


A Jumpchain CYOA by WoL_Anon

Ver. 1.2

Welcome to the Kanto region, Jumper. Is this your first time in the Pokémon world, or are you feeling a bit nostalgic?

Kanto is home to the Indigo League, a series of eight Pokémon Gyms, which serve as qualification to challenge its Elite Four. Defeating the Elite Four would earn you the title of Champion. The Elite Four of this region is actually shared with the neighbouring Johto region, though this is unlikely to matter to you unless you go far off the beaten path.

A criminal organisation known as Team Rocket has sprung up within the region. This group commits crimes in pursuit of money, power, and world domination. Perhaps they have some connection to the mysterious Gym Leader of Viridian City?

Should you allow events to proceed as they normally would, a young Trainer will adventure across Kanto, defeating Team Rocket and ultimately becoming Champion. Will you aid this Trainer? Hinder them? Or perhaps you wish to go on your own adventures with Pokémon? That's up to you.

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

**You have 1000 choice points (cp) to spend.**

## -Age and Gender-

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

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

## -Species-

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

**[Free] Human**

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

**[Varies] Pokémon**

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

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

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

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

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

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

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

Additionally, due to their special role in this story, you may elect to be Pikachu or Eevee for Free.

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

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



## -Background-

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

**Rookie Trainer**

*Requires the Human species.*

You are either a new Pokémon Trainer, or are just about to become one. You are probably looking forward to going on an adventure around the Kanto region. Perhaps you'll take on the various Gyms?

**Veteran Trainer**

*Requires the Human species.*

Like most humans, you've been raising Pokémon for a while now. Whether you are still taking Pokémon battles seriously, or have taken up some other profession is up to you.

**Team Rocket Member**

*Requires the Human species.*

You are part of the notorious criminal gang known as Team Rocket. Needless to say, you probably aren't a great person. But why let morals get in the way of money or power?

**Pokémon**

*Requires the Pokémon species.*

Pokémon are common in the Kanto region. You can decide whether you belong to a human Trainer, whether that be for the purpose of fighting or acting as a pet. Alternatively, you can choose to be a wild Pokémon, out on your own.



## -Location-

Roll 1d8, or pay 50cp to choose. Those with the Rookie Trainer Origin may choose to begin at Pallet Town for free. Those with the Veteran Trainer Origin may choose to begin at Saffron City for free. Those with the Team Rocket Member Origin may choose to begin at Celadon City for free. Pokémon who roll or pay for their location may choose to arrive on a nearby Route instead of the location they end up with.

**[1] Pallet Town**

*A small country town, home to Professor Oak's lab.*

**[2] Viridian City**

*The nature-loving city where flowers bloom all year round.*

**[3] Pewter City**

*The stone city that rests at the foot of a great rocky mountain.*

**[4] Cerulean City**

*The town surrounded by waterways. The Water-type Gym is located here.*

**[5] Vermillion City**

*The international port town where magnificent boats gather from across the world.*

**[6] Celadon City**

*The city where people of many generations live together. The department store is located here.*

**[7] Saffron City**

*Tall buildings tower overhead. It's the most populous city in all of the Kanto region.*

**[8] Free Choice**

Lucky you! In addition to any of the above seven locations, you may also choose to begin at: Lavender Town, Fuchsia City, Cinnabar Island, Indigo Plateau, or one of the Sevii Islands (provided they exist after any toggles you may take).

## -Perks-

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

**Rookie Trainer Perks**

**[100cp, Free for Rookie Trainers] …**

You are the epitome of the silent protagonist. Without saying a word, you can convey a lot.

By staring directly at someone, you are able to convey general sentiments, as well as communicate simple commands or statements. The other party does not have to be watching your face in order to understand you, and a lack of need to hear you in order to get your message can make this talent an effective means of communication in the midst of hectic combat.

**[100cp, Free for Rookie Trainers] Smell Ya Later**

While it might not be correct to call it a talent, you have developed a knack for annoying others.

With this, being incredibly annoying comes naturally do you, and you will intuit the correct things to say to get under the skin of others. Used correctly, this could help motivate a rival to work hard, and can even be combined with reverse psychology to lead others in the right direction without appearing overly helpful.

**[200cp, Discounted for Rookie Trainers] Road to Victory**

It might seem unreasonable to allow a child to move through mountains on their own, but you are up to the task.

You are now quite skilled at navigating caves, tunnels, dungeons, and similar environments. This helps you find a path through these environments, as well as help you intuit any “puzzles” such a place might have, such that you have to push a block into a specific place.

If it wasn’t already, you are now at a high level of fitness, ensuring you handle hikes through long routes.

**[200cp, Discounted for Rookie Trainers] Flute Fan**

You are very talented when it comes to playing the flute, and similar instruments, allowing you to play them at a professional level.

You might think this is an odd skill for a Pokémon Trainer, but there may come a time where you are grateful for it if you plan on exploring the entirety of Kanto.

**[400cp, Discounted for Rookie Trainers] Badge Benefits**

As a Trainer makes their way around Kanto and defeats its Gym Leaders, they are awarded with Badges, proof of their victory. For you, these Badges offer more than just proof.

From now on, holding certain Badges that you have legitimately earned will provide benefits to those you are commanding in battle, in a Trainer-like role. Items that are earned in a similar manner to Badges in other regions and settings (such as Z-Crystals earned via Alolan Island Trials) will count as Badges for the purposes of this perk.

First, of the eight Kanto Badges, four will provide stat benefits. The Boulder Badge will provide a bonus to your allies' physical attacking power. The Volcano Badge will provide a bonus to your allies' special attacking power and special defence. The Thunder Badge and Soul Badge will provide a bonus to your allies' speed and physical defence (on purchase of this perk, decide which Badge gives what). These bonuses are a 12.5% boost. Badges (or equivalent) earned from other regions and settings may also provide these same boosts (this is randomly determined when you first earn them), but you cannot stack the same stat boost by holding multiple appropriate Badges.

Second, holding Badges (or equivalent) that represent a certain type of Pokémon will cause moves or techniques your allies use that utilise that type (or equivalent element) to be 12.5% more powerful than they otherwise would. This bonus applies solely to raw damage potential, and you cannot stack this effect by holding multiple Badges representing the same type.

Lastly, as the total amount of Badges you hold increases, Pokémon of increasingly higher power will be more comfortable following your commands, even if you have only just caught or acquired them. This effect is strongest once you have eight different Badges, at which point it applies to Pokémon at any level of strength. You cannot use this boon to have Pokémon turn on their Trainers or other allies.

You are able to toggle each of the three effects on and off individually as you like, which may be helpful if you are wanting 'fairer' battles.

**[400cp, Discounted for Rookie Trainers]** ***I already caught 40 kinds, pal!***

Want to catch 'em all? This perk will aid you greatly in such a task.

From now on, you will have exceptional fortune when it comes to tracking down Pokémon. This luck will help you find rare Pokémon that others cannot, such that others might even think you are cheating somehow. This includes helping you find Legendary Pokémon, though this perk alone will not make it any easier to actually catch the Pokémon you find.

Additionally, you will have a good sense when you have seen and/or caught every kind of Pokémon that can be found at a given location, ensuring you don't waste your time and can keep ahead of any rivals you may have.

Post-jump, the effects of this perk also apply to other kinds of fantastical creatures.

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

You are one of those rare prodigal talents, which seem to show up every so often. When it comes to Pokémon raising and battling, it is no exaggeration to call you a master.

Pokémon raised by you grow much faster than they otherwise would. Over the course of a regional journey, you could turn a team of weak and wild Pokémon into championship material. You are also highly skilled at commanding your Pokémon in battle; coming up with effective strategies that make the best use out of the resources at your disposal

If you put the necessary time and care into raising and battling with your Pokémon friends, feats like toppling a criminal gang with your team are in the cards. You could well come to be considered a benchmark which the best Trainers in the world are measured against.

This perk is not solely limited to Pokémon; with some adjustments you can learn how to train and command other creatures with similar effectiveness.

**Veteran Trainer Perks**

**[100cp, Free for Veteran Trainers]** ***We hope to see you again!***

When it comes to customer service, you are a natural!

You are able to keep track of multiple orders and ignore rude behaviour from customers. You will also find it easy to maintain a composed smile on your face even when stressed or annoyed.

Perhaps you could find work at a Pokémon Center or Poké Mart?

**[100cp, Free for Veteran Trainers] Fishing Guru**

It's fair to say that you have a fishing forte.

You now possess a fairly comprehensible understanding of fishing equipment. You can cast a line, have the patience to sit and wait for a bite, and the reflexes to respond when a bite does come.

Whether you mean to catch certain Pokémon, or just indulge in a relaxing hobby, how you make use of this perk is up to you.

**[200cp, Discounted for Veteran Trainers] Type Specialist**

Many Pokémon Trainers find that they have an affinity with a certain type of Pokémon. In fact, each of the Gyms around Kanto relate to a specific type.

On purchase of this perk, you must choose an official Pokémon typing. If you wish to choose the Dark or Steel type, you must use the "Black Metal" toggle. If you wish to choose the Fairy type, you must use the "A Fairy Tale" toggle.

You now find it moderately easier to raise, train, and befriend Pokémon that possess your chosen type. In other settings, you will also receive the same benefits for creatures that are strongly aligned with an equivalent element.

**[200cp, Discounted for Veteran Trainers] Name Rater**

You have acquired a curious power, which allows you to change the names of others.

In order to use this power, the target must both be nearby, and consenting. Changing their name will cause all appropriate documentation to automatically update to reflect the new name, and others will be able to quickly adjust to this name change without confusion, without forgetting prior names.

I'm sure you could find people who would appreciate such a service.

**[400cp, Discounted for Veteran Trainers] Psychic Power**

Like Sabrina, you have honed your latent psychic abilities.

As a result, you have gained access to relatively minor telekinetic effects, such as bending spoons or moving small objects. You are also able to experience visions of the future. Important future events will often occur to you without you needing to look for them, but you can also attempt to see specific things. While your future sight is broadly accurate, it is not perfect, and can also be misinterpreted. For example, you might see yourself battling a strong opponent in the future, but your vision might underestimate just how strong they are.

Additionally, should you have access to other kinds of psychic powers (including being a Psychic type Pokémon), you will be able to develop these powers at a much faster rate than would usually be possible.

**[400cp, Discounted for Veteran Trainers] Channeler**

You have learned how to commune with spirits to a limited degree. This won't allow you to perceive the true form of spirits you do not wish to be shown to you, but does allow Ghost type Pokémon to talk to you, even when they otherwise would not be capable of such.

You've also learned some white magic. With it, you can create a magic circle that prevents and dispels unwanted possession. This same magic circle can also heal those who step onto it, recovering them from injury as well as curing various status ailments. These magic circles can be established with minimal preparation, making them just as helpful for Trainers who are out exploring the world as they are for those you expect to be interacting with ghostly entities.

**[600cp, Discounted for Veteran Trainers] Life Lessons**

Not all Pokémon are naturally occurring. A few are created by humans, whether by reviving extinct species, cloning existing species, or even creating new ones wholesale.

Thanks to this perk, you have gained a thorough understanding of science and technology behind reviving Pokémon from fossils, creating new species of Pokémon by cloning existing ones, and digitally creating Porygon, the virtual Pokémon.

With time and effort, you can build on this knowledge and understanding, allowing you to apply these techniques to other kinds of creatures, to create clones with deliberately selected genes, and

not only create different kinds of virtual Pokémon, but also create upgrades which allow virtual Pokémon to undergo evolution.

**Team Rocket Member Perks**

**[100cp, Free for Team Rocket Members]** ***I must say, I am impressed you got here!***

Appearances can be deceiving, as someone in your line of work ought to know.

Thanks to this perk, you will get a strong sense when you are facing an opponent that you should be taking seriously. No more will you be taken off guard when that child is actually a Pokémon master. This perk will not apply when an opponent is deliberately holding back and hiding their true nature.

**[100cp, Free for Team Rocket Members]** ***Looks like Team Rocket's blasting off again!***

Not everyone can be a prodigal Trainer sweeping through their competition. Of course, if winning is off the table, escape is the next best outcome.

When running away, you will move a bit faster than usual. In addition, when you make a break for it, you'll often take your opponents by surprise, which will give you a better chance at making your escape.

**[200cp, Discounted for Team Rocket Members] Villainous Rep**

Word of crimes and evil deeds you and your allies do spreads far quicker than normal. At the same time, things that might embarrass you tend to be softened or spread slowly. For example, being defeated by a child might cause the child to be considered a great force, rather than making you seem weak.

In future worlds, you may elect to have some of your villainous reputation come with you, though the details of your villainy may be changed somewhat, in order to be something doable within your current world.

You may toggle this perk off whenever you like, in case you feel like keeping your head down, but doing so will not undo any reputation you have already built up.

**[200cp, Discounted for Team Rocket Members] One-Armed Bandit**

When it comes to slot machines, you have a surprisingly amount of good fortune.

First, should you be among many slot machines, you will have a strong intuitive sense which machines are "hot" at the moment. Additionally, you are just generally luckier than normal when using these kinds of machines. Unless a machine is extremely rigged (beyond the usual bad odds) you can expect to slowly make a profit.

That Porygon will be yours in no time!

**[400cp, Discounted for Team Rocket Members] Tiler**

You have gained an understanding of the science and technology behind several kinds of special tile.

The first of these is the spin tile. When a person steps on a spin tile, they are sent spinning in the direction indicated by the spin tile. This lasts a good distance, but can be interrupted by spinning into another spin tile, or another special tile which halts momentum created from the spin tile (and which you also know how to make).

The second of these is the warp tile. These are paired teleporter pads, which are generally limited to the range of a large building.

In combination, you can use these tiles to make navigating your base a great deal more convenient, or a great deal more complicated, depending what you are aiming for. With time and effort, you may develop new technology utilising the underlying principles of these tiles.

**[400cp, Discounted for Team Rocket Members] Rocket Recruitment**

Even in worlds like this, there are still plenty of rotten people out there. So, why not make use of them?

Thanks to this perk, you have a strong intuition when it comes to identifying people who would be at home in a criminal gang or similar organisation. You'll also have a good sense of what approach to take to recruit them into your group, whether it be by playing up their sense of poor treatment at their current job, or playing into their greed or lust for power.

You'll also be able to tell when new recruits are genuine recruits, and when they are simply trying to trick you.

**[600cp, Discounted for Team Rocket Members] Making Moves**

Technical Machines are special devices that allow Trainers to rapidly teach battle techniques to their Pokémon. You now have a thorough understanding of the science and technology behind these machines.

To start, you'll have an easy time making single-use TMs by analysing and copying TMs you already own. You can make these TMs as bands or as discs.

As you practice and study, you may learn how to create TMs that can be used as often as you like, create TMs for moves you don't already have a TM for, create TMs for wholly original moves, or find other ways to take advantage of this rapid teaching technology.

As a reminder, in order for a TM to be able to be used, the target must have the innate potential to perform the move in question. While this will usually be obvious, occasionally a target might not be able to learn a move that seems like it would be possible, or learn something you might expect to be beyond them.

**Pokémon Perks**

**[100cp, Free for Pokémon] Marketable Monster**

Planning to be the face of a children's franchise?

On purchase, choose whether you receive a noticeable boost to your appearance in terms of either cuteness or coolness. Regardless of your choice, you will also find that products displaying your likeness tend to be a good deal more successful than they otherwise would.

You can toggle each of these effects on and off individually.

**[100cp, Free for Pokémon] Fighting For Fun**

Pokémon battles are common throughout the Pokémon world. Whilst they are sometimes used to settle disputes, more often they simply serve as a form of recreation, akin to a sport. To help you join in the fun, you have received a couple of boons.

First, you will now be able to keep your head in a fight, allowing you to better respond to a Trainer's commands. You will also find fighting an enjoyable experience instead of a stressful or scary one. This does not mean you won't take battles seriously, nor does it prevent you from being stressed due to the context of a battle, such as when fighting to save your life.

You can toggle the latter effect on and off as you like.

**[200cp, Discounted for Pokémon] Secret Techniques**

You have learned five special skills, which can help you and your Trainer navigate the Kanto region. They are Chop Down, Sky Dash, Strong Push, Sea Skim, and Light Up.

These skills mirror the Cut, Fly, Strength, Surf, and Flash moves; however they cannot be used effectively in combat. On the plus side, they can always be used in any of your forms. For forms where it would not make sense for you to be able to perform a skill under your own power, the skill will temporarily summon equipment to assist you, such as a large surfboard to Sea Skim, or a balloon apparatus to Sky Dash.

**[200cp, Discounted for Pokémon] Evolution Cancel**

Are you an Eevee with a specific evolution in mind? Are you simply not ready to grow up? Then you'll appreciate this perk.

From now on, when you start to undergo an evolution, you'll always know what the result would be. You can also always choose to delay or cancel any evolution you would undergo, whether it was the result of natural growth, or had some special condition.

This perk applies to any Pokémon form you come to possess, as well as the forms of creatures that 'evolve' in a similar way.

**[400cp, Discounted for Pokémon] Ghost Pokémon**

You are a ghost – not a Ghost type, but rather a spirit of the recently deceased.

As a ghost, you cannot be killed in the traditional sense, you do not need to eat or drink to survive, and you do not visibly age (this does not prevent you from evolving). If your body is destroyed, or you choose to pass on, it will be considered death for the purposes of chain failure. Fortunately, you will not pass on unless you deliberately attempt to do so.

When you like, you can adopt a more generic ghostly appearance. In this state, you will find it much easier to scare others, and others will not be able to discern your true identity without the use of specialised powers or technology. Additionally, this perk ensures that you are able to speak in all Pokémon and ghost forms you possess if you were not already able to do so. Helpful when trying to drive away others from your haunt.

Post-jump, the ghostly nature granted by this perk is considered a transformation, which you can apply to any form. The speaking aspect of this perk can still be utilised even outside of this transformation.

**[400cp, Discounted for Pokémon] Counter-Cloning**

Don't appreciate vicious monsters being made in your image? This may be the perk for you.

From now on, you are immune to unwanted attempts at cloning you, creating a duplicate of you, and reverse-engineering your genetics, causing such attempts to inexplicably fail.

Unwanted is the key term here; if you are fine with someone doing any of the above, they will not be impeded by this perk.

**[600cp, Discounted for Pokémon] Partner Pokémon**

You are quite the special breed of Pokémon, it seems.

First, any Pokémon form you possess is notably stronger across the board than a typical member of the same species at the same level of training.

Second, you have gained access to eight original moves, which you can use in any form. Each of the moves is quite strong, comparable to moves like Thunderbolt. On top of that, they each have a useful secondary effect, such as recovering a portion of damage dealt as health, inflicting a status condition, or also setting up a defensive screen. Each of these moves is differently typed. So long as the moves meet these criteria, you are free to determine their specifics.

Finally, you have access to a "Partner Power", which you can perform once per battle so long as you have a Trainer, in one of two ways. It can be used offensively like a traditional move; in this case the move is almost guaranteed to hit, and grows in power the more you love your Trainer. Its type is chosen by you on purchase of this perk. It can also be used in a supportive role; in which case it temporarily provides a noticeable stat buff to a single ally.

**General Perks**

**[100cp] Kanto-ST**

You gain a mental library of all music featured in Pokémon Red, Blue, Yellow, FireRed, LeafGreen, Let's Go, Pikachu!, and Let's Go, Eevee! You are able to play this music at will. You can choose whether those around you hear the music, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human), create playlists, and shuffle songs. You may set music to play under certain conditions, allowing you to have a song for when you are out exploring, or create an internal alarm clock.

These nostalgic tunes are now at your disposal whenever you like!

## -Items-

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

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

**Rookie Trainer Items**

**[100cp, Free for Rookie Trainers] Bag**

This sturdy bag (which defaults to a backpack but may be any design of your preference), has an immense storage capacity, far more than one might initially suspect. You could carry bicycles and fishing rods in this thing! Despite this, it doesn't get much heavier even when full to the brim with hundreds of different items. It features many different pouches and pockets, making dividing your items by type a snap. Not that that will present much of a concern anyway, as you seem to be able to quickly retrieve anything in the bag almost instantly if you are meaning to pull it out.

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

**[200cp, Discounted for Rookie Trainers] Poké Flute**

A special flute. It is yellow in colour, with a Poké Ball-like shape located on its end.

When used correctly, the flute is able to rouse those sleeping nearby. This will occur even if the sleeper is in a deep sleep where extremely loud noises or strong physical interactions would fail to stir them, or if the sleeper has been put to sleep by some supernatural effect.

Trainers will appreciate having this tool during battles where your opponent is relying on keeping your Pokémon asleep. Perhaps it will come in handy when out exploring the Kanto region as well?

Should your Poké Flute be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

**[400cp, Discounted for Rookie Trainers] Kanto TM & HM Collection**

This is a collection of special items, which allow you to teach combat techniques (otherwise known as moves) to your Pokémon.

This collection includes all TMs and HMs that can be found across all three versions of Kanto (Red/Blue/Yellow, FireRed/LeafGreen, and the Let's Go games). You may choose to receive them either as discs or as devices attached to bands. They come in a convenient carry case that is not overly heavy.

TMs and HMs that come with this item can be used any number of times, and can be forgotten if needed. Moves that can be used out in the field (such as Surf), can be used by Pokémon they are taught to right away without any additional expertise or Badges.

Should the case be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Should any of the TMs or HMs be lost or destroyed, a replacement will appear in the case after 24 hours (if the case is unavailable at that time, they will appear at the next available opportunity after that).

**[600cp, Discounted for Rookie Trainers] Safari Zone**

Want to keep catching Pokémon, even after leaving this setting? Then you'll love this item!

This Safari Zone, on par with the one in Fuchsia City in terms of both size and variety, has come under your ownership. In addition to the Pokémon you may catch here, opening your Safari Zone to the public can earn you a handsome profit.

On purchase, you can freely decide which Pokémon appear in your Safari Zone, so long as you do not exceed the variety of Pokémon offered in Fuchsia City's Safari Zone, and do not include any Legendary or Mythical Pokémon. Should these Pokémon perish or be caught, more will appear, so don't worry about destroying their population.

By paying a fee, one will be provided with some special Poké Balls, as well as Pokémon bait, and allowed to enter the Safari Zone for a limited period of time. Other kinds of Poké Balls are not allowed to be used. At the end of the time period, unused Safari Balls and bait are returned. Pokémon caught in the Safari Zone are kept, though you may choose to not receive any of the caught Pokémon if you are just here for fun or practice.

Safari Pokémon caught by you, your companions, or your followers will be considered followers themselves, and continue with you across the chain. Safari Pokémon caught by others will be left behind on the world they are caught on.

This item comes with a handful of human followers, who can take care of running and maintaining your Safari Zone for you.

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

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

**Veteran Trainer Items**

**[100cp, Free for Veteran Trainers] Fishing Rod Set**

A set of three fishing rods: a flimsy looking old rod, a moderate looking good rod, and a high-performance looking super rod.

Despite their appearances, the three rods are all quite functional. What sets them apart is a curious quality that attracts certain kinds of fish (and Pokémon in settings where they exist). The old rod will only attract from among the least valuable catches, the super rod only attracts from among the most valuable catches, and the good rod sits in-between.

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

**[200cp, Discounted for Veteran Trainers] Pokémon Center**

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

The building comes with a handful of humans, and one or two Pokémon (these can't be Legendary or Mythical Pokémon), who can run the Pokémon Center on your behalf, and which count as followers. You can try charging others for access to the Pokémon Center, though given most offer their services for free, it is unlikely such a tactic would be successful.

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

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

**[400cp, Discounted for Veteran Trainers] Poké Mart**

You've acquired your own Poké Mart, a store which sells a variety of Trainer-related goods.

The building comes with a handful of humans, who can run the store on your behalf, and which count as followers. Stock will be automatically supplied to the store as needed; in addition to standard items which could be found in any Poké Mart, it will also receive rotating stock of some of the less common Poké Mart goods, including those sold in Celadon's Department Store. In addition to easy access to these goods, you will be entitled to any profit the store makes if it is out in the world and available to the general public.

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

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

**[600cp, Discounted for Veteran Trainers] Jumper Co.**

You are now the owner of this company, which is on par with Silph Co.

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

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

The employees are all human followers, who are trained to cover various facets of the business. Unlike Silph Co., your employees are all completely loyal – you won't have to worry about defections to Team Rocket!

This includes scientists on par with Silph's, who can develop all kinds of technology which your business can sell or otherwise take advantage of. At least one scientist is familiar with the science and technology behind the Silph Scope. Your scientists also have an understanding of the science and technology behind the Poké Ball, and are on the verge of developing a prototype Master Ball. Should anything unfortunate happen to these followers, you will receive replacements at the start of the following jump (post-chain, replacements appear every ten years).

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

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

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

**Team Rocket Member Items**

**[100cp, Free for Team Rocket Members] Rocket Uniform & Whip**

A set of two items.

The first is a standard Team Rocket uniform. It is self-cleaning, and self-repairing, ensuring you can wear it often.

The second is a well-made whip. It is not any stronger than a typical whip, but will still inflict pain on targets that are tough enough to not actually be harmed by it. It will also not be damaged by striking things (but it can still be damaged in other ways). If you don't value your Pokémon as friends, this might be a useful tool to keep them in line, even as they grow more powerful.

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

**[200cp, Discounted for Team Rocket Members] Silph Scope**

A set of high-tech goggles. These goggles allow the wearer to properly identify a ghost that is using ghostly powers to obscure its identity. Once identified, you can dispel these powers, allowing your Pokémon to battle it on even terms, and giving you the opportunity to catch it in some cases.

These particular goggles can also be used to see through and dispel similar kinds of illusions or ghostly effects.

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

**[400cp, Discounted for Team Rocket Members] Pokémon Gym**

You are now in charge of your very own Gym!

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

On purchasing this item, you must choose whether the Gym is considered an official part of the Indigo League. Please note that if it is placed in the same town or city as another Gym, it may have to compete with that Gym for official status. This item comes with an unending supply of Gym Badges, which match the general aesthetic of the Indigo League's Badges but are otherwise of your own design. If you have elected to be part of the League, these Badges serve as proof of victory, which can be substituted in place of any one of the other Badges a Trainer needs to challenge the Elite Four.

This item comes with a small group of Trainers, who will run the Gym on your behalf, but they won't take your place as a Gym Leader. They possess a handful of Pokémon each; these Pokémon have been trained for battle, but are not especially powerful, and cannot be Legendary or Mythical Pokémon. These Trainers are useful for wearing down challenging Trainers, possibly as a punishment for failing aspects of your Gym. Optionally, the Gym comes with an additional human who will give a prospective Trainer tips on winning at the Gym. All humans and Pokémon that come with this item count as followers.

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

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

**[600cp, Discounted for Team Rocket Members] Game Corner & Secret Hideout**

This game corner has come under your ownership.

Inside, customers can exchange currency for special coins, which they can use to play on the slot machines. The coins cannot be exchanged back into currency, but can be spent at the prize counter, which offers single-use TMs, and handful of other items a Trainer may find useful (generally held items), and even Pokémon! The exact prizes will rotate every few years, giving you incentive to check back from time to time. While they are being offered, prize stock will not run out, but cannot be stolen.

Prize Pokémon purchased by you, your companions, or your followers will be considered followers themselves, and continue with you across the chain. Prize Pokémon purchased by others will be left behind on the world they are purchased on.

That's not all this building has to offer though. A secret entrance will allow you to access a hidden hideout underneath the game corner. This hideout has plenty of space for a large-scale criminal gang, and may optionally be outfitted with spin tiles and warp tiles to make infiltration more complicated.

This item comes with a small force of loyal human Trainers, each with one or two Pokémon at their disposal. This force will run the game corner for you, and will gladly commit crimes on your behalf if you wish them to. They count as followers. Should something unfortunate happen to one of them, a replacement will appear at the start of the following jump (post-chain, this happens after ten years).

Pokémon included via this item (whether as prizes or belonging to Trainers) will never be Mythical or Legendary.

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

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

**Pokémon Items**

**[Free and Exclusive to Pokémon] Your Poké Ball**

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

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

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

**[100cp, Free for Pokémon] Clothing Trunk**

This small trunk is filled with a large variety of paired outfits. Despite this, it remains lightweight, and easy to carry around.

The outfits are self-cleaning and self-repairing, ensuring they can be worn often. They will automatically adjust in size to accommodate the wearer, which will be useful if you were to undergo evolution and completely change your form. Though they are paired outfits, intended to be worn with your Trainer, feel free to share them out as you like.

Should the trunk be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Should any of the outfits be lost or destroyed, a replacement will appear in the trunk after 24 hours (if the trunk is unavailable at that time, they will appear at the next available opportunity after that).

**[200cp, Discounted for Pokémon] PP Up**

An unusual and rare medicine. In order to use it, one must consume it whilst thinking of a battle technique (or "move") that they know. This causes them to be able to use that move at the same level of power but using 20% less stamina, effectively letting them use it more often before getting tired.

Each individual move can be enhanced by the effect of this medicine a total of three times (60% less stamina cost) before the medicine fails to provide further benefits to that move.

You start with a single dose of PP Up, and will receive an additional dose once a week.

**[400cp, Discounted for Pokémon] Candy Jar**

Want to get stronger, but don't enjoy fighting? Why not eat your way to power?

This item will provide you access to special candies. Consuming these candies causes the consumer to experience the same benefit they would receive as if they had gone through training. Some candies provide the equivalent of general combat training. Others provide the equivalent of stat training (for Health, Attack, Defense, Special Attack, Special Defense, and Speed). For each type of category, they come in a variety in sizes – larger sizes result in greater effect. The only limitation to the candies is that they can only get a consumer to a place they could actually receive via training.

In order to store these candies, you have a special jar, which can store any number of these candies, without becoming any heavier or externally larger. No matter how many candies are stored, you will always be able to retrieve the candy you are looking for.

To start with, you have a couple of Exp. Candies, a Rare Candy (this gives enough general combat experience to reach a new threshold of power, instead of a fixed amount of experience), and three candies for each stat (one normal, one large, one extra-large). Once per week, a handful of additional candies will be added to the jar. This selection is not fixed; rarer or more powerful candies are less likely to appear at these times.

Should the jar be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. A replacement jar will carry over the special candies that were in it.

**[600cp, Discounted for Pokémon] Unknown Dungeon**

Somewhere close to your starting location is this large cave network is filled with powerful and dangerous Pokémon (though none are Legendary or Mythical). Trainers will not approach it unless you have given them specific motivation to do so.

For some reason, these Pokémon are not hostile towards you and your allies. This means that you can comfortably live within the cave, confident that being disturbed by outside parties is quite unlikely, and that even outsiders try to force their way in, they will have to contend with the many powerful Pokémon that make the cave their home.

In addition to serving as a deterrent, you can also use the Pokémon here as training partners. As the Pokémon are as dangerous as the ones found in Cerulean Cave, this means they can give even championship material Pokémon a good fight. However, none of these Pokémon can be taken out of the cave by any means.

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

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

**General Items**

**[Free, Exclusive to Humans] Trainer ID and Badge Case**

You have a Trainer ID Card. This card, serves as a form of identification in the Kanto region. The card updates to track some of your Trainer-related statistics. You also have a Badge Case, meant to conveniently store and display the eight Kanto region Gym Badges, should you wish to challenge them. As a special service, Badges stored in the case will not degrade over time, allowing you to look back fondly at your Kanto exploits whenever you like.

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

**[Free, Exclusive to Humans] Pokédex**

You have your own Pokédex, a Pokémon encyclopedia, of the same model currently used in the Kanto region. If you are visiting a version of the setting based on the originals, it is set up to add entries for the first “generation” of Pokémon. If you are visiting a version of the setting based on FireRed/LeafGreen, it is set up for the first three generations. If you are visiting a version of the setting based on the Let’s Go games, it is set up for the first generation, all of their Alolan variants, as well as Meltan and Melmetal.

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

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

**[Free] Beginner's Allowance**

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

**[Free] Beginner's Item Set**

This set of items includes 1 Potion, and 5 Poké Balls. These items will not respawn, so think carefully about their use.

It also comes with a town map of the Kanto region. If lost or destroyed, a replacement of this map will appear in your Warehouse after 24 hours.

**[50cp] Pokémon Red, Blue, & Yellow Game Bundle**

Enjoy the classics? This bundle contains:

- A Game Boy.
- A Game Link Cable.
- A copy of the Japanese versions of Pokémon Red, Pokémon Green, and Pokémon Blue.
- A copy of Pokémon Red, Pokémon Blue, and Pokémon Yellow.
- Permanent access to the Mew distribution. Receiving the same distribution multiple times will require starting a new save file.

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

**[50cp] Pokémon FireRed & LeafGreen Game Bundle**

Are the remakes more your style? This bundle contains:

- Your choice of GameBoy Advance or GameBoy Advance SP.
- A Game Boy Advance Wireless Adapter.
- A copy of Pokémon FireRed, and Pokémon LeafGreen.
- Permanent access to all Pokémon FireRed & LeafGreen event distributions. Receiving the same distribution multiple times will require starting a new save file.

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

**[50cp] Pokémon Let's Go, Pikachu! & Let's Go, Eevee! Game Bundle**

Prefer something more modern? This bundle contains:

- A 2018-era television.

- A Nintendo Switch, with Joy Cons, dock, and all needed cables.
- A Nintendo Switch Pro Controller.
- Either a physical or digital copy of Pokémon Let's Go, Pikachu! & Pokémon Let's Go, Eevee!. This can be the same or different for each.
- A Poké Ball Plus, with gift Mew inside.
- Permanent access to all Pokémon Let's Go event distributions. Receiving the same distribution multiple times will require starting a new save file.
- Permanent access to an infinite supply of Meltan and Melmetal, which can be transferred to your copies of Pokémon Let's Go, Pikachu! & Pokémon Let's Go, Eevee! at any time.
- A lifetime subscription to Pokémon Home's premium plan.
- A lifetime membership to Nintendo Switch Online.

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

**[50cp] Potion Set**

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

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

**[50cp] Poké Ball Set**

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

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

**[50cp] Teachy TV**

A portable television. At your convenience, it can play a variety of tutorial for the new Trainer, made by one Poké Dude. It can also connect to any local television stations, or current setting equivalent.

The television never runs out of power, ensuring you can use it as often as you like. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[50cp] Vs. Seeker**

This curious device, which looks like a small blue shield, is able to detect the fighting spirit of those nearby.

When used, it will alert you to nearby Trainers who are up for a Pokémon battle. Post-jump, it can also be used to detect if someone is interested in more direct sparring, and you can switch between these two modes with ease.

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

**[1000000cp] Bicycle**

A well-made, but entirely mundane, bicycle.

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

**[50cp] Bike Voucher**

Each purchase of this option entitles you to one free purchase of the Bicycle item above.

**[100cp] Jumper's Beach**

Inside this small beach house is a gateway that leads to a special space. In this space, you will be provided with a surfboard and given the opportunity to surf on increasingly impressive waves.

True death or chain failure will not occur by drowning in this space, and being wiped out will simply eject you from the space, with any items that you have brought in, so feel free to push yourself. At the end of each jump, anything foreign to the space will also be ejected; this is a space to practice your surfing, not hoard items.

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

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

**[100cp] Suspicious Truck**

This well-made but mundane truck never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

For some reason, people can't help but be incredibly suspicious about this truck. Were it to be left in a public space for a period of time all sorts of strange rumours will pop up involving the truck, often tying it to local urban legends.

Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

## -Companions & Followers-

**[Free] Your Starter**

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

**[200cp] Full Party Discount**

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

**[50cp per.] Import**

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

**[50cp per.] Create**

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

**[50cp per.] Recruit**

For 50cp each, you may take any named character appearing in Pokémon Red, Blue, Yellow, FireRed, LeafGreen, Let's Go, Pikachu! or Let's Go, Eevee! along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a ‘slot’, so you can ask around and find another character to journey with if you would like.

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

**[50cp per.] Pokémon Recruit**

For 50cp each, you may take any Pokémon you or your companions have bonded with or captured along on your journey as either a companion or follower (if the Pokémon bonded with, or was captured by, a companion and not you, it must be as a follower). Each purchase of this represents a

‘slot’, and you are free to change your mind on which Pokémon fill these slots right up until the end of the jump.

**[200cp] Mew**

Each purchase of this option will immediately grant you a special Mythical Pokémon known as Mew. Each Mew can be received as either as companion or a follower.

Alternatively, you may import a companion into this option, granting them a new Mew alt-form. A companion imported in this way cannot also be imported via the standard 50cp option.

**[200cp/300cp/400cp] Pokémon & Item Storage**

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

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

The Pokémon Storage System is divided up into ‘Boxes’; each can hold up to 30 Pokémon. For 200cp, you receive 8 Boxes (240 slots). For 300cp, you receive 14 Boxes (420 slots). For 400cp, you instead receive a single but special Box that has 1000 slots. In order to send additional Pokémon here beyond this, you must ‘release’ an existing Pokémon stored in the system. Such a Pokémon will be lost to you, and will be unreachable until post-chain.

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

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

In addition to the computer provided to you, you will be able to access this system anywhere where it would be possible for a Trainer to access their Pokémon Storage, in this and future Pokémon worlds. If you are visiting a version of this setting based on the Let’s Go games, you will receive a portable device that allows you to access this system at any time, but lacks the broader utility of being a computer. If you are visiting a different version of this setting, you receive this device at the end of the jump.

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

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

If you already possess a similar Pokémon Storage System, you may instead add additional slots to that system, equivalent to the amount of slots you paid for here, ignoring all other parts of this

option. If that system did not already have an Item Storage System component, it gains one. If it did, it gains an additional fifty slots.

## -Drawbacks-

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

**[0cp] Version Exclusive**

Using this toggle, you may determine whether you are arriving in a version of the setting based on Red, Blue, Yellow, or some combination of the three.

If you also take the *Black Metal* toggle below, you can choose to visit a version of the setting based on FireRed, LeafGreen, or some combination of the two.

If you also take the *A Fairy Tale* drawback below, you can choose to visit a version of the setting based on Let's Go, Pikachu!, Let's Go, Eevee!, or some combination of the two.

**[0cp] Jumper History**

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

**[0cp] Black Metal**

Pokémon are full of mysteries, and new things are learnt about them all the time. Two things that may be yet to be discovered are the Dark and Steel types. The Dark type is strong against Ghost and Psychic, and weak against Fighting and Bug. The Steel type is strong against Rock and Ice, and weak against Fire, Fighting, and Ground. However, just because something has not been discovered does not mean it does not exist.

By default, this jump acts as though these types do not exist. Using this toggle however, you can add it in, shifting the typing of some Pokémon, as well as bringing forth a new selection of Dark and Steel type moves. You may also decide whether these type are common knowledge, or still undiscovered in the Kanto region.

**[0cp] A Fairy Tale**

*Requires Black Metal.*

The Fairy type. Strong against Dark, Dragon, and Fighting. Weak against Fire, Poison, and Steel. This type may not yet be discovered in these parts, but this does not mean it does not exist.

By default, this jump acts as though the Fairy type does not exist. Using this toggle however, you can add it in, shifting the typing of some Pokémon, as well as bringing forth a new selection of Fairy type moves. You may also decide whether this type is common knowledge, or still undiscovered in the Kanto region.

**[0cp] Protagonist Selection**

*Cannot be taken with Protagonist Replacement.*

A number of details regarding the protagonist are still up in the air. Using this toggle, you may determine the protagonist's name, gender, general appearance, as well as the kinds of Pokémon they are likely to use.

Normally, this would apply to Red/Leaf. However, if you are visiting a version of this setting that is based off the Let's Go games, this toggle instead applies to Chase/Elaine.

**[0cp] Protagonist Replacement**

*Requires Human species. Cannot be taken with Protagonist Selection.*

With this toggle, you have taken on the role of protagonist yourself. Normally, this would apply to Red/Leaf. However, if you are visiting a version of this setting that is based off the Let's Go games, you are instead replacing Chase/Elaine. In either case, your starting location is fixed to Pallet Town.

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

**[0cp] Rival Name Choice**

With this toggle, you can freely name the rival character. Normally, this would be Blue. However, if you are visiting a version of this setting that is based off the Let's Go games, you are instead renaming Trace. Try not be too immature here.

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

**[+100cp] Game Boy Colorless**

How strange. It seems that you are only capable of seeing in black and white.

This will last until the end of the jump and cannot be fixed. Hopefully you won't find it to be too much of an inconvenience.

**[+100cp] Limited Pack Space**

No matter what, you cannot carry more than twenty different kinds of items on your person at a time. Additionally, for each kind of item, you cannot carry more than 99 copies of that same item.

This drawback applies to any items or powers you have that allow you to carry more items, such as bags that are bigger on the inside, or hammerspace powers. So long as accessing these items or powers is a simple matter for you, their contents count towards your carry limit, and if they would take you over the limit, you cannot access them. Other attempts to circumvent this drawback will invariably fail, so you'll have to think carefully about what to take with you.

The sole exception to this rule are Poké Balls which contain a Pokémon.

**[+100cp]** ***Are you a boy? Or are you a girl?***

For one reason or another, you have a tough time determining the gender of humans and Pokémon. This may lead to some uncomfortable situations.

**[+200cp] Bad Aim**

Ah, it seems that your aim has become quite a bit worse for the entirety of the jump. Even things that are all but guaranteed to hit may miss occasionally.

Whether you are throwing Poké Balls, or battling directly, this is likely to make things quite a bit tougher for you.

**[+200cp] Disabled**

At the start of the battle, you will lose access to one of your four most useful combat techniques. You will regain access to this technique at the end of the battle.

If you are acting a Trainer role instead of battling directly, then this will instead apply to each of the Pokémon you use in that battle.

**[+200cp] Possession Problems**

*Requires Human species.*

At least once during your stay, you will be possessed by one or more Ghost type Pokémon. Any powers you have that allow you to resist possession or undo it will not work during this jump.

In addition to powers or techniques others have that could break such possession, it can also be broken if someone defeats you in a Pokémon battle. Fortunately, your possessed form will not use any Pokémon you have, and will instead rely on the Ghost type Pokémon that are possessing you.

**[+200cp] JUMPER is refusing!**

*Requires Pokémon species.*

In order to take this drawback, your chosen Pokémon form must still be capable of an official evolution. This refers specifically to a standard evolution, not Mega Evolution or other transformations or form changes.

For the duration of the jump, you are not able to undergo evolution in any Pokémon form you possess. You can still undergo Mega Evolution and other transformations or form changes if you are capable of such.

**[+300cp] Jumpertwo**

A new Pokémon has been created, which seems to be an imperfect clone of you. It has access to its own versions of the perks and powers you have acquired here. While it may lack the variety of options you have at your disposal from other jumps, the abilities it does have are superior in terms of raw power. You cannot catch this Pokémon.

Unfortunately, this Pokémon is hostile towards you. It wishes you to chain fail, and cannot be persuaded otherwise. Stay on your toes!

**[+300cp] MissingNo.**

A strange entity hunts you. Sometimes it takes the form of a “glitch-like” presence, other times it appears as a ghost or skeletal Aerodactyl or Kabutops.

It is best not to directly confront this creature, as the longer you are near it, the more bizarre glitches and corruptions of the world around you will occur. These glitches can range from the benign to seriously threatening, and will never directly benefit you.

The closer you are to a spot east of Cinnabar Island, the easier it will be for this entity to track you down, and the harder it will be for you to escape from it. Be cautious, Jumper.

**[+300cp] Jumplocke**

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

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

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

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

## -Ending-

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

Choose one of the following three options:

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

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

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

## -Notes-

Thank you to everyone who assisted in making this jump.

**On Fly and Sky Dash:**

For the purposes of the jump, it is assumed that Fly and Sky Dash both allow the user to freely fly through the air. However, if you wish to limit these moves to only travelling back to towns and cities you have visited before, that is also acceptable.

**On Ultra Beasts & Paradox Pokémon:**

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

**So, what exactly happens here, anyway?**

Note: This plot summary was created using a playthrough of Pokémon Red. The name of the player as well as the rival character are determined by the player. For the purposes of this summary, the protagonist is called Red, and his rival is named Blue.

In Pallet Town, Red is told Professor Oak is looking for him, but he is not present at his lab. When he attempts to leave Pallet Town, Professor Oak catches up to him and takes him back to his lab. Blue, Professor Oak's grandson, is also present. Oak provides each of them a starter Pokémon (the choices are Bulbasaur, Charmander, and Squirtle, and Blue will choose the Pokémon that is advantaged against Red's choice). Blue challenges Red to a Pokémon battle.

Red heads through Route 1 to Viridian City. A clerk at the Poké Mart has a parcel for Professor Oak and asks Red to take it to him. Back at the lab, Red gives the parcel to Professor Oak, and Blue shows up shortly afterward. Oak explains his invention, the Pokédex. It is a high-tech encyclopedia that automatically records data on Pokémon someone has seen or caught. He asks the two to each take a Pokédex and do their best to fill it out. Blue says he will do it himself, and that he will get a town map from his sister and tell her not to give Red one.

If Red heads west from Viridian City onto Route 22, they are challenged again by Blue, but cannot progress to the Pokémon League without eight Badges. Leaving Viridian City to the north, an old man offers tips on catching Pokémon.

Red heads through Viridian Forest to reach Pewter City. Here, Red challenges the Gym, defeating Brock and earning the Boulder Badge.

Red moves through Route 3 to Mt. Moon. In Mt. Moon, Red encounters Team Rocket grunts looking for fossils, which they plan to revive and sell for profit. Red also meets a super nerd who found two fossils, and who reluctantly agrees to share one with Red. Red continues on through Route 4 to Cerulean City.

North of Cerulean City, Red is challenged by Blue again. After the battle, Blue suggests Red visit Bill, the man who invented the Pokémon Storage System. Red heads north across the Nugget Bridge. He

defeats five trainers in a row, and is given a gold nugget as a reward. The prize giver attempts to recruit Red into Team Rocket, but is defeated by Red as well. Red heads through Routes 24 & 25 to reach Bill's Sea Cottage. Inside, Red finds that Bill has accidentally combined himself with a Pokémon using a teleporter, and Bill asks Red to run the cell separation system on the teleporter to return him to normal. As thanks, Bill gives Red an S.S. Ticket.

Back in Cerulean City, Red investigates a house broken into by Team Rocket, and finds and defeats the grunt responsible nearby. Red challenges the Gym, defeating Misty and earning the Cascade Badge. Red heads south from Cerulean City, through Route 5, taking an underground tunnel to Route 6, and then on to Vermillion City.

In Vermillion City, Red listens to the story of the Pokémon Fan Club Chairman, and receives a Bike Voucher as a reward. Red can exchange this for a bike at the Cerulean City bike shop.

Red uses the S.S. Ticket to board the S.S. Anne. He is challenged by Blue again. Afterwards, Blue tells Red that he was here to visit a Cut Master, but is disappointed when he found that the Cut Master was a seasick old man. Still, he suggests Red visit him before departing. Red visits the captain, this Cut Master, and rubs his back to help him with his seasickness. The captain is too ill to show off his cutting technique, but gives Red HM01 Cut so that he can teach it to his Pokémon. When Red leaves the S.S. Anne, it departs.

Heading through Diglett's Cave to the east side of Route 2, Red encounters one of Professor Oak's aides, who provides Red HM05 Flash if he has registered at least 10 different kinds of Pokémon on his Pokédex. Back in Vermillion City, Red challenges the Gym, defeating Lt. Surge and earning the Thunder Badge.

Red heads east from Cerulean City, moving through Routes 9 & 10, and then the Rock Tunnel, to reach Lavender Town.

Lavender Town's Pokémon Tower is haunted by ghosts, preventing full exploration. Red will be challenged by Blue here (either now or if put off until the tower can be properly explored). Red heads west, passing through Route 8, and taking the underground tunnel to Route 7, before reaching Celadon City.

In Celadon City, Red can receive a coin case from someone at the restaurant, which lets him participate at the Rocket Game Corner. Red defeats a Team Rocket Grunt in the Game Corner, and finds a secret switch behind a poster, revealing a stairway to a secret Rocket hideout under the Game Corner. Red battles through the hideout. He encounters and defeats Giovanni, Team Rocket's boss. Giovanni agrees to step aside for the time being, and says he hopes to encounter Red again. Giovanni leaves behind a Silph Scope. Red challenges the Celadon Gym, defeating Erika and earning the Rainbow Badge. A drink bought from the rooftop of the Celadon Department Store can be given to any of the guards at the gateways to Saffron City, who will then allow Red to pass through (the drink is shared between all guards). Red can find a secret retreat to the west of Celadon City, where a girl will give him HM02 Fly.

With the Silph Scope, Red can identify the ghosts in Pokémon Tower, most of which are Ghost type Pokémon. On the sixth floor, he encounters the ghost of a deceased Marowak. Red defeats it, which calms it and allows it to move on to the afterlife. On the top floor, Red defeats several Team Rocket grunts, who had Mr. Fuji prisoner. He had come to the tower to pray for the Marowak and calm it down, and had taken issue with the way Team Rocket treated Pokémon. Red defeats the grunts,

driving them off. With Marowak at rest, Mr. Fuji takes Red back to his house, and gives him a Poké Flute.

The Poké Flute allows Red to wake either of the two sleeping Snorlax. One is west from Celadon City. The other is south from Lavender Town. Either path will take Red to Fuchsia City.

In Fuchsia City, Red challenges the Gym, defeating Koga and earning the Soul Badge. Red enters the Safari Zone, where he finds a set of gold teeth, and reaches the secret house, where he is given HM03 Surf. The gold teeth belong to the warden of the Safari Zone. Red returns the teeth, and is given HM04 Strength as thanks. From this point, Red can head to the Power Plant on Route 10 to catch Zapdos.

In Saffron City, Red takes on the Fighting Dojo, a former Gym that was ousted by the Psychic Gym. Red defeats the master, who asks Red not to take their emblem, and offers a Pokémon instead (Red can choose between Hitmonlee and Hitmonchan). There is a large Team Rocket presence in the city, which renders many buildings inaccessible. Red enters the Silph Co. building, which is under attack from Team Rocket. Red battles through grunts, encountering Blue, who battles Red to make sure he is ready for the Team Rocket boss. Afterwards, Blue leaves, stating his intention to challenge the Elite Four. Red proceeds on to Giovanni. Team Rocket is here to steal the newly developed Master Ball, which can catch any Pokémon. Red defeat Giovanni, forcing him to retreat. As thanks, the Silph Co. President gives Red the Master Ball. Red challenges the Saffron City Gym, defeating Sabrina and earning the Marsh Badge.

Red heads south from either Fuchsia City or Pallet Town. Either route takes him to Cinnabar Island. From this point, Red can visit the Seafoam Islands and catch Articuno.

On Cinnabar Island, Red can have his fossil revived into a Pokémon. The Gym is locked. Red can find a secret key in the abandoned Pokémon Mansion, as well as journal entries regarding the creation and escape of Mewtwo. Red challenges the Gym, defeating Blaine and earning the Volcano Badge.

Back in Viridian City, the Gym is finally accessible. The Gym Leader is Giovanni. After Red is victorious, Giovanni gives him the Earth Badge, and says he plans to devote himself to training Pokémon, before leaving. West from Viridian City, Red is challenged by Blue again.

With eight badges, Red can progress through Route 23. He heads through Victory Road, where he can catch Moltres.

At the Indigo Plateau, Red challenges the Elite Four. He defeats Lorelei (an Ice-type user), Bruno (a Fighting-type user), Agatha (a Ghost-type user), and Lance (a Dragon-type user). Lance tells Red that he would be Champion, but someone has already defeated the Elite Four: Blue. Red defeats Blue. Professor Oak arrives. He congratulates Red on his victory and tells Blue he lost because he forgot to love and trust his Pokémon. Professor Oak takes Red to register in the Hall of Fame. Red becomes Champion.

After becoming Champion, Red can catch Mewtwo in Cerulean Cave.

## -Changelog-

0.1
Created the jump.

1.0
(i) Added Shiny option to **Pokémon species** choice. (ii) Added three new items: **Teachy TV**, **Vs. Seeker**, and **Jumper's Beach**. (iii) Added a new note: **On Fly and Sky Dash**.

1.1
(i) Pokémon Trainers acquired via the **Recruit** option can now take up to six Pokémon with them as followers.

1.2
(i) Minor typo fixes.