A Jumpchain CYOA by WoL_Anon

Ver. 1.2

Welcome to Ryme City, Jumper. Despite being billed as “A Place of Harmony Between Humans and Pokémon”, it has its fair share of problems. In addition to smaller crimes, the city will play host to various conspiracies over the next couple of years. Will you work to expose these foul schemes, take advantage of them, or do something else entirely?

You arrive in this world the day Tim Goodman arrives in Ryme City, two months after his father’s disappearance. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

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

[Free] Human

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

[Varies] Pokémon

You are a Pokémon, one of the many fantastical creatures that inhabit this world. Whilst Evolution is possible for you, it may take substantial amounts of time to achieve due to a lack of focus on organised Pokémon battles in these parts. 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 300cp.

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 400cp.

For most Legendary and Mythical Pokémon, the cost is 1200cp. 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.

Additionally, due to its special role in this story, you may elect to be Pikachu 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 three 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.

Detective

Whether you are solving crimes that have occurred, uncovering conspiracies before crimes can take place, or simply helping other find lost items, you are one of the good guys.

Humans with this Origin might belong to the police force, may work privately alongside them, or might not have started their career just yet. Pokémon with the Origin are most likely a partner to one of the above, although being a wild Pokémon taking matters into your own paws is not out of the question either.

Civilian

Not everyone concerns themselves with solving crime on a daily basis. Like the majority of Ryme City, you have your own aspirations and interests. Maybe you are a reporter, who covers current events? Perhaps brewing that perfect cup of coffee is how you wish to make a living? Are you a wild Pokémon who hangs around the neighbourhood?

Whatever the case, when you do find yourself pulled into an investigation, you may prove to be surprisingly useful to those who do solve crimes on the regular.

Villain

If you aren't a criminal, you are a criminal in the making. Humans might work at one of Ryme City's research labs; it wouldn't be the first time a criminal enterprise sprung up off the back of a scientific breakthrough, and it probably won't be the last either. While crime committing Pokémon are more likely to be a partner to a bad person than bad themselves, a Pokémon with this Origin can still choose to be wild if it is preferred.

-Location-

You may choose to begin anywhere within Ryme City, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

-Perks-

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

Detective Perks

[100cp, Free for Detectives] Investigator's Introduction

Whenever you encounter a new person who you perceive to be relevant, their name will appear in text at the bottom of your vision for a few moments, as well as a brief tidbit about them, such as their occupation or a personality quirk of theirs. If a person is meaning to hide their identity, this effect will not trigger, and if they are trying to hide an aspect of themselves, it will never appear as the tidbit of information. The effect will only trigger once per person by default, but you can choose to 'reset' whether you have used the effect on specific people, allowing you to enjoy it many times. Additional uses on the same target do not provide extra information not presented to you before.

When encountering Pokémon, this effect works slightly differently, applying overall to each species instead of individuals, and providing the name of the species and information relevant to the species overall rather than an individual. It will only trigger once even if you encounter more than one of the same species, but as above you can 'reset' whether you have used it on a given species. Regional forms are treated as separate species for the purposes of this perk.

This perk can be toggled off should it ever become annoying to you.

[100cp, Free for Detectives] The Culprit Was You!

I'm sure you're familiar with the classic scene where the detective breaks down the crime and reveals the culprit in front of a room full of possible suspects. This perk will help you pull off such a thing yourself.

You are able to speak clearly and confidently, provided you can actually talk in the first place. You are good at presenting arguments in a clear manner. You have a good sense of when you should supplement your arguments with evidence, ensuring that others follow you along every step of the way without being overwhelmed with information, and that you provide the necessary space for the accused to commit to a position you can prove to be a lie.

Interestingly, you'll find that when making your accusations in a manner similar to the kind of scene described above, those you're accusing are slightly more likely to slip up, or to give up and confess, than they usually would be.

[200cp, Discounted for Detectives] ***Are you able to understanding what I'm saying?***

Choose up to two individuals. For each, choose one of the following effects:

- The individual is able to understand your speech, regardless of the language used, provided you are meaning to be understood (i.e. you aren't just saying gibberish for the sake of it).
- You are able to understand the individual's speech, regardless of the language used, provided they are meaning to be understood.

Understanding speech via this perk does not automatically grant a person understanding of foreign concepts or specific terminology introduced to them. At the start of each new jump, you can change which individuals are targeted by this perk, as well as which effect applies to each target. Post-chain, you will instead have this opportunity once every ten years.

[200cp, Discounted for Detectives] Stealth Sleuth

Sometimes investigation requires you to visit places where you are less than welcome. In these situations, not being caught is key; lest you risk capture by a criminal group, or attack from a rampaging Pokémon.

Fortunately, you are quite good at stealthily moving through locations, minimising noise you make, making use of blind spots, and mentally keeping track of guards or other would-be pursuers along the way.

You'll only use such talents for good, right?

[400cp, Discounted for Detectives] Attention to Detail

You are highly observant, Jumper. When listening to or reading testimony, incongruous statements stick out like a sore thumb to you.

When investigating pieces of evidence, noticing the smaller details comes easy. Additionally, when doing so, you'll always have a sense of whether you have learned everything that you currently can from a piece of evidence, ensuring you learn as much as possible without wasting valuable time. If a piece of "evidence" is actually completely irrelevant to the matter at hand, you will quickly intuit that as well.

[400cp, Discounted for Detectives] A Bolt of Brilliance

You're a true Great Detective!

With your deductive prowess, correctly picking out a pizzeria owner due to some flour and charcoal on his clothes is routine to you. As long as you have the right evidence, solving even the most complex crimes is possible for you.

When your deductive ability operates at its highest, you may receive the answer to your problem as a flash of inspiration. When this occurs, you can optionally cause the environment to respond to this flash. For example, the wind might pick up, or a nearby fountain might spray water. This will never have any serious effect on the world around you, but does help you come off as quite cool.

[600cp, Discounted for Detectives] A Conscious Effort

Being a detective is dangerous work. Should the worst occur, this perk is here to help you out.

When you are on the verge of death, and someone you share mutual trust with is nearby, or vice versa, this perk will activate. The consciousness of the dying party will leave their body and enter the body of the other.

You may choose which party is in control of the shared body, but if it is the foreign consciousness, it will suffer from amnesia (which may cause them to confuse their identity) and have difficulty drawing on any supernatural power or Pokémon Moves of the body. The non-dominant consciousness effectively falls into sleep and cannot interact with the outside world.

Whilst the dying party's body is free from the consciousness, it will slowly recover back to perfect health. Returning this body's consciousness back to this body when it has recovered is ideal; too early, and the whole exercise is pointless. Too long, and the non-dominant consciousness may disappear (this will count as death for the purposes of chain failure for that consciousness). The stronger the mutual trust between the two, the longer the non-dominant consciousness can survive in this state. As long as the non-dominant consciousness does not disappear, no long-term damage is done to it.

A consciousness could be returned to its original body with the help of a powerful Psychic Pokémon, the use of advanced technology, or some other means. Once per jump, this perk can also be used to achieve the same thing; useful in the event you don't have access to other options. Upon returning a consciousness back to its body, any memory or identity issues it might have experienced will be fixed up without any long-term damage arising.

This perk cannot send a consciousness into a body that is already hosting a consciousness from this perk's effect.

Civilian Perks

[100cp, Free for Civilians] Coffee Maker

As you might expect from a modern city, there are many who would enjoy a nice cup of coffee. They'll be happy to have you around with your level of talent.

You now have the knowledge and ability to brew any kind of coffee that could be found in a mundane, modern city, as well as coffees that utilise ingredients exclusively found in the Pokémon world, such as Milcery's cream. You'll have an easy time adapting to ingredients found in other worlds as well.

[100cp, Free for Civilians] Quiz Professor

It may be surprisingly how many in Ryme City just aren't all that well-versed in Pokémon and what they can do, such that basic questions about them could be used as effective trivia for the creation of crosswords. With your kind of knowledge, you could try making some of these crosswords yourself.

You now have a great deal of knowledge when it comes to Pokémon. Excluding Legendary and Mythical Pokémon, you are aware of pretty much every Pokémon, their typing, and some general information and care tips regarding them. Even when it comes to Legendary and Mythical Pokémon, whilst you may not know specific details, you are aware that they exist, or they are rumoured to exist, and would be able to identify one if you encountered it.

[200cp, Discounted for Civilians] Wonderful Witness

People are surprisingly poor witnesses, often providing contradictory evidence, or being fuzzy on the most important of details. You though, are a detective's dream.

Your recollection of events is quite accurate, and you are able to walk others through your account in a clear, understandable way. Additionally, when giving your account to an investigator, you will find yourself including information that might not seem relevant to you, but is actually quite helpful to them. This only applies when you are meaning to be a helpful witness, and will never force you to say anything that you don't wish to say.

[200cp, Discounted for Civilians] Sharp Senses

If they weren't already, your senses are considered quite good for an ordinary member of your species. They will not naturally degrade due to age.

If you have or acquire particularly strong senses, they will not overwhelm you any more than an ordinary human's. For example, a Growlithe's stronger sense of smell will not cause them to become debilitated when near trash that a human would be able to tolerate. This will not cause things to suddenly become pleasant to you.

If you have or acquire unusual kinds of senses, such as Luxray's ability to see through walls, you will find it easy to adapt to them.

With senses like yours, a detective would be wise to call on you.

[400cp, Discounted for Civilians] Local Business Leader

Were you thinking of running a café, Jumper?

When it comes to small businesses, you are on top of your game. Keeping track of local rules, managing accounts, and dealing with taxes all come easily to you, and you are able to quickly adjust to changes to these if you were to move your business.

Additionally, so long as you are playing an active role in running or managing a small business, you will naturally keep your finger on the pulse of the local community. You will be able to predict upcoming trends, and keep track of local tastes, allowing you to best accommodate your customers. Repeat customers will come to see your business as an important part of the community as well, which leads to more recommendations, and fewer crimes committed against your business (though not fewer crimes committed in general).

[400cp, Discounted for Civilians] Frame Resistant

When criminals conduct their foul business, they often arrange for a poor innocent to take the blame for their actions. Choosing you for such a role might not go as well as they might hope.

Should you ever be framed for a crime you did not commit, then as long as you maintain your innocence, investigators are likely to believe you. Even if the evidence points to your guilt, they will

experience a gut feeling that tells them that that conclusion is wrong, and encourages them to broaden their search to find the true culprit.

Unfortunately, this does not mean you won't be charged or prosecuted for a crime in all cases. For example, the polis might be in on it, or finding the true culprit might prove impossible.

[600cp, Discounted for Civilians] Self-Control

Whether it's R or control cubes, there's a severe lack of respect for free will in these parts. Thanks to this perk, you can be sure that your actions are your own.

You are now immune to mind control, whether it is derived from technology or elsewhere. Additionally, you are immune to unwanted changes in your mental state that are derived from drugs or chemicals. Unwanted is the operative word here; if you want to get yourself hopped up on caffeine, this perk won't interfere with that.

Villain Perks

[100cp, Free for Villains] Function In Form

You quickly adapt to any new form you happen to find yourself in, and are capable of utilising it effectively within a few minutes at most.

Quite handy if you choose to "borrow" the body of another.

[100cp, Free for Villains] Thief

You have a good sense for when an object is vulnerable for being snatched off of a person wearing or carrying it. A handy skill when you really want that pretty necklace that little girl is wearing.

Of course, you'll still need the appropriate agility or guile for actually pulling off such thefts.

[200cp, Discounted for Villains] Friendly Fiend

Just because you are a villain, doesn't mean presenting that way is a good idea.

You've taken this to heart, and have learned to assume a friendly and pleasant demeanour that seems natural rather than forced.

Used correctly, not only can you minimise suspicion, but you can also collect information from investigators by pretending to be "helpful".

[200cp, Discounted for Villains] Flexible Work Environment

Merloch was given a lot of leeway due to his sheer genius. You now benefit from a similar kind of treatment.

As long as you are meeting the performance benchmarks expected of you, you will be free to work as often or as little as you like. You will also be allowed to utilise company (or government, if you are working for them instead) resources for your own personal projects, under some conditions. You cannot be costing the company large amounts of money when doing so, though the more money you are making doing your actual job, the more leeway you have with this. You also cannot be doing something overtly illegal or unethical, but this is only a concern if you are unable to hide these actions from your co-workers or superiors.

[400cp, Discounted for Villains] Criminal Mastermind

You have quite the diabolical mind, Jumper.

You are well-suited to devising schemes and planning crimes. You are especially effective at setting up another person as the perpetrator of these crimes.

You'll have an easier time framing those who investigators are likely to be suspicious already, but setting up others can also work in some case – a handy tool for taking troublesome individuals off the board.

Be warned: true genius detectives, or those who have access to information you can't account for, may see right through your plans.

[400cp, Discounted for Villains] Two Become One!

You have acquired the same understanding of Pokémon and human consciousness that Emma had learned prior to her death. It was her dream to use this knowledge to bring humans and Pokémon closer together, but like all knowledge, it can be turned to a more malicious ends.

Your understanding of this knowledge will allow you to create control cubes and similar devices. If you have access to existing control cubes or their blueprints, you will have an easy time adapting them to work on other species. However, overcoming the barrier that is strong individuals like Mewtwo overpowering the devices still presents a serious challenge.

By building on this knowledge, and conducting additional study, you may learn how to construct machines that allow a person to take over the body of another. This will allow humans and Pokémon to truly be brought together, in a manner of speaking.

[600cp, Discounted for Villains] Genius Genetics

When it comes to unlocking the secrets of genes, you could say it's in your genes!

Your expertise in the field of genetics allows you to understand the genetics of Pokémon, even Legendary or Mythical Pokémon, with only a minimal amount of study. Reproducing R with the cells of Mewtwo is possible for you, even without access to the original R research, or a sample of R itself.

You'll be able to develop the new and improved version of R as well. If you can find a Mew and acquire some of its cells, then making the miracle cure for Pokémon that R was originally supposed to be is achievable too. With the sheer number of different Pokémon out in the world, who knows what secrets you might discover or develop?

In future worlds, in addition to Pokémon, you will also have an easy time understanding the genetics of all kinds of fantastic creatures. Whether you seek to make a quick buck developing and selling new combat drugs, or pursue a higher purpose, will be up to you.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to 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.

[50cp] Detective Pikachu Game Bundle

Are you a big fan of the games? This bundle contains:

- A 2023-era television.
- A Nintendo Switch, with Joy Cons, dock, and all needed cables.
- A Nintendo Switch Pro Controller.
- A Nintendo 3DS, and charger cable.
- A copy of Detective Pikachu.
- A copy of Detective Pikachu Returns.

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

[50cp] Film(s)

You have a copy of the 2019 Detective Pikachu film, on your preferred form of physical media. Strangely, it is quite possible that a version of this movie will release in this world within a couple of years' time. Should that occur, you will also receive a copy of that film on your preferred form of physical media.

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

[50cp] Detective Attire

A detective's hat and cape, as well as a magnifying glass. The hat and cape are self-cleaning and self-repairing, and all three items will adjust in size in order to be a perfect fit for you. Whether you're a human or Pokémon, you'll look the part of a great detective with these!

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

[50cp] Unitas Uniform

A copy of either the basic or elite uniform that would be worn by the members of Unitas, should the organisation be allowed to form.

The outfit does a decent job of obscuring your identity, though it has an aesthetic that screams "bad guy". Yours is self-cleaning and self-repairing, ensuring you can wear it as often as you like.

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

[100cp] Case Notebook

An essential tool for any detective. While you keep this notebook in your possession, it will automatically fill up with notes whenever you require information relevant to whatever you are currently investigating, whether that be testimony, or important details you have found yourself. It's as if you had pulled out the notebook to take the notes yourself, but without wasting time or breaking up the flow of your interviews.

The notebook will be able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away. When trying to answer specific questions during an investigation, the notebook will helpfully organise the evidence you have collected, allowing you to more easily process it and come to a conclusion. If you like, you can cause evidence to be removed from the notebook; just be sure you no longer need that information before you get rid of it.

Should the notebook be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. A replacement notebook will retain the information that had been recorded in the previous one.

[100cp] Newspaper Subscription

Every so often, a newspaper will mysteriously show up in your Warehouse, or at your residence.

The paper covers local news, but is particularly focused on your exploits. If your actions have helped another, a story will eventually appear in the paper showing the knock-on effects of your help. A great way to remind yourself that doing a good deed is always worthwhile. Who actually writes these articles is anyone's guess, but they are written impartially and are quite accurate. Also included in each paper is a Pokémon-themed crossword puzzle.

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

[100cp] Audio Log Supply

An endless supply of recording devices. You can retrieve a new one at any time from seemingly nowhere.

When working with others, leaving audio recordings can be an efficient means of spreading information amongst the organisation. For some, ranting into such devices is an effective means of stimulating their thought process, and prevents important insights from being forgotten.

Try not to leave incriminating evidence lying around for others to find.

[200cp] Your Car

You have a reliable, but not flashy, car, similar to Tim's. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

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

[200cp] Café

You are now the owner of this small café. The café will be supplied with appropriate ingredients, and is staffed appropriately with some humans. Bills associated with the café are covered for you, including overhead and industry standard wages for the human employees.

In addition, a couple of Pokémon work in the café. On purchase of this item, you can choose any non-Legendary, non-Mythical Pokémon for this role. These Pokémon are not battle trained, but are trained to work in the café. What they do in the café depends on the Pokémon in question; Pokémon like Miltank or Milcery will provide higher quality ingredients for the café, whilst others might wait on customers or provide entertainment.

You can earn some money from the profits made by the café, and can drink here for free whenever you like. The humans and Pokémon that come with this item count as followers.

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 café 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.

[200cp] Research Lab

A large, impressive facility suitable for research and development. It is comparable to the Pokémon Comprehensive Laboratory in terms of size.

Like the PCL, a secret basement laboratory can be accessed via a hidden entrance in the library. This allows you to conduct research that you don't want others to know about, whilst still being public facing. Hiding in plain sight, so to speak.

In future worlds, you may choose for the lab 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 lab 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] Auction Funds

You have 90 million dollars in the local currency, which you can either receive in cold, hard, cash, or have deposited into a bank account for safekeeping. See the notes section for more information on the value of this money.

In each future jump, you receive an equivalent amount of currency in terms of purchasing power. You may choose whether it is all deposited in a single account of your choosing, or whether it comes entirely as hard currency. If there isn't a viable account to choose, you must receive it as hard currency. Post-chain, you instead receive a new sum of money every ten years.

Whether you use this money to keep contraband out of the hands of criminals, or put it towards a more personal objective is up to you.

[400cp] Control Cubes

You have a batch of strange looking cubes, and a pair of remote controls.

These cubes are designed to attach to all kinds of Pokémon. Once attached, they are difficult to remove, preventing accidental dislodging. While attached to a Pokémon, orders can be given through a remote control, which forces the Pokémon to behave as desired. Pokémon will have difficulty remembering what they did whilst under the control of the cube. Unfortunately, being controlled by a cube puts strain on a Pokémon's body, making it harmful to them in the long-term; though if you are willing to exploit Pokémon in this manner, perhaps such a thing means little to you.

The cubes are able to work on most Pokémon (even the initial bugs with Rock types have been ironed out), however exceptionally powerful Pokémon, such as Mewtwo, are able to ignore the effects of the cubes even when covered in them.

Optionally, the remote controls can be outfitted with a safeguard that allows you to deactivate them from a distance, handy for disposing of evidence and preventing your enemies from using the technology against you.

In addition to the cubes and controllers, you receive a detailed set of blueprints which will help you produce more if you desired. Perhaps you could even improve on the design, or alter the cubes to work on other species?

Should an initial cube or controller that comes with this item, or the blueprints, be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] R

You have a small supply of both the "normal" R, and the "new and improved" R. There's enough of each to affect three Pokémon.

R is a chemical derived from, amongst other things, the cells of Mewtwo. R comes as two separate liquids, which must be combined to activate it. Combined in a liquid form, it can be given to Pokémon directly, or applied to food. It can also be turned into a gas and dispersed. The effect is the same in any case.

When a Pokémon is exposed to R, their eyes glow red, and they enter a berserk frenzy for a short period of time. This effectively acts as a combat stimulant, as Pokémon will typically overexert themselves during this time and be quite exhausted afterwards. R leaves no trace, and is nearly odourless, though Pokémon with particularly sensitive noses may be able to detect it.

Typically, a Pokémon under the effects of R cannot distinguish friend or foe, but the improved version of R will ensure that the Pokémon can still recognise and accept commands from its Trainer. This means that normal R is more useful when you are using it on Pokémon that don't take your orders or when you just want to cause chaos, and the improved R is preferred when using it on your own Pokémon or want a more directed fury. Provided of course, that you have no moral qualms exploiting Pokémon in this way.

Your supply of R will replenish weekly if used, and this item also provides the formula for making more of each kind. Finally, you receive a modified form of Mewtwo's cells that will replenish endlessly, but can only be used for the creation of R, and will fall apart if you attempt to use it in other ways.

If the formula or Mewtwo's cells are lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp] JNN

Your very own television station!

It is comparable in size to GNN, and features both entertainment and news programmes. All expenses are covered for you, including overhead, taxes, and industry standard wages for employees. Management can be taken care of without your involvement, and if you aren't getting involved you can expect your station to maintain its market share. So, if you wanted, you could sit back and collect the profits.

If you do want to be involved though, you have final say over everything. You could choose to suppress certain stories (though that wouldn't stop other stations covering them), or push preferred narratives. Or maybe just make it so that your favourite show keeps being renewed. Taking an active

hand in management does mean your station might lose market share if you make poor decisions, but increasing the market share is also possible.

In future worlds, JNN will also appear, scaling to be equivalent in size to the biggest television station present in the setting. Should a world not have television, then JNN will take the form of the closest equivalent, whether that means regressing to radio or print, or advancing to some kind of streaming platform. Locals will not find the emergence of JNN particularly surprising.

[600cp] Aurora Drop

This strange orb has come into your possession. At first glance it appears to be some kind of precious gem, but it holds a great secret.

When the orb is exposed to a large amount of energy, it will transform into its true state, the legendary Pokémon Deoxys. Energy from meteorites is most effective at doing this, though any kind of energy could theoretically be turned towards this end.

The first time the true form of Deoxys is exposed, you must make a choice. You can choose for it to have a mind of its own; this causes it to immediately become a companion or follower (your choice). The Deoxys is loyal to you. Alternatively, you can choose for the Deoxys to have no personality or will, essentially making it an empty body in which another consciousness could be placed if you had the means. In this case the Deoxys will be considered an item.

If the Deoxys is defeated in battle, or if another consciousness is controlling it and the control is broken, it will revert back to its orb state. It will require exposure to large amounts of energy to bring it back out. Reverting to its orb state will cause any foreign consciousness controlling it to be forced out.

Despite these conditions, your Deoxys is an incredibly powerful Pokémon. In these parts, only Mewtwo is able to best it.

Should the orb be lost or destroyed prior to the first emergence of Deoxys, or you choose for Deoxys to be treated as an item and it is subsequently lost or destroyed, a replacement orb will appear in your Warehouse after 24 hours.

[600cp] Fusion Machine

A massive machine, representing the culmination of a mad scientist's dream.

The machine has two primary functions. The first function is to provide an endless supply of energy derived from Ryme City meteorites. If you had an Aurora Drop, this would be the ideal way of bringing forth Deoxys. Perhaps you can find other uses for this energy?

The second function is to transfer the consciousness of a person into the body of another. The first person sits in a chair, with a strange device being placed over their head. The target body is placed in the machine and is exposed to a balanced amount of rare energy that results due to mental transference utilised by powerful Psychic Pokémon, such as Mewtwo. This machine is able to provide an endless amount of these two energies as well, circumventing the need to stumble across this specific occurrence in the wild.

The transference of consciousness is difficult to resist; even powerful Psychic type Pokémon like Deoxys are unable to stop their body from being taken over. There are some downsides and risks to such an act however. First, the transference can be negated if the balance of mental energies is disrupted, such as by exposing the controlled body to the mental energies again in an uneven and uncontrolled manner (simply destroying the machine does not disrupt the takeover). Second, the original body remains "asleep" near the machine, and is in a vulnerable state. If the control is broken and/or the controlled body is killed, the invading consciousness will be automatically shunted back to their previous body, and if that body is not in a liveable condition, it will count as death for the purposes of chain failure. The body is maintained in the interim, so the real concern is it being interfered with by an enemy.

At the end of each jump, you will automatically be returned to your body if controlling someone via this machine. As a special consideration, your body will be restored to perfect health at these times, preventing death from occurring. Post-chain, this time limit is removed.

The machine is capable of returning a consciousness moved via the *A Conscious Effort* perk to its own body, as long as both bodies are present. Oh, and it can provide you with a cup of coffee whenever you like. Neat, huh?

If you also purchased the *Research Lab* item, you can choose to massively expand the basement lab into multiple floors, and place the Fusion Machine at the very bottom.

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

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. 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 human character appearing in Detective Pikachu 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.

[50cp per.] Pokémon Recruit

For 50cp each, you may take any Pokémon you or your companions have bonded with along on your journey as either a companion or follower (if the Pokémon bonded with a companion and not you, it must be as a follower). You may not however, recruit any Legendary or Mythical Pokémon via this option. 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.

[800cp] Mewtwo

This option allows you to recruit the Legendary Pokémon Mewtwo as either a companion or follower. In terms of pure power, Mewtwo is unmatched in these parts; should events proceed as normal, an awakened Deoxys may present a challenge, but it is likely Mewtwo would ultimately win such a battle. Additionally, the chemical R was made from the cells of Mewtwo; perhaps its body may yield other scientific breakthroughs if studied?

Unlike the above recruitment options, you do not require Mewtwo’s permission after purchasing this, though this does not mean it will cooperate with you automatically.

-Drawbacks-

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

[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] Tim Jumpman

Requires Human species.

Using this toggle, you will take Tim Goodman’s place in this world. You have just arrived in Ryme City, searching for your missing father.

[0cp] Now Showing

With this toggle, you will instead visit the movie version of this setting. While many of the story beats are shared between the two versions, expect a few important twists and turns.

[+100cp] Coffee Addict

You have developed a minor dependency on coffee. You require a cup of coffee each morning before you can become fully awake and alert. You will also find it difficult to turn down a cup of coffee offered to you, even if you would otherwise feel full.

This drawback does not actually cause you to like coffee, so if you don't already have a taste for it, you'd better hope you develop one sooner rather than later.

[+100cp] Pika pika pika! Pika!

Depending on your species choice, then your ability to communicate will be hampered in one of two ways.

If you chose the Human species, then for the duration of the jump Pokémon will be unable to understand your speech. If you chose to be a Pokémon, then for the duration of the jump you will be forced to speak in Pokémon cries. These conditions apply even if you change forms during the jump.

Additionally, regardless of the species you chose, telepathic communications will fail to work with you, both for sending and receiving.

[+200cp] Aipom Antics

Throughout your stay, you will be bothered by groups of Aipom. These simian-like Pokémon will take great pleasure in pilfering important items from you. You'll have to stay alert if you want to keep your valuables. Should you possess a Cosmic Warehouse, they will somehow manage to break into it at least once during your stay, taking anything that they can.

[+200cp] And I Would Have Gotten Away With It!

You have an unfortunate habit of spilling information to others when it works against your interests. This is at its worst when you are being accused of a crime. If some legitimate evidence is presented alongside an accusation, you'll confess, even though doing so might work against you.

Perhaps it is best to steer clear of "great detective" types whenever possible?

[+300cp] Can't Use Moves

For the duration of the jump, you are unable to use Pokémon Moves. This refers specifically to the techniques Pokémon employ in combat; it does not prevent Pokémon from moving around and utilising standard actions.

Additionally, you cannot use any superhuman powers and techniques you possess that require direct activation; abilities that are always on or passively activate without you choosing to use them are not impacted by this drawback.

[+300cp] Out of Control

Regardless of whether you elected to be a Pokémon, you are especially susceptible the effects of R; even trace amounts are enough to send you into a mindless rampage. Whilst in this state, you will be unable to recognise your trainer (if you have one) or friends, even if the R used was the newer version that would normally allow you to do so.

You are also vulnerable to control cubes. A single control cube is enough to dictate your actions, even if you are a powerful Pokémon that would normally resist many at once, or you aren't even a Pokémon at all. Being influenced by a control cube will put a greater strain on your body than usual as well.

At least once during your stay, you will somehow come under the influence of R, and at least once during your stay a control cube will be attached to you. The first time a control cube is attached to you during your stay, it will not be possible for it to be removed or destroyed until you have carried out a command.

[+100cp/+200cp/+300cp] Amnesia

What's the point of a mystery if you already have all the answers? In exchange for some extra points, you can give up some of your existing knowledge for the duration of the jump. You are capable of re-learning lost knowledge during your stay. You can get even more points if you are willing to increase the severity of this knowledge loss. Regardless of the severity you choose, you will have no memory of taking this drawback.

For +100cp, you lose any knowledge of the Detective Pikachu games and film. If the Detective Pikachu Game Bundle or Film(s) items were purchased, they will not be provided until the end of the jump.

For another +100cp (+200cp total), in addition to the above you lose any knowledge of specific Pokémon species, though you remain aware of Pokémon as a general concept. As a special consideration, if you chose the Pokémon species here, you do not lose knowledge of your chosen form and its related evolutionary line(s).

For yet another +100cp (+300cp total), in addition to the above you lose all of your memories prior to the start of this jump. It's quite possible that you completely misunderstand who you are as a result of this. This memory loss will not strip you of any special powers and abilities you might have, just your memory of possessing them in the first place.

-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:

Goodbye, Jumper: You choose to remain in this world. Your chain ends here.

Goodbye, Pikachu: You choose to continue your chain. Proceed to the next jump.

Detective Jumper Returns: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On dollars and the Auction Funds item:

Whilst I can't find dollars in the Detective Pikachu games being referred to as Pokédollars specifically, without evidence to the contrary it is reasonable to assume that they are, given Detective Pikachu occurs in the same world as other mainline titles given its references to Galar and Alola, and even regions that are based on countries other than Japan still use Pokédollars.

The actual value of Pokédollars can be tough to determine. For the purposes of this jump, Pokédollars are considered about the same as Japanese yen. This means that the Auction Funds item is very roughly equal to 900,000 USD.

You are free to interpret the value of Pokédollars differently, or the currency in the games being different, as long as you aren't receiving more value out of the Auction Funds item than intended.

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 are not present in either game.

So, what exactly happens here, anyway?

Here is a plot summary for Detective Pikachu, from Bulbapedia:

Two months prior to the start of the game, Harry Goodman and his partner Pikachu get into a car accident while investigating a case, leading to Harry's disappearance and Pikachu losing his memory and the ability to use moves.

Tim Goodman, Harry's son, comes to Ryme City in search of his missing father. Upon exiting Tahnti Station, two Aipom cause mischief by stealing a girl's necklace. By chance, Tim encounters his father's Pikachu, who proclaims himself the great Detective Pikachu, discovering that he can somehow understand what Pikachu says. Together, Tim and Pikachu chase down the Aipom with the necklace into Tahnti Park, and work together by interviewing both people and Pokémon to recover the necklace and return it to its rightful owner. Pikachu then shows Tim to his appointment at the Baker Detective Agency, where Tim learns that his father was investigating Pokémon incidents prior to his disappearance.

Having headed to his father's apartment in search of clues regarding his whereabouts, Tim finds a map with the locations of various incidents that Harry was investigating. Tim and Pikachu decide to start their investigation by heading to Litwick Cave, where they encounter two reporters for GNN, Emilia Christie and Meiko Okamoto. An angry Glalie causes the entrance to the cave to collapse, forcing Tim and Pikachu to enlist the help of a Drifblim to escape the cave through a hole in the ceiling. The next day, Pikachu introduces Tim to the Hi-Hat Café, a café that Harry used to frequent owned by Pablo Millan.

Tim and Pikachu discover a broken fragment of a vial and decide to head to the Pokémon Comprehensive Laboratory, or PCL, to investigate its relationship to Harry's disappearance. Under the cover of a part-time job using the name "Tim Ottman", they infiltrate the lab and search for a matching vial, finding it in the storage room. The next day, Emilia and Meiko arrive at PCL to do a report on the research that the PCL has been conducting. However, a Trevenant goes on a rampage, with its eyes glowing red like the Glalie in the cave. Tim and Pikachu manage to capture the Gengar that angered it, and discover a secret underground laboratory that Carlos Hernando, one of the researchers, has been using to produce R, a substance which strengthens Pokémon but causes them to go berserk.

A few days later, Tim and Pikachu head to Cappucci Island in search of John Waals, the founder of PCL who conducted research into R ten years prior to the events of the game. On the island, they find Dr. Waals is being held by Ryme City Police Department lieutenant Brad McMaster on the suspicion that Waals is the cause of a fog causing Pokémon living in Lake Cappucci to be injured. With the assistance of aspiring Pokémon Ranger Milo Green, Tim and Pikachu make it to the lake along a secret path. There, they discover that Masquerain created the fog to protect Pokémon from an invasive Crawdaunt. They then prove Waals's innocence by finding that Louise Mulligan, who is leading the development of a resort on the island, had the Crawdaunt delivered in order to get rid of Waals, the last holdout for her resort to be built. Later, Waals reveals that two months earlier, Harry came to ask him about R. It was intended as a miracle drug created using the cells of Mew, but since cells of Mewtwo were used instead, Waals believes its Berserk Gene causes Pokémon who take it to become violent. Waals also tells Tim that Harry had intended to visit Fine Park, an amusement park in Ryme City.

At the Hi-Hat Café, Tim meets up with Emilia and Meiko, as well as Roger Clifford, their boss and a producer at GNN. They invite Tim to come to the GNN building the next day to take a look at their coverage of the incident at Fine Park a year earlier. In the meantime, Tim and Pikachu head to Fine Park, where they interview several Pokémon about the incident a year prior, when a Charizard had gone on a rampage during a parade, forcing the park to be closed down and the Charizard to be taken into confinement. The pair also learn that a man with a Skorupi had attacked Harry when he visited the park, with Tim receiving a locket Harry left behind with a Buneary.

The next day, Tim and Pikachu head to GNN. While Meiko locates the footage of the incident, they meet Ethan Graham, president of GNN, while on a tour of their studios. The duo are asked to assist when Olga Ellison loses her Purugly, and then participate in a rehearsal when Carina Mitchell's violin is destroyed in an accident. Tim and Pikachu discover that the violin had actually been swapped for a fake by Max Warhol, who intended to sell Carina's violin, which was worth a fortune, in order to finance his floundering career. Upon reviewing the footage of Fine Park, they find that Keith Norman, an assistant director at GNN, had been present during the incident at Fine Park. Tim and Pikachu chase Keith to the rooftop, where Keith escapes with the help of Noivern.

At the Baker Detective Agency the following day, Harry's locket is revealed to have been a camera, containing photos of a warehouse in Ryme Wharf. Upon locating the warehouse, Tim and Pikachu infiltrate the warehouse and with the help of a Spinarak and a Pansage, find Simon Yen, Waals's former assistant who is being held captive and forced to incubate Mewtwo's cells for the production of R. However, to determine who is truly behind the enterprise distributing R, Tim and Pikachu hide in a storage container to follow the shipment of R.

The two detectives find themselves aboard the S.S. Prime Treasure, a luxury cruise liner. On the trail of the men who carried R above deck, they find that the shipment was carried to a room guarded by

Krokorok. By chance, Emilia is aboard the ship to cover the Pokémon Carnival taking place in Ryme City that night for GNN. Tim and Pikachu encounter Rose Milton, an elderly woman whose luggage has been swapped with the mask of a Cofagrigus. She brings them to meet Captain Walter Eckhart, who is in the lounge observing Emilia's interview with Gino Farina. When the mask disappears from under the captain's watch on the bridge, the duo determine that Gino's Kecleon stole the mask to obtain the Henry Brothers' Recipe Book from an auction of stolen goods taking place in the hall guarded by the Krokorok. Tim and Emilia use Gino's ticket to enter the auction, where Keith appears to auction R off. Keith attempts to escape when Tim exposes him, but is arrested by Inspector Frank Holiday. However, Keith reveals that someone else from GNN will still be dispersing R at one of their shoots.

Tim and Pikachu determine that R will be dispersed in the central square at 8 p.m. during the Pokémon Carnival, and head there along with Emilia to determine where liquid, gaseous, and capsule R will be distributed. Holiday arrives to notify them that Keith has admitted to planting a fourth type of R. The pair find the R dispersing machine in the clock tower above the central square. After disarming the machine, the duo figure out that Roger must be the true culprit, having learned about R's existence and was instigating the attacks in an attempt to gain a monopoly on Ryme City's media outlets. Having taken Emilia hostage, Roger attempts to escape on his Noivern, but Pikachu uses Thunderbolt to stop him.

Having fulfilled his promise to Mewtwo, Pikachu makes a choice and falls asleep. Mewtwo reveals to Tim that Harry is still alive, and that Tim will find him as long as he does not give up. Tim carries Pikachu back to his dad's apartment, and the next day, they start their search for Tim's father again together.

Here is a plot summary for Detective Pikachu Returns, also from Bulbapedia:

Two years following the R incident, Tim Goodman and his partner Detective Pikachu continue to serve Ryme City as detectives. A ceremony where Mayor Howard Myers is honoring them with medals as a reward for their efforts is interrupted by a rampaging Corviknight. Tim and Pikachu investigate the chaos caused by Corviknight and recover Pikachu's signature hat, which the Corviknight had stolen, before returning to the ceremony.

The next day, Tim and Pikachu's services are enlisted by Inspector Frank Holiday to assist the police with an investigation at Sanjeev Denis's mansion, where the legendary Aurora Drop, a precious jewel, has gone missing. Mr. Denis's butler, Brandon Barnes, has been accused of the crime and is the police's top suspect, but Mr. Denis is convinced of his butler's innocence and requests Tim's help in finding the real culprit. By questioning Mr. Denis, Mr. Barnes, Mr. Denis's wife Claudia Denis, and new staff member Larry Turner, Tim and Pikachu are able to find enough evidence to prove Mr. Barnes is innocent and enlist the assistance of Mr. Denis's partner Growlithe, who possesses a powerful sense of smell, to track the real culprit. During the investigation, they run into Tim's classmate Rachel Myers, the daughter of Mayor Myers, and her friend Jessica Miller. Rachel requests Tim's help with something that she does not want to disclose in public, so Tim invites her to visit his apartment later that evening. They also briefly encounter an oddly behaving scientist named Charles Merloch, who performs a brief health exam on Pikachu. Tim and Pikachu are able to deduce and prove to the police that the real culprit was Larry Turner, who's working with an unknown accomplice, and that the Aurora Drop had been swallowed by Turner's partner, Cramorant. Although Cramorant initially spits up the jewel and Turner is taken into custody, a mysterious cube on Cramorant's back suddenly activates and the Gulp Pokémon swallows the Aurora Drop and escapes, though Turner insists he had no role in Cramorant's escape.

Tim and Pikachu return home, where Tim's mother, Irene Goodman, and sister, Sophia Goodman, are visiting for Tim's medal ceremony. Rachel arrives and is invited by Irene to join them for dinner, during which Pikachu falls mysteriously unconscious and sees memories of Tim's father, Harry Goodman, informing Irene that he wants a divorce. When Pikachu awakens, Tim and Rachel are relieved to see he is alright, and Rachel expresses that spending time with Tim and his family has relieved the concerns she had and she no longer feels the need to talk about what was bothering her. Instead, Tim asks if she knows anyone who may know more about the Aurora Drop, and Rachel suggests that they meet with her professor Trevor Gordon, who's an expert on minerals, the next day.

Tim, Pikachu, and Rachel head to the Southern Ruins, which Professor Gordon is investigating, but only find from his assistant, Chris Honor, that the professor had disappeared into the ruins days ago and never returned. Additionally, the ruins and their surrounding area have been mysteriously covered in ice and snow. Tim and Pikachu apply their detective skills to solve the ruins' puzzles and get inside to find Professor Gordon, with the assistance of the professor's Slowpoke and other local Pokémon. They encounter a Galarian Darmanitan on a rampage and sneak past it, eventually placating it with Slowpoke's tail as a snack. Darmanitan reveals that it, alongside several of its Ice-type friends, were kidnapped by a mysterious group and escaped, covering the ruins in ice to make it feel more like home. Pikachu and Darmanitan team up to navigate the ruins, using Darmanitan's strength to break rocks and find Darmanitan's missing friends and Professor Gordon, but the main entrance to the ruins closes behind them, trapping them all inside. Using Professor Gordon's knowledge and the Ice-type powers of Darmanitan's friend Eiscue, Tim and Pikachu are able to deduce the solution to the final puzzle and open a second entrance, allowing the group to escape the ruins. However, as they leave, they hear a mysterious man approaching, who attempts to steal Pikachu before fleeing. Darmanitan, Pikachu, and Eiscue pursue him and are attacked by a Mamoswine with the same kind of cube that Cramorant had; Darmanitan defeats the Mamoswine, but the man escapes. Tim asks Professor Gordon about the Aurora Drop, and the professor reveals that it is believed to be the dormant form of an extraterrestrial Pokémon.

On their way home, Tim, Pikachu, and Rachel see Mewtwo escaping from a swarm of Beedrill and carrying Harry's unconscious body. The Beedrill's attacks knock Mewtwo into the city, causing the residents to flee in a panic, and Harry's body is taken by mysterious men who fly away on the Beedrill. Pikachu attempts to ask Mewtwo what is going on, but the residents of Ryme City express fear of Genetic Pokémon and Mewtwo leaves to avoid further issues.

Before Tim and Pikachu can further investigate the Aurora Drop and the mysterious group that attacked them and took Harry, Pikachu is arrested by Brad McMaster for allegedly destroying a Slowpoke fountain. To prove Pikachu's innocence, Tim and Pikachu are forced to work separately, as Tim works with Rachel to investigate the destruction of the fountain and Pikachu questions the many other Pokémon who have been detained, sharing their findings during the detention center's brief visitation hours. While in custody, Pikachu and the other detained Pokémon are given the same mysterious cube devices used by the men that attacked them, and Pikachu learns it is used to control Pokémon's actions. Tim and Rachel are able to find evidence suggesting all of the detained Pokémon were framed, while Pikachu allies with a Luxray to sneak around the detention center and gets into the office of Will Butler, the chief of the Pokémon Protection Bureau, where he discovers a detained Ditto and papers suggesting Chief Butler is being paid to wrongfully detain Pokémon by an organization known as Unitas. Tim allies with Brad, who has become equally suspicious of the increase in arrests, and confronts Chief Butler as Pikachu and Luxray break out of the detention center with the other Pokémon. Tim is able to prove that the crimes were committed by Ditto, transformed into the other Pokémon and controlled through the cube on its back by Chief Butler. Brad

arrests Butler and frees the Pokémon, but the device Butler used to control the Pokémon is remotely destroyed before they can take a closer look at it. Pikachu shows Tim another file he found in Butler's office, suggesting that Unitas is planning to target Jessica next. Worried for their friend, Tim, Rachel, and Pikachu decide to seek Jessica out the next morning, after wrapping up the loose ends on the current case.

As Tim prepares dinner, Irene drops a wedding ring, which is picked up by Pikachu, triggering another flashback that reveals Harry only requested a divorce from Irene to protect her. When Pikachu recovers, he sees Irene telling Tim and Sophia that Harry had not taken his wedding ring with him when he disappeared, but that she is confident he did not truly want a divorce and there must have been something else going on.

The next morning, Tim, Rachel, and Pikachu head to Bamboo Borough to check in on Jessica, but arrive before Unitas and join Jessica on a trip into the Bamboo Forest to acquire charcoal for the pizzeria she works for. During their trek into the forest, Pikachu is plagued by repeated flashbacks of Harry investigating the R incident in the same place, which is where he originally met and became partners with Pikachu. As Pikachu recounts these memories to Tim, he becomes repeatedly mixed up between actions taken by Harry and actions taken by Pikachu, piquing Tim's suspicions that something deeper is going on. In the present, Tim and Pikachu are joined by the Pangoro that was Pikachu's cellmate in the detention center, who Pikachu now remembers was his old friend Pancham while he still lived in the Bamboo Forest. When Rachel and Jessica disappear, Tim and Pikachu enlist Pangoro's strength to help them navigate the forest, eventually coming upon their friends held captive by another mysterious man controlling a Golem. Pangoro and Pikachu defeat the Golem and free it from the cube controlling it, allowing it to chase its former controller out of the forest, but Jessica reveals the man, a member of Unitas, has already taken what he came for: a thumbdrive containing research from Rachel's mother, Emma, which she had given to Jessica for safe-keeping out of fear it could be used to harm people and Pokémon. The research suggests a way that it would be possible for a person and Pokémon's consciousness to be combined.

After confirming that Rachel and Jessica are safe, Tim confronts Pikachu about the inconsistencies in his memories about Harry. Together, they conclude that Pikachu's body contains both Pikachu and Harry's consciousnesses. Pikachu is able to recall that, after Harry's car accident, Harry was slowly fading, but Pikachu was able to convince Mewtwo to do something to save him. Mewtwo was able to preserve Harry's consciousness in Pikachu's body, but to prevent Pikachu's own consciousness from being erased, it was forced to keep Harry's memories hidden away. Tim and Pikachu agree to investigate Unitas and try to return Harry to his own body.

Tim, Pikachu, and Rachel arrive at Unitas's facility at the Pokémon Unity Lab, which had been supposedly closed down following a berserk Pokémon rampage caused by R that resulted in Emma's death, and begin an infiltration, assisted by their friends Growlithe, Darmanitan, Luxray, and Pangoro. As they navigate the floors into the deepest basement, they steadily uncover Unitas's motivations behind the taking of the Aurora Drop, the attack on the ruins, the detainment of the innocent Pokémon, and the attack on Jessica, as well as the fact that Unitas is being led by Mayor Myers and Charles Merloch. Learning that Mayor Myers was motivated by his desire to protect Rachel after her mother's death, Tim and Rachel realize that Merloch has been manipulating him to achieve his own goals, which involve using Rachel's mother's research, as well as Harry and Pikachu, to combine his own consciousness with that of a Pokémon. Tim, Pikachu, and Rachel confront Mayor Myers and Merloch on the bottom floor, where they lay out the evidence of Merloch's wrongdoings to Mayor Myers, convincing him that he has been used. However, it is too late, as Merloch is able to awaken the Aurora Drop, revealing its true form of Deoxys, and take over Deoxys's body. Mewtwo

arrives to fight off Merloch in Deoxys's body and prevent him from escaping while Tim and Pikachu attempt to deactivate the machine and undo the fusion. While the machine is stopped, the fusion persists. As such, Pikachu takes energy capsules containing energy extracted from his and Harry's bodies and smashes into Deoxys with them, returning Merloch to his own body and Deoxys back to its Aurora Drop form. However, Pikachu is worn out by this effort and is forced to stay behind as the facility collapses, leaving Tim, Rachel, and Mayor Myers to escape without him. Tim is distraught over losing his father once again, only to see Harry and Pikachu emerge from the wreckage, back in their own bodies and with Merloch ready to be taken into custody. Rachel and her father reconcile and Harry is reunited with his family as Merloch's machinations are put to an end.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor typo fixes.

1.1
(i) Corrected Companions section, no mechanical changes.

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