Pokemon Adventures Jump

Gold/Silver/Crystal Arc

Jumpchain CYOA by Fanficwriter

Welcome Jumper, to the World of Pokemon. A world of wonders, adventures, heroic feats and living legends. Well, that and mortal danger, competent criminal organizations, fatal attacks, mystic powers and a Pokedex that needs a filling.
This isn't your normal, vanilla Pokemon dear friend, no, this is much more. This is Pokemon on Brutal Hardcore Survival Mode. Better known as the Pokemon Adventures Manga. In this world all the consequences of elemental creatures running around wild exist. Where criminals run around with monsters in their pocket but no one brushes them off, for these are the actual hardened criminals you'd expect with their reputation.
But for all of this, there are still heroes. Three years ago Red of Pallet Town broke down Team Rocket's front door, beat the ever living shit out of them and made Giovanni dissolve the Organization. Well, that's the official version, it was way more complicated. Oh, and one year ago the Terrorist Organization, known as the Elite 4, were stopped by a youth named Yellow, a Child of the Viridian Forest, before they could destroy humanity with the help of a Legendary Bird Pokemon (Hint: It's not from Kanto).
Hope you're ready, read your Manga and know what the actual hell you're getting into, because you won't have it as easy here as in most other Pokemon Jumps.
And for that reason, take these **1000 Choice Points** and Let's-a-Go… Wrong franchise.

Origins:

Any one of these Origins can be taken as a Drop-In option.
Age may be chosen between 8 and 12 years old, or 16 to 24 in case of Gym Leader, though you can also be a kid Gym Leader, if you want to. Gender remains unchanged or you may pay 50 CP to change it.

Breeder

You're a Breeder, or at least someone who is exceptionally skilled at the raising of Pokemon from birth. You were actually born among many Pokemon, growing up in a house famous for them, thus you can easily understand a Pokemon's nature!
May start in Newbark Town

The Masked

You're one of the masked children, whether an escapee like Silver and Blue or an active member of Neo Team Rocket, you were abducted and trained from a young age as an elite agent of the Mask of Ice, the new leader of Team Rocket.
You may start in Newbark Town or the Team Rocket HQ.

The Catcher

You're a master at catching Pokemon. In your youth you had an accident that left you in the wilderness, helpless as a child. But you adapted, gaining the ability to do amazing and sometimes logic defying catches whether by hand or foot. No Pokemon knows how to dodge your aim and you can easily figure out how to approach any catch.
You may start in Newbark Town or Violet City

Gym Leader

So being a normal Trainer is too vanilla for you? Now you can be something else! As a Gym Leader you're the proud, well, Gym Leader of the city of your choice, either an existing one or a new one you make up.
Free Choice of Location.

Location

1. **Newbark Town**: Home of Gold and Professor Elm, this little town has neither a Pokemon Center nor a Gym. However, the lab of Professor Elm is located here who studies Pokemon and may be willing to hand out one to you. If you can convince him to, that is.
2. **Violet City**: Home of Sprout Tower and the Flying-type Gym of the Johto Region, this historical city also includes a Pokemon Trainer school at which Crystal helps out at times.
3. **Azalea Town**: Home of Kurt the Pokeball expert, the Slowpoke Well and Bugsy's Bug-type Gym. You must be careful around the Slowpoke that are everywhere, the people here are *very* protective of them. Especially because they're more prone to violence in this setting.
4. **Goldenrod City**: Home of Whitney, the local Gym Leader and Normal-type expert. This city is also home to Johto's Radio Tower, transmitting various radio shows to the rest of the Region. The Bug Catching Contest can also be found to the North of here.
5. **Ecruteak City**: The oldest city, arguably, in Johto, Ecruteak City is well known for its traditional architecture and its two towers, the burned tower to the West, and the Bell Tower to the East. The local gym is led by Monty, an expert of Ghost-type Pokemone lucky Trainer may even find the three Legendary beasts of Johto in this city.
6. **Team Rocket HQ**: The secret headquarters of Team Rocket under Mahogany City. Led by the Mask of Ice, a mysterious Rocket admin who took control of the Organization after Giovanni's disappearance with all members seemingly brain washed.
7. **Mt. Silver**: Tall mountain between Kanto and Johto. Due to the extremely strong Pokemon living here no one who hasn't qualified for the Pokemon League is allowed to enter. Red travels here after the events of the Yellow Arc to recover from his injuries.
8. **Free Choice**

Starter Pokemon

Normal Starter (Free): One of the various ordinary Pokemon that can be obtained as a Starter, this isn't limited to Johto or main series games. This includes both Pikachu and Eevee.

3-Stage Johto Pokemon (-50 CP): Choose from any unevolved Pokemon from the Johto Region with at least a three-stage evolution.

3-Stage Foreign Pokemon (-100 CP): Choose any Pokemon with a three-stage evolution line from outside of Johto as your Starter. No, you cannot take Cosmog.

Other Johto Pokemon (-50 CP): Choose any Pokemon from Johto with two or less evolution stages. No, you cannot buy a Legendary with this option, nor a Mythic Pokemon. It starts at its lowest evolutionary stage.

Other Non-Johto Pokemon (-150 CP): Well, seems you can't decide, the same rules as with the option directly above this apply, except widened to all other Regions in scope.

Baby Legendary (-300 CP): This isn't just any Pokemon or Baby Pokemon, this is a newly hatched legendary Pokemon! With this option you can have any legendary Pokemon join you that isn't anything labeled, by any game, as a "God" or that is the embodiment of a major force of nature, so no purchasing Groudon or Kyogre. Likewise, Ultra Beasts are exempt from purchase, with the exception of Cosmog. Note that this Legendary Pokemon is a newborn baby, meaning you can't expect it to take down more than your average Rattata. May only be purchased for a secondary Pokemon or by a companion imported as one.

Pokemon Perks:

Note: This option may be purchased by Pokemon Imports but can also be purchased for Starter Pokemon or non-Imported Pokemon purchased in the Companion section below.

+10 Levels (-100 CP): Simple enough, the Pokemon for which you buy this starts with 10 additional levels.

Shiny (-50 CP): Gives your Pokemon a fresh new paint job. Whether it's a normal Shiny variant or you want to customize your Pokemon's appearance a bit, this includes patterns and irregular colors. Yes, that green Pikachu with the black lightning bolt pattern on the arms and legs can be made here.

Egg Move (-50 CP): Your Pokemon now knows an Egg Move that it cannot otherwise learn, such as Volt Tackle for Pichu. Can be purchased multiple times.

Advanced Move (-50 CP): Grants this Pokemon a single move that it cannot learn until after evolving. So yes, you can have a Aura Sphere Riolu if you want to. Or a Pichu who knows Hyperbeam.

Evolution (-100 CP): Want to start with a Quilava? Maybe a Pikachu? Well with this purchase your Pokemon will be one evolution up its tree. Cannot be purchased for a Baby Legendary. No, not even Cosmog and not even if you pay 1000 CP for it.

Super Breeding Stock (-100 CP): Well, this is a special bit, isn't it? With this purchase your Pokemon now becomes a breeder's wet dreams, any Egg produced by this Pokemon will produce a baby that starts off with triple its base stats, as well as a signature move or advanced move and will be guaranteed to be Shiny! Pay another 50 CP and that baby? It can have the signature move of a legendary (other than Arceus or other deific Pokemon)

Perks

100 CP perks are free for their respective Origin and the rest are 50% off for the respective Origin. Also, you can apply 1 Discount to a perk from another perk line.

General

Slapstick (Free): From now on you have nothing to fear, from Pokemon who don't want to kill you at least. As long as there is no real killing intent behind this you can survive any injury caused in some way by Pokemon.

Battle Acrobatics (Free): This is kinda needed if you want to survive here. This perk gives you the ability to dodge and weave between attacks headed your way, chase after Pokemon who should be faster than you, and even duck it out with grown adults.

Celebi's Mystery (-100 CP): This is the Capstone Booster for you all, thanks to Celebi's meddling in time your capstone will be boosted and improved upon. This capstone will, however, also put you in conflict with the Mask of Ice and Team Rocket.

Breeder

Inherited Attitude (-100 CP): It's an odd ability, as seen with Gold, The Breeder of the Pokedex Holders, any Egg you raise will have the Pokemon hatch with some characteristics you showed while caring for it. Be a ruthlessly cheating gambler? Yeah, that' Togepi won't be nice. Be a brave, Determinator hell-bent on stopping the BBEG? This Pichu you just hatched will stand by your side. Also, based on this the Pokemon will have some of it's stats boosted or even be born with a higher than usual level.

Rapid Hatching (-200 CP): Whenever you hold onto an egg it hatches much faster than normal and will have double the normal chance of a Shiny Pokemon. Additionally, in future jumps any birth involving you, your assistance or your DNA, will go much smoother and produce perfectly healthy children. You could even go so far as to choose up to 3 Perks you possess and grant them that child. And should you become pregnant, then that pregnancy will go much faster and with none of the usual pains and troubles.

Pool is Cool (-400 CP): Whether by use of a pool cue or another tool, you're capable of performing tricks that involve your Pokeballs to launch them in different ways from the norm. Want to hit a Murkrow in a tree? Gotcha. Want to launch your Pokemon at an enemy for a surprise attack? No sweat.

Master of Eggs (-600 CP): Regardless of the Pokemon involved, you can be sure that any Pokemon you breed will have an offspring that is the best result. In fact, you always know which two Pokemon would make the best Eggs and only the most favorable of genes will be transmitted.
If Capstone Boosted you can be sure to find, at least once per year, a Pokemon Egg which will contain a random Pokemon. This Pokemon will have the optimal IV distribution for it and gain all the benefits you can possibly give it. It will also know at least one powerful move and has a 50/50 chance of having more than one Ability.

The Masked

Extreme Training (-100 CP): You've been trained in various matters concerning your mission. Ranging from how to infiltrate a location to stealing Pokemon and keeping your identity secret. On top of that you have extensive training in fighting and training with Pokemon.

Sticky Fingers (-200 CP): You're a thief, trained to acquire items and Pokemon as your mission demands. And you're definitely good at this. You can swipe just about anything you try to steal from another and know how to break into buildings just as easily.

Commanding Aura (-400 CP): Anyone with half a brain will be able to tell you that expecting Pokemon, powerful elemental creatures, to obey you after stealing them, just because you hold their Pokeball is nonsense. However, now you have the ability to control them. With this Perk any non-human entity that you obtained some manner of control over will obey your commands and won't turn against you.

Team Rocket's Secrets (-600 CP): Being a Masked Child you were made privy to many secrets of the Mask of Ice. Among them his various secrets of Pokemon Training but also how to duplicate the mind control masks.
With the Capstone Booster you get even more, now you know the secrets of manufacturing the GS Ball, the means to navigate through time as well as any other technologies displayed by Team Rocket in this universe.

The Catcher

Improbable Throwing Skills (-100 CP): Not necessarily throwing, but with this skill you can now easily perform various trick shots with thrown items, whether these are Pokeballs or Kunai, or whether you're throwing them or kicking them like they're soccer balls. Expect plenty of trick shots, such as curve balls.

Constitution (-200 CP): In the Grim Darkness of this world, you will need more than average constitution to survive hunting for the very gods of this universe… I'm not kidding. This perk puts you on another level in endurance, enough that you can climb mountains with broken arms and the leg strength to either kick a Pokeball hard enough to hit a flying Pidgey mid-air or run between the cities of Athen and Marathon ten times. Yeah, crazy right?

Understanding (-400 CP): You have a in-depth understanding of Pokemon, able to predict their actions and thus know where to aim even while they move, no matter their speed. This also makes you fairly skilled and knowledgeable as a researcher, if you're into that sorta thing.

No Mon Escapes Me (-600 CP): You're a hunter, one whose goal is to Catch 'em All, and you certainly have the skills to do so. With this perk any Pokeball that hits a target, as long as it isn't already owned by another person, will have a 100% capture rate if you were the one to launch it.
Capstone Boosted this perk will go beyond this, giving you the ability to catch Pokemon who were owned by criminals and even bypass any attempts by a Pokemon to block your Ball. Wanna Catch Mewtwo and it wants to Telekinesis the ball away? Nope Fam. This also means that now Pokeballs will work on non-human entities (human including sapient rubber-forehead aliens)

Gym Leader

Type Expert (-100 CP): You're no ordinary Trainer. Maybe you really love bug types, or Water types are your thing. Whichever type you choose for your specialty, you will be an unmatched expert in that type, able to bring the best out of that type like no one else. In your hands even a Butterfree is a deadly combatant if you're a bug expert.

Master of Moves (-200 CP): Well Jumper, looks like that, like Bugsy of Azalea Town, you have a great talent. At inventing new moves for your preferred type. Once per year you can create a new thematic move based on your type. After this jump you can invent 1 new ability using energy you can use, or another form of supernatural abilities using this perk.

Badge Power (-400 CP): This ability is something unique to Gym Leaders of this world. You can take one item, most commonly a badge, and imbue it with the power that anyone who earned it by victory will have their Pokemon gain a boost to one stat of your choosing. In future jumps you can imbue items in a similar fashion, either with a buff such as enhanced durability, strength or speed, or even one of your own perks.

Worthy of Legends (-600 CP): Well, a Gym Leader should be this at the very minimum. At least once per year you will now have a chance to meet a Pokemon of your chosen type. And along with this, you have a chance to catch said Pokemon as it will see you as a human worthy of this chance. In future jumps you have a chance like this for powerful entities of similar power scaling, who will find themselves rather friendly toward you.
If Capstone Boosted this perk goes into overdrive. Thanks to Celebi's meddling you can, once per month, call upon a Legendary Pokemon of your chosen type with the exception of Arceus, Palkia, Dialga or Giratina. This Pokemon will act as if you were its proper trainer and will fight on your behalf. After this Jump this perk will function as a summoning perk, allowing you to summon powerful entities or, if you want, a Legendary Pokemon. Examples are a Heroic Spirit in Fate/Stay Night Jumps, a Royal Knight in Digimon or an Elder Dragon in Dungeons and Dragons.

Items

Note: All Origins have two floating discounts for 200 and 400 CP items. This means two for each value.

Bag (Free): A bag of your design which has much more space inside than it should. It has 5 pockets, each of which can hold 30 different kinds of items of which you can have a maximum of 99 each.
If you visited the Pokemon Trainer Jump you can import the Bag from there into this bag. If you visited the Gen 1 Manga Jump then you can import the bag of that jump into this one too, to add another pocket to it.

Pokedex (Free): This is certainly special. You may wonder why, as yes the Pokedex is something any Trainer can obtain in the Anime or the games. But here? Here it is a sign of greatness to be a Dex-Holder, one of the small group of Trainer chosen by Professor Oak for this project. This Pokedex is currently empty, but it can be filled by catching Pokemon or exchanging Data with other Dex-Holders. You can pay 50 CP each to complete the Pokedex, add a Status monitoring function for your Pokemon, or a remote access function for the Pokemon Storage System. You can also import any Pokedex you already have into this one.

5x Pokeball (Free): This is the real basic tool of any Trainer. Pokeballs are devices that serve as tools in the capturing and containment of Pokemon. Functionally the same across the board, technically, Pokeballs here have transparent top halfs, allowing their occupants to look outside and for the Trainer to see the Pokemon inside.
If you are a Gym Leader you instead gain 5 Great Balls, as Gym Leaders here use those by default.

3x Potions (Free): Potions are another important tool. Serving the role of healing items in most settings, or Stimmpacks in Fallout's case, Potions are liquid bandages which, when sprayed on hurt Pokemon, restores their HP and endurance depending on the type of Potion used. These are the most basic version, which only heals a small amount of wounds per bottle.

Pokenav (Free): The Pokemon Navigator, or Pokenav for short, is the Pokemon World's equivalent of the Smartphone. Equipped with a phone function, GPS and Radio, it can be clipped to the sleeve or belt and is fairly reliable in it's functionality. Can also tune into Unown song, for some reason.
You can import any phone or other personal communication device you may have into this item.

Pool Cue (-100, Free: Breeder): A long staff made for playing pool, it is fairly good at pushing balls around so… do as you wish.

Mask (-100, Free: The Masked): A white mask of your design which conceals the identity of those who wear it. Members of Team Rocket will assume you're one of their admins, the Masked Children in other words, while wearing this.

Pokeball Collection (-100, Free: The Catcher): A fairly substantial collection of Pokeballs, 5 of each type other than Masterballs or ones introduced after the second generation of the games, to be exact. When used up they will reappear in your bag after a week.

Training Machine (-100, Free: Gym Leader): A machine designed to allow Pokemon to train in simulated battles for real results. Post-Jump this works for people with permission from you, including yourself.

Book of Secrets (-100): A Book written by a powerful Gym Leader. This little journal contains various notes on training and raising powerful Pokemon of a single type, may that be Water, Ground, Rock or Flying. It also doubles their growth rate. After this jump this item will contain various training regimens and will allow you the same growth boost as anyone you would train. You will also find it easy to teach skills to others thanks to this as it will contain instructions for that.

Hideout (-100 CP): This is a secure location somewhere in the Johto Region. Normally home to various fairly strong Pokemon, you are familiar with it and can easily get in and/or out of it. This hideout is well stocked and follows you to other worlds or, if you don't want to import it, will become a Warehouse attachment that serves as a refilling supply closet. Refills once per week to capacity.

10k Pokedollar (-100 CP, 100k free for Gym Leader, 2x purchase free for The Masked): What it says on the tin, 10,000 Pokedollar in cash for every purchase of this.

Gloves (-100 CP): A pair of black gloves which are designed with grip efficiency and insolation in mind. If destroyed these gloves will reappear within 2 hours in your bag.

3x Masterball (-200 CP): The ultimate in Pokemon capturing technology, the Masterball can capture any Pokemon with a 100% chance of success and cannot be broken out of. These are three of these rare items for you to use.

Pokemon Center (-200 CP): Your very own Pokemon Center! Guaranteed to fix up Pokemon in under five seconds though a miracle may take a minute. After this jump it will become a warehouse attachment that can heal just about anything. For 400 CP more this item will be able to restore even freshly deceased or beings that are still alive, even if only because they're on a giant, golden Porta Potty with life support systems.

Pokemart (-200 CP): A Pokemart is the general description of a small market which sells all essential items to Trainers. This particular Item grants you one of these. You can summon it to your location at will, though it will ask for the appropriate prizes regardless of you owning it, technically. After this jump this Item will, when summoned, always have the selection of items you're looking for.

Health Item Collection (-200 CP): A collection of 20 Potions, Super Potions, Aether, Elixir, Top Elixir, Reviver, Top Reviver and various Status Ailment healing Items.

Bicycle (-200 CP): This is a top-of-the-line bicycle which can move at high speeds and whose total top speed will always be twice your running speed without any enhancers.

X-Rod (-200 CP): A fishing rod designed for the catching of Pokemon. This rod may be any kind that you can think of from the games. If you have another fishing rod from the "Pokemon Manga Gen 1" Jump, then you can import it into this fishing rod to make catches rarer, now having a 50% chance of a very rare Pokemon and a 75% chance for a rare one. Maybe even Pokemon not normally found by fishing.

Research Lab (-400 CP): This large, fully equipped laboratory is perfectly suited for research, experimentation and tech development. You can import "Professor Oak's Lab" into this item from the Pokemon Manga Gen 1 Jump, this will give the lab another level equipped full of machinery to manufacture any technology you were able to develop in your chain.

Wings of Rainbow and Silver (-400 CP): These are a Rainbow Wing and a Silver Wing, the feathers of Ho-Oh and Lugia. Combined they allow their holder to traverse time even without the aid of Celebi safely and can be manufactured into a GS-Ball. Should you come here from the Generation 1 Jump of the Pokemon Manga as a Healer there, you may take this item for free.

Secret HQ (-400 CP): This is an extensive underground complex similar in size to the Team Rocket HQ under Mahogany City. It comes with 200 attendant Rocket Grunts with high-level Pokemon which are completely obedient to you. They cannot be turned into Companions but gain the "The Masked" perk line and six Pokemon each. The HQ itself contains laboratories, lockers with weapons as well as a Power Generator equal to a nuclear reactor in output. After this jump you can hook said Generator into your Warehouse where the HQ will become an attachment.

Pokemon Gym (-400 CP): This is a fully staffed Gym with six attendant Trainers who serve as Followers or Companions. The Gym itself will be thematic to a single type such as Water, Fire or Grass. Any time you, your companions or Pokemon fight here they will perform twice as well and make gains in Training four times as fast.

GS-Ball (-600 CP): A unique Pokeball created from a Rainbow Wing and Silver Wing. This device is specifically designed and capable of "Catching Time Itself", in the form of Celebi. This GS-Ball already contains a Celebi which, once per jump, may travel back in time to change the timeline in a manner of your desire. You will then find yourself in the new timeline. For the purposes of Loss Conditions involving Time Travel, this will not, and cannot, count as you traveling through time.

Companions

You may create or import up to 6 companions as your Pokemon, which includes the position as your Starter. They gain 800 CP to be used as they see fit but they do not gain an Origin.
Note: Human Companions can purchase “More Mon” and import other companions into being their Pokemon if they want to and also gain six Pokemon to import people into.

More Mon (-50 CP/-100 CP): You want to import more Pokemon? Or even have more slots to take Pokemon with you? You may pay 50 CP to gain another slot, or 100 CP to add another 8 slots. Note that these do not count to the Companion Limit, nor do the free slots. They gain 800 CP but no Origin from this document.

A Friend in Need (-50 CP): You may want to import one of your companions as another trainer, travel groups aren’t exactly common in this world among trainers, even the social butterflies go alone through their adventure, but a good rival is never wrong, right? You may import a companion who was a Pokemon in the last Manga jump into this role, their Pokemon self will basically be run by a clone of their consciousness while they’re like this. They gain 800 CP for perks and 400 CP to spend on items.

Is a Friend Indeed (-50 CP): One of the canon characters has caught your fancy? Take them along if you can convince them. They can have 800 CP in perks from this document if they do so and one of the Origins.

Drawbacks

There is no Drawback Cap, go nuts!

Continuation of Arcs (+0 CP): A toggle? What does this mean? Well, if you're in the Pokemon Manga jump for the RGBY arcs, so the gen 1 jump, then you can open this document two months before the three year mark of your journey. However, circumstances will then make you come to Johto to participate in the plot, no holing up in Pallet Town anymore for you mister :D

> **Reset the Timer (+200 CP)**: This is a bit different than before. Remember how you start this jump three years into another? Normally you'd be continuing on that time, so still seven more years to go, but with this drawback this timer is reset, meaning you will stay 13 years total in this world.

Bad Habits (+100 CP): You have a horrible habit, whether that is gambling, being lazy or being a Kleptomaniac, this habit will not impede you but if an opportunity arises to indulge in it, you will need to consciously resist it to not go for it.

The Mask (+100 CP): Good News: You get the "The Mask" item for free. Bad News: It won't get off and everyone will think you're a member of Team Rocket. You can prove you're not, but it won't be easy.

Person of Interest (+100 CP): Team Rocket has taken an interest in you, whether this is due to having some important item or being a hindrance, it hardly matters. They will try to capture you and put you under their leader's control or take your Pokemon. Must be Taken if you have "Celebi's Mystery". No, you won't lose out on the CP here. Don't worry.

The Challenge (+200 CP): You know how there are eight Gyms in the Johto Region? Well, neither Gold, Silver or Crystal even tried getting a Badge here. Now you have to do so, or else you will be stuck here until you do so. Yes, I know Pryce won't hand them out easily and no, you can't just steal them.

Orderly Gym (+200 CP): Regardless of your Origin, you will be entrusted to run a Pokemon Gym for one year. In this time you will need to grow a reputation as a competent Gym Leader and at least have an average win-to-loss ratio of 70:30%. This doesn't mean you get the Gym Item just by taking this Drawback, nor can you buy the item itself when taking this drawback. However, if you manage to maintain the goal for one year, you will be awarded with a fiat backed copy of your Gym similar to the item. Mind you, Suicune may decide to pay a visit.

Extended Time (+200 CP): Ten years isn't enough time for you? Well, this drawback, whether you want to just stay a bit longer or not, will allow you to extend your stay. It's not toggle because this isn't a vacation by any means. You can take this drawback multiple times, each purchase adding another 5 years onto your stay in this world.

Wanted (+400 CP): Well, now what have you done? Whether by deed or scheme of another, you are now wanted by the police. They won't take deadly action against you but if you're caught they will take your Pokemon and items as well as any perks you had until now. You can prove your innocence, if you *are* innocent of wrongdoings that is, but it won't be easy, and the legal battle will take time.

Hated (+400 CP): You know legendary Pokemon? Those near god-like creatures that can be caught with Pokeballs but which can easily destroy a city? Yeah, one of them hates you. You can have it be one of the Legendary Dogs, one of the Bird Trio or Ho-Oh/Lugia if you want. For Double Points this Pokemon will be either Mew, Mewtwo or even Celebi

Gamer J (+400 CP): Whelp Jumper, looks like this time you're in for a hard one. You lose all Perks, Powers, At-Forms or Items you had obtained before your entree into this world, reducing you to your Bodymod and removing your Warehouse. Until the end of your stay you will have no access to any of these.

Gotta Catch 'em All (+600 CP/1000 CP): Remember that slogan? Well, now you must live up to it. Complete the Pokedex, register every Pokemon in Kanto and Johto in it with data, before the end of your stay here. If you fail it's over Jumper, Chain Fail has the High Ground. If you want more CP for this, take 1000 CP instead, but now you must also finish the Hoenn and Sinnoh Pokedexes.

Drawback Keeper (Variable): You just come out of the Gen 1 Jump? Well, if you take this Drawback, then keep all the Drawbacks you took there into this one and gain all of the CP you got from them.

Final Choices

Fly to Newbark Town

So this is it? I guess seeing this hardcore version of Pokemon may have been a bit too much for you. No worries, you keep everything you got up until this point along with all the Pokemon you caught and registered for the Pokemon Companion slots.

We keep on Training, Even Harder than Before

Oh? You wish to stay? I guess parting with all those Pokemon and friends you made would be difficult. No issues friend, actually I have some respect, you chose the hardcore Pokemon World for your Final Destination, that takes guts.

We Seek A Place, to keep on Fighting For

So you want to keep going? Glad to hear this, keep those Pokemon you paid for in slots along with all you purchased here, it will be fun :D

Notes:

If you come to this jump from the first gen jump, then add the purchased and free Pokemon slots onto the ones from the previous jump. Meaning that, at the end of your time here, you may take with you as many Pokemon as you had slots in total for them here, if you decide to go with this ruling that is, otherwise just take whichever you want with you.

Yes, the Pokemon Center is literally meant to be capable of reviving the Emperor of Mankind if you want to. And yes, it's better even than the Warehouse medbay.