone in the town, and will be head-over-heels in love with him or her until the end of the jump. And while you might eventually win he or she over, your crush just doesn't want to be bothered. Whenever you even think about your crush, you get all airheaded and excited, so you had best hope you weren't something that required intense concentration. For +50 extra CP, your crush is either a human or a Pokémon(whichever you aren't).

Shojo Rival (+150/300/350 CP, Requires Shojo Heroine)- You now have one rival if not more for your love's affection. The two of you are constantly getting into arguments with each other, and while you can cooperate to a degree, relations always break down when your crush comes into the picture. For an additional +150 CP, you can upgrade to a Shojo Dodecahedron, and let true chaos reign. For +50 extra CP, there are both human and Pokémon rivals.

Articuno's Challenge (+200 CP)- To finish the jump, you will need to eat 50 of Articuno's special snow cones in a row. Using special enhancements to boost you will lead to disqualification. And no matter what, you'll certainly have a terrible tummy ache afterward, whether you win or lose.

Frail (+200 CP)- You have a rather weak body, and tend to get sick all the time.

Shrinking Esteem (+200 CP)- You are very insecure about yourself, and when you get nervous you shrink – literally! You return to your full size when you get your self-esteem back, but delay too long and you may end up the size of a pebble.

Surprise! (+200 CP)- Your friends have the unfortunate habit of sneaking up on you and startling you. Hopefully you weren't at the edge of a cliff, or trying to spy on someone.

Apples Anonymous (+200 CP)- For a kid's manga, this has some mature stuff. Everyone here's a lightweight drinker. Heck, even drinking a cup of apple cider is enough to get you – or anyone else – drunk. And expect for some crazy shenanigans once you or anyone else gets drunk.

"Great Pokémon Trainer" (+200 CP)- You are determined to become a great Pokémon trainer by collecting lots of Pokémon. Too bad you're in the wrong setting to do that. You have a tendency to go after Pokémon, but given how Pokéballs don't work in the area, you're left going after them with butterfly nets. Needless to say, the genre will work against you and ensure that all of your Pokémon-catching attempts end in humiliating failure.

A *Big* Adventure (+200/300 CP)- You have been permanently shrunk down to the size of a dandelion for the duration of the jump. For +300 CP, you are shrunk down even further to the size of a teeny-tiny speck of dust.

Love Triangle (+250/500/550 CP)- You are now the target of unwanted affections, not by one person but two. The constant flirting, not to mention the feuding between the rivals, is bound to drive you crazy, but you cannot get away from the madness for the course of the jump. For an additional +250 CP, you can upgrade to a Love Dodecahedron, and let true chaos reign. For +50 extra CP, you have to deal with both human and Pokémon suitors

Explosions Galore! (+300 CP)- It seems that everything you make, from food to inventions, has the unfortunate habit of exploding at the most inopportune moments.

No Evo (+300 CP)- It seems that Pokémon evolution does not work here, or at whenever you're around. You will meet evolved Pokémon, but you (if you're a Pokémon) and any Pokémon connected with you will be unable to evolve during the jump.

Electric Absorbent (+300 CP)- You seem to pick up static electricity from all around you, especially with Electric Pokémon around. The energy never harms you, but it surrounds you in a constant fizzle. Anyone or anything you touch gets zapped, and food gets burnt to charcoal before it can even enter your mouth. You can temporarily get rid of the electricity by transferring it to someone by physical contact, but you will continue to gather more during the jump.

Botched Botany (+300 CP)- There are many interesting plants to gather in the countryside. Unfortunately, given the physiology of some Pokémon, this can lead to trouble. You seem to have particular difficulty differentiating plants from certain kinds of Pokémon, and they are not happy about the mix-up. Even without Pokémon around, you're bound to mix up the properties of different plants; you had best hope that the Fruit of Great Energy isn't actually the Fruit of Indigestion.

Grandpa…! (+300 CP)- Oh, dear. It appears that you are now considered the granddaughter of a rather shrunken and eccentric old man. Even if you're a Visitor (heck, one of his two other granddaughters isn't really related either). Grandpa is always scheming to make a quick buck at the expense of others, so expect to get dragged into his scams on a regular basis. Also, despite his self-proclaimed skills as a scientist, keep a fair distance from anything he makes, as it may very well explode or worse.

No, Jumper, *YOU* Are the Assistant (+300 CP)- You are now the assistant of an amateur scientist, and have to be the guinea pig for his or her various experiments. And unfortunately, your boss never seems to get things right, so be prepared for lots of explosions. If you chose the Scientist background and purchased an Assistant, you are still the assistant, but now you can take your master with you as a companion.

Infinitely Talented (+400 CP)- As a little experiment, you were hypnotized into believing that you are an infinitely talented singer of staggering fame. If they knew how crazed you'd get when you sing, though, they probably wouldn't have tried this. Whenever you hear the snapping of fingers, you revert to your "diva" personality. You sing incredibly off-key and loud, giving everyone a headache. Moreover, you are convinced that your talent must be shared with the whole world, and you'll do whatever it takes to hit it big, even if it means lighting up firecrackers. You won't return to normal until you fall unconscious.

Babysitting Bonanza (+400 CP)- You are constantly being asked to watch Pokémon for people, but your charges are always a lot of trouble, getting into accidents and stirring up trouble. Not to mention that they'll sometimes even attack you. If you fail any of the babysitting assignments, you lose the jump.

Why, Jumper, Why? (+400 CP)- Why is it "Jumper," and not "Hopper?" Why? Why??!! You have an innate curiosity about the world…perhaps too much curiosity. You always have a question ready to pop out at about any moment, from why the sky is blue to why water puts out fire to why that fish jumped out of the stream for just a second. Whatever the question is, you become utterly obsessed with finding the answer. The longer (in seconds) the question remains unanswered, the more frustrated you will become. And if you get frustrated enough, whatever powers you have will start to unconsciously activate, wreaking havoc all around you.

Jigglypuff Tea Party (+400 CP)- It seems that Jigglypuff really wants you to eat the food she made especially for you. Unfortunately, everything that Jigglypuff cooks is explosive, and she won't take no for an answer.

Will to Fight: Gone (+400 CP)- The Sleeper Brothers, a Drowzee and a Hypno, have devoured an aspect of your soul: the "will to fight." Without it, you have no sense of aggression, and cannot use any attack. Unless they surrender the piece back to you, you'd better stay out of the action.

Will to Love: Gone (+400 CP)- The Sleeper Brothers have managed to consume your "will to love," making it impossible for you to fall in love or have any kind of love for anything.

Unfinished Translation (+400 CP)- Everything will be fine until the eighth year, but then, suddenly, the language barrier returns. You cannot understand anything you hear or read, and will have to learn the language from scratch if you want to communicate.

Limbo (+500 CP)- Your body has been taken over by the ghost of a Pokémon. Fortunately, you aren't dead just yet; you're in a nice garden at the shore of the River Styx, so as long as you get back your body soon, things will be fine. For now, though, the ghost has access to all of your powers, and won't let your body loose until it fulfills its wish. And while you can watch your body through a reflection in the river, you're stuck in the afterlife until the ghost leaves. You'll

either have to hope that your friends can do something on the other side, or somehow find a way back to your body in time.

Gotta Catch Em' All (+500 CP)- Pokéballs normally do not function in this land, but now they do. Trainers from a more serious universe will start encroaching on the world, and capturing any Pokémon they can find. These are all highly-skilled trainers, too, so you'll have to fight hard to keep them at bay. Be especially careful if you are a Pokémon.

Wrath of Mewtwo (+600 CP)- Somewhere in this world, in a hidden, sealed-away forest, rests the ultra-powerful Pokémon, Mewtwo. For some reason, your presence has awoken him early, and he has departed his lair to hunt you down. Unlike the rest of the world, Mewtwo is highly dangerous, and the usual tropes of the setting no longer apply. He was born with the blood of Mew, who embodies every Pokémon in existence, and somehow that means that he has access to every attack you have encountered on your journey. Tread carefully, or you may soon face death – whether yourself or that of one dear to your heart.

Bonus Scenario ~ Grandpa's Mission



There are wild Pokémon in the forest and seas and more, each with amazing, unique powers. Much remains to be discovered about them, such as the secret behind their evolutionary powers. In fact, the evolution process of Pokémon is the key to the future of mankind!

…At least, that's what Grandpa claims. But given how Hazel never really got serious about helping him, the world may never know.

Until now, that is. To complete the jump, in addition to any other challenges you may have picked up, you need to "catch Pokémon" for Grandpa. Fortunately, you don't need to actually catch them; you only need to befriend and learn about each species.

Even so, it's a race against time. If you fail to get sufficient information on 150 Pokémon by the end of the fifth year, you'll fail the scenario.

Oh, so you've collected data on the 150 Pokémon? That's great? But…it turns out that there have been some new discoveries lately. In the remaining time left before the ten years of your stay are up, you must increase your total to 251 Pokémon, or else forfeit the scenario.

Well, you've gotten all 251 Pokémon before your ten years here ended, so all is well, I guess. Only…there are many, many more Pokémon. To truly complete the mission, you must gather information on every Pokémon in existence (a total greater than 700 right now). Fortunately, there's no longer a time limit on your search, so take as much time as you need; if you go over the ten years normally allotted, you will be allowed to stay for as long as it takes.

As a reward, however, Grandpa will provide you with the knowledge for how humans – and all life forms in general – can evolve physically, mentally, and spiritually (including the soul itself) in the same way as Pokémon. How do humans evolve? That's for you to find out, but generally evolution is one-way and gives the subject better stats, a larger and possibly altered form, and an extra elemental type. In any case, keep in mind that evolution is an arduous process even for Pokémon, and it will take hard work even with knowledge of the process.

Fin



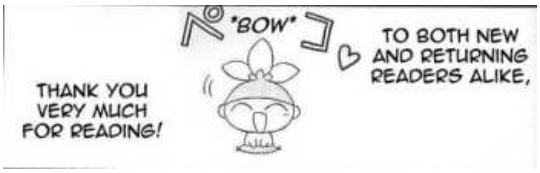
Well, your time in this world is up. Where will your journey take you next?

Go Home- You go back to your home world, keeping all of your abilities and items but no longer having access to other worlds. Your adventure may be over, but your life will still be full of many magical little surprises.

Stay- The peaceful, simple chaos of the town has captured your heart, and you have decided to stay. Or maybe you decided to journey to other parts of this world. In any case, you will live a content and magical life surrounded by many friends, both human and Pokémon.

Move On- The journey continues to new worlds, as the next jump awaits you.

Notes



Have a few questions? Well, I'll see if I can answer them here.

Setting



The setting of Magical Pokémon Journey is rather…unique, and different from the main canon of the games. For starters, Pokémon are in most (but not all) cases able to speak fluently in human tongues, and they behave very much like people. For instance, while many Pokémon still live in the wild, many other Pokémon live as independent entrepreneurs, running everything from snow cone parlors to ninja schools. Heck, some Pokémon even own mansions and private yachts, and hire other Pokémon as employees!

The considerable intelligence of Pokémon here has drastically altered the relationship between humans and Pokémon. Admittedly, there are occasionally brief mentions of Pokémon trainers, and gym leaders such as Koga are known to exist. However, the concept of catching Pokémon seems largely unknown. The most avid "trainer" in the manga, Almond (who is even a member of the regional Pokémon Fan Club) at most resorts to chasing Pokémon with a net, and that fades away as the manga progresses. Pokéballs do not even exist here; there are a few gag strips where the anime cast ends up in the setting (and the anime characters outright state that they view the place as a separate, crazy world they just want to get out of), and the locals are completely clueless about what Pokéballs.

Therefore, while some humans could be considered the "trainers" of Pokémon, it is more of a voluntary, mutual friendship for both parties. Competitions like Pokémon Contests exist, but by the large training and battling are for the most part side hobbies and not serious endeavors (it's questionable whether a league actually exists). In many cases, the Pokémon-human relationships are more like bonds between friends and family. Some humans even end up apprenticing under the teachings of Pokémon, making the Pokémon the trainer in the relationship. This even extends to romance; while most Pokémon pursue relationships with other Pokémon, it is not unheard of for Pokémon to develop familial and romantic affections for humans they are close with (whether or not the humans reciprocate is another matter).

Also, it is important to realize the context of the manga's timing in the real world. The manga emerged in the late 1990s as the first wave of Pokémon was in full swing. The manga continued into the Johto era, but then stopped. A later sequel called *Chamo-Chamo Pretty* brought in elements from Hoenn (Generation III), but that manga only lasted several volumes, so it only covered features found in Ruby and Sapphire; later games of that generation like Emerald, Colosseum, Ranger, and Mystery Dungeon are unaccounted for. Therefore, the manga's setting only

encompasses Generations I and II as well as parts of III, and features that emerged after that point, such as the Fairy type and Mega evolutions, are not canonical in this reality; you might still be able to find Pokémon of later generations, though.

Plus, keep in mind that the author took a few liberties to give the manga a shojo flair. For instance, mermaids are shown to exist (by that I mean seen directly in the manga by the characters), Dittos are shown to be able to transform into humans, and the River Styx is shown to exist in the afterlife (along with human and Pokémon ghosts – ghost ghosts, not Ghost types). Heck, the Pokémon here often have unique, cuter (shojo-style) appearances, such that in their cameos the anime characters even mistook the local Pikachu for a new species. So don't expect things to be quite like what you're used to in the more standard areas of the Pokémon canon.

Who's Grandpa?



Meet Grandpa, the local wizard and scientific genius, or so he claims. In fact, he is more famous for the catastrophes he causes with his inventions; although he has

had some notable successes (see Mystic Sphere and Protective Suit), almost all of his "masterpieces" are flawed and explode without warning.

Grandpa for his part seems to be aware of the flaws in his creations (he might have more success if he wasn't such a lazy cheapskate), but he nevertheless eagerly peddles them out to whatever gullible victims he can find, perhaps taking enjoyment at the chaos he causes.

Greedy, dishonest, cowardly, and self-absorbed, Grandpa is always coming up with some new get-rich-quick scheme, usually involving a con to rip off people, whether it's selling fake love charms or running a health-hazardous exercise center. He's always looking for saps he can use for some purpose, so he'll probably try to rope you into something if he gets the chance.

Evolution (Bonus Prize)



Please note that the secret formula will *enable* any living thing to evolve. The exact requirements for achieving an evolution, as with Pokemon, are highly variable depending on the individual and species. In many cases, evolution can be reached by gaining enough battle experience. In other cases, a rare stone or substance that resonates with your soul in a certain way could enable an evolution. Or maybe you could evolve through the exchange of stories and experiences (or some other sort of equivalent to trading)?

Likewise, the physiological, mental, and spiritual changes from evolution are highly diverse. Sometimes the changes will be somewhat subtle – increased height and muscles, a few extra physical features like spines or fangs, perhaps – and sometimes it will be something entirely different from the original form. In at least some cases, evolution will grant the subject a second "type" (this is usually some sort of elemental specialization, but it also encompasses other things like "Fighting"), which allows new elemental resistances and powers at the cost of potentially gaining weaknesses as well. The mind and soul will also evolve, with the personality and intelligence of those who evolve sometimes transforming drastically.

Also keep in mind that sometimes evolved forms are unable to learn attacks that they would have learned in their unevolved state (however, attacks and powers you acquired in the previous form will carry over to the evolved form even if the evolved form wouldn't be able to learn them). And most of all, unlike some transformations you might be aware of, evolution is a one-way process, and you can't go back to your unevolved form. Evolution is a big change, so it's important to give careful consideration before making a final decision.