POKEMON

ADVENTURES

MANGA

Generation 1

JUMPCHAIN CYOA

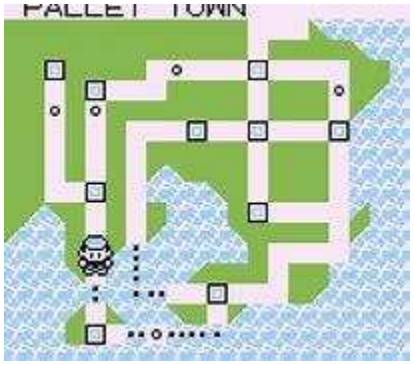
By Kuriboh_Knight97



hello there! Welcome to the world of Pokémon! My name is OAK! People call me the Pokémon Prof! this world is inhabited by creatures called Pokémon! For some people, Pokémon are pets. Others use them for fights. Myself… I study Pokémon as a profession. First, what is your name?

this is the world of Pokémon alright but a very different one from what you've seen before, it's darker more brutal, the kind of world that takes the taming of super powered monsters and applies logic. The kind of world where cutting your opponent in half is a valid strategy to end a match whether you're doing it to the Pokémon, or the trainer. This is the world where gym matches routinely end with a Pokémon's death and it's harder to find a GYM leader who isn't evil than one who is. Given the harsh nature of the world it's only natural that you have something to defend yourself with.

1000CP



LOCATION

Roll D8 or pay **50** to choose

1 Pallet Town- home of professor Oak as well as Red, Green, and Blue a small town with no GYMs near the ocean **free battler or trainer**

2 Viridian Forest- home of Yellow and birthplace of Giovanni and Lance, full of bug and flying types the forest will occasionally grant powers to humans born in its borders **free healer**

3 Cerulean City- home of Misty and contains the second GYM most trainers collect on their journeys focuses on water types which are abundant in the area

4 Lavender Town- home of mr Fuji and lavender tower Kanto's largest graveyard it's full of ghost's both Pokémon and not

5 Celadon City- the second largest city in the region home to Erica and the regions game corner, don't touch the poster in the back **free thief**

6 Fuchsia City- home of Koga and the regions safari zone where you can catch rare Pokémon to your hearts content, for a price

7 Cinnabar Island- a small volcanic island full to brim with fire types home of Blaine and the fossil resurrection center

8 Free Choice- pick from the above or any other city in the Kanto region



BACKGROUND

Battler- fight, fight, fight you're the sort who takes Pokémon battling to the extreme, the kind who throws caution to the wind and sense out the window in search of your next big match. This world is probably as close to your paradise as there is.

Trainer- tactics strategy battle, all of these are secondary your main focus is in the job description, training Pokémon is your purpose and passion if that makes them better at winning fights for you, well that's just a bonus isn't it?

Thief- prepare for trouble and make it double, wait wrong world. Whether you're a member of team rocket or an independent it means little you are a thief and that means your first priority is finding a way to take what you want from the world and not get caught doing it.

Healer- and of course there's always the group who saw the title Pokémon and thought of bright colorful happy series focusing on friendship and lighthearted battling. This is not the jump for you but if you insist, then this is the best option to try and regain that childlike innocence in a darker take on the series.



STARTER POKEMON

Now Jumper what Pokémon do you want?

Kanto Starter 0 Bulbasaur Charmander or Squirtle?

Non-Kanto Starter 50 Chikorita to Sobble your choice what to get

3 Stage Kanto Pokémon 100 Caterpie or Dratini or something else?

3 Stage Non-Kanto Pokémon 150 for those who wanted Salamance or Tyranitar as a starter line

Other Kanto Pokémon 200 there's 151 in the first generation I'm sure you can find something you like

Other Non-Kanto Pokémon 300 or maybe you can't?

Shiny 50 your starter is a different color than normal for its species

Egg Move 50 your starter inherited an attack from one of its parents that it's species can't learn naturally otherwise

Advanced Moves 50 an attack that your starter shouldn't be able to learn until after it's evolved

Genetic Bond 100 like Blaine and Mewtwo genetic experiments have made you and your starter siblings, of a sort. As a result you can now instinctively tell where each other is if you're injured and what emotions you feel at the current time

Giant 100 your starter is bigger than normal, and by that I mean anywhere between 2 and 10 times the species natural height and size

Regeneration Pattern 150 normally only found on this worlds Arbok your starter can regenerate from any injuries so long as it's brain remains intact, this is shown outwardly by a large vaguely disturbing pattern on your pokemon's stomach **50cp if your starter is an Ekans**

Devolution 150 as a result of team rockets genetic experimentations your starter is able to devolve from any evolutions that used an evolution stone at will reverting to it's prior state, for obvious reasons the Eevee line gets the greatest benefits from this

NO LEGENDARY POKEMON FOR STARTERS

PERKS

Half off for associated background and 100cp perk is free

Slapstick 0 Pokémon attacks won't kill or injure you unless the Pokémon in question intended for them to do so

Psychic 600 you now have a series classic, psychic powers while you start out weak only able to lift a few pounds and glimpse the thoughts of those nearby with extreme effort you will with time be able to match someone like Sabrina in power able to teleport, see the future weeks in advance, read the minds of others like books, and throwing people and cars like children's toys if taken with weak telekinesis you will instead start with the telekinetic power of Sabrina and with a few decades practice can match Mewtwo in power **discount if starter is a Psychic type**

BATTLER

Champ In The Making 100 Small stat boost for anyone following your orders in battle

Idiot Savant 200 boosts skill in battle and learning rate in how to fight effectively for anyone following your orders

White Out 400 Never give up or pass out unless everyone else on your side has been beaten can ignore mortal wounds for a short time unless they're immediately lethal

Champion 600 gives small permanent stat boosts to anyone following your orders for each trophy of an important battle you obtain be it GYM badges or league championships each gives a minor boost to an associated stat (Brock gives defense Giovanni gives attack and the league gives a boost to all stats)

TRAINER

Peak Training 100 minor boost to growth rates of others during training

Dedicated Training 200 you and any following you never get bored during training and take longer to get tired

Move Tutor 400 any Pokémon you train can learn any move they could possess regardless of generation level difference or even needing to learn it as an egg move you can teach it just as easily as normal moves

Perfect Conditions 600 any Pokémon you train can evolve without meeting all prerequisites so long as they are high enough level, you do not need to trade your Pokémon or use evolutionary items to evolve them

THIEF

Sneak Thief 100 minor stealth boost

Rocket Grunt 200 get away with things without punishment if you don't directly hurt anyone

Ditto Mask 400 instinctive knowledge of how best to use a Pokémon's moves and natural abilities to commit and get away with crimes

Rocket Boss 600 if caught breaking the law anyone you aren't affecting directly by it will help you commit the crime instead of stopping you or turning you in

HEALER

EMPATHY 100 can read the emotions, memories, and surface thoughts of Pokémon

Weak Telekinesis 200 weak telekinetic powers start able to lift and throw small items like pok**é**balls and can improve with time and practice but you will never be as strong as Sabrina or any Psychic Pokémon

Child of Viridian 400 gain the ability to fully heal all wounds and status effects of Pokémon by touching them

Last Hour Desperation 600 when losing badly can increase a Pokémon's level to 80, if their level is already 80 or higher it is instead doubled



ITEMS

Get one 50 cp item free and discounts on one 100cp one 200cp and one 400cp item

BAG 0 bigger on the inside can hold up to 20 different kinds of items regardless of size, and up to 99 of each type of item

POKEDEX 0 an empty pokedex you'll need to fill it yourself can have it prefilled or add a map or Pokémon HP displays to it for **50 each**

5 pokéballs 0 trainers standard used to catch Pokémon

3 potions 0 restores small amounts of HP on use and mends minor injuries

Signature Outfit 0 provides no mechanical or defensive benefits but it's distinctive and anyone who sees it will recognize the wearer as you even if you look nothing alike

Bike 50 collapsible bicycle riding it's always faster than walking

Fishing Rod 50 use to fish for and capture Pokémon that live underwater your choice of old, good, or super rod

HM's 50 each short for hidden machine each teaches a new move to a Pokémon that is more efficient and effective for navigating the world around you, 5 total 1 cut 2 fly 3 surf 4 strength 5 flash

5 Rare Candies 50 level up the Pokémon they're used on by 1

5 Stat Boosters 50 each boosts a single stat of a single Pokémon permanently unlike those found in jump these actually work

5 Specialty Pokeballs 50 set of 5 customized pokeballs, whether embedded into the handle of a net or attached to the middle of a shuriken they're different from the norm

Fossil 100 remains of a fossil Pokémon your choice of helix, dome, or old amber

Evolution Stones 100 set of three evolution stones of your choice of the 5 types available FIRE, WATER, THUNDER, LEAF, MOON

Silph Scope 100 allows the wearer to see any invisible Pokémon from Gastly to Mew and lets the wearer to see through things like smoke or dust

Fossil Reviver 200 restores a fossilized being to life, works on Pokémon fossils in this jump and any other fossils in any other jumps

Rocket's Secret Serum 200 a syringe full of an unknown liquid, when injected into a Pokémon that evolves by level up it forces it to evolve early you want a level 10 Dragonite it's yours

Spoons of Destiny 200 set of silver spoons when one is held in hand it will bend to point towards whoever or whatever the holder is looking for

Reusable Evolution Stone 400 your choice of a fire water thunder leaf or moon stone that can be used repeatedly without losing the power to make Pokémon evolve

3 Master Balls 400 set of 3 master ball guaranteed to capture any Pokémon you throw them at so long as someone else hasn't caught them first

Badge Energy Amplifier 400 an odd device built by team rocket, with it so long as you have at least 6 different gym badges you can force Articuno, Zapdos, and Moltres to fuse into a single three headed legendary bird. The resulting Pokémon is immensely powerful beyond even the 3 individual parts together but it is also unstable and if beaten in battle it will split back into its 3 components who will likely be less than pleased about the use of the device

Pokémon League Arena 600 a copy of the arena used to hold the Pokémon league championships inside it you can face any opponent you've fought before in battle again even in future jumps **discount battler**

Oak's Lab 600 a copy of professor Oak's laboratory inside it you can find copies of the professor and his aides forever researching the mysteries of Pokémon, you can also ask them to look into something else for you and they always have an answer to any questions you ask them faster than you could find the answers yourself **discount trainer**

Celadon Game Corner 600 a copy of the celadon city game corner always full of gamblers of all sorts, each week it will restock with various rare items from any jump you've been to before, from TM's to Pokémon to a set of working Dragon Balls if you've been to that world. The rarer and more powerful something is the more COINS it cost and regardless of perks the games won't let you cheat **discount thief**

Viridian Forest 600 a copy of the viridian forest inside it you will forever find a staggering variety of bug and flying types (along with the uncommon Pikachu) and once per jump it can give someone born inside it one of the **healer** perks **discount healer**



COMPANIONS

STARTER AND UP TO 5 EXTRA POKEMON ARE FREE

FREE POKEMON ARE TREATED AS FOLLOWERS UNLESS YOU CHOOSE TO IMPORT THEM AS COMPANIONS

Extra Pokémon 50 team of 6 not enough? feel free to buy as many as you want to bring with you

Main Characters 50 feel free to bring Red Green Blue or Yellow with you for a small fee each **character sharing the same background is free**

Kanto Side Character 100 for a little more you can bring professor Oak, Bill, Brock, Misty, Erica, or Blaine

Kanto Antagonists 200 a little extra still can get you LT. Surge, Sabrina, Koga, Giovanni, or one of the Kanto Elite 4

Next Generations Issues 400 for any manga characters found in another region

Import human 50 you may import companions as normal humans they get 400cp to spend and a background with appropriate discounts and freebies

Import Pokémon 100 you may import a companion as a Pokémon instead they still get 400cp to spend but use the choices for the starter Pokémon instead of perks and get one 50cp choice free



DRAWBACKS

My story +0 if you want to take the place of Red, Green, Blue, or Yellow this is the choice to take for it, pick one you now replace them in this world their history and life is yours

Magikarp Potential +100 your Pokémon will be strong enough to face the champion's, eventually for now it's a bit weak and all exp gains for any Pokémon you train is halved

Frustration +100 your starter Pokémon dislikes you, it doesn't hate you and even the dislike can be fixed with time but for now expect lots of pranks and attacks and don't expect it to listen more than once a month or so

Sucker +100 I don't want to say you're an idiot but. You have the poor tendency to believe everything you hear from somebody else, someone offers an obviously bogus item you'll buy it without a second thought. And have you heard about that prince of an impoverished nation that doesn't exist, you'd be sending your every cent out fully expecting to get it back with interest. For an extra **+50** you forget you ever took this drawback

A Wild Zubat Appears +100 no matter where you go you will be swarmed by massive amounts of Zubats every 3 days, to make it worse you cannot capture them and cannot gain any exp from defeating them for an extra **+50** the odds of one being shiny are multiplied by 10

Phobia +100 you are afraid of Pokémon with a certain body type (like birds or bugs) can be taken twice the first will just be a minor fear and preference to avoid the selected type, the second will have you frozen immobile in terror at the sight of it

League Regulations +100 you know what all three of the first protagonists did, compete in the league. You know what none of the first protagonists did, collect all 8 Kanto GYM badges. Care to guess what you have to get if you want to take part in the league, all 8 Kanto badges

Poor Luck +200 you have issues with catching Pokémon, as it it's unlikely to work. The catch rates of all balls are cut ultra balls only work as well as great, great is only as good as standard, and the iconic poke ball just won't work at all for you. Even the 100% guaranteed master ball only has a 50/50 shot of working if you're the one who threw it

Incompetent battler +200 regardless of your skill or intelligence in anything else or even your experience fighting, you cannot battle. When in a Pokémon battle you become an idiot of the highest degree, facing fire better throw grass at it, they switch to water best use a rock type. In general when fighting you will always make the decision that is the absolute worst choice you could possibly make (now go use explosion with your last Pokémon when your opponent still has 2 left it'll totally work)

Target of Team Rocket +200 team rocket knows your name and face and they want your Pokémon, as long as you have even a single Pokémon they will do anything to take it from you

Eyes Met Across the Grass +400 congratulations, you like so many others are now obligated to battle any trainers you make eye contact with, this is not negotiable

To Beat The Very Best +400 odd thing about the elite 4 in this world, they're terrorists and now they've decided you're the number one target they have to deal with to get what they're after Lorelei, Bruno, Agatha, and Lance are after you and won't stop until you're dead and buried

Hunted +400 one of the legendary birds has noticed you and decided it doesn't like your face, so now it's going to try and kill you to get rid of it and it cannot be captured. For an extra +**200** instead of one of the birds its Mew or Mewtwo

Wilds Hate You +600 as it says every wild Pokémon except legendries will hate your guts and wants your severed head on a platter, ceases to apply if a Pokémon is ever captured but until then they'll want nothing more than to kill you

Notes

You cannot take a member of team rocket as a companion if you take the **target of team rocket drawback** you can't join the team either this includes Giovanni Lt. Surge Sabrina Koga and Blaine

Same applies to the elite 4 if you take **to beat the very best**

You also obviously cannot take the character you've replaced with **my story** as a companion

Items are replaced at the end of the week if destroyed and at the beginning of the next jump if lost or stolen and you don't find them yourself, single use items like potions stat boosters and pokeballs are not replaced if used

Advice welcome and gens 2 onwards are being worked on (slowly)

Change log

Non-Kanto Starters option now covers until sobble

Added Psychic perk

Increased cp for wilds hate you, and eyes met across the grass

Free Pokémon and starter not treated as companions unless imported in future jumps