

Pokémon Radical Red

Introduction

Hello there! Welcome to the world of Pokémon! My name is Oak! People call me the Pokémon Prof! This world is inhabited by creatures called Pokémon! For some people, Pokémon are pets. Others use them for fights. Myself... I study Pokémon as a profession (mostly through fighting with them). First, what is your name? Right! So your name is Jumper! This is my grandson. He's been your rival since you were a baby. ...Erm, what is his name again? That's right! I remember now! His name is Dick!

Jumper! Your very own Pokémon legend is about to unfold! A world of dreams and adventures with Pokémon awaits! Let's go!

You enter the world of Pokémon in the Kanto region. This story is almost the same as Pokémon red/blue. A classic. You should know it. However as you enter you'll find a lot has changed here from the time you played as a 10 year old. What kind of Pokémon is that? Is that thing from generation 9? Is this Pikachu actually an electric/water type just because it has a surfboard? Why are there so many mega evolutions everywhere? Why are there Johto gym leaders just hanging around and most importantly, why is every fight so goddamn hard?

You see you haven't entered the mainline world of Pokémon but an alternative world based on the FireRed rom hack called "Radical Red". In this world trainers take actual training and Pokémon battles a lot more seriously than in the mainline series.

The opponents you'll face here actually have well rounded teams with useful moves, abilities and items and the knowledge of how to use their team rather well. They even know how to use the best move in all of Pokémon: switching!

This jump is heavily influenced by competitive Pokémon battles, as that is the core of the radical red romhack. However that doesn't mean you are getting sent literally to a game world with too few pixels and too many NPCs. This will be a real fully developed Pokémon world, similar to the anime, with towns and cities much bigger with more buildings and people and an actual functioning economy. Roads will be longer, forests bigger, Pokémon will take much longer to train.. you get it. You will have real human interactions and not just one liners about a person's favorite Pokémon or their shorts. Most importantly your Pokémon are living breathing sentient beings with different personalities, levels of intelligence, mood swings etc. For you to be a trainer you actually have to also care about your mons as you would for a dog or maybe even a child, so they can actually grow and prosper.

However this won't change the fact that when it comes to Pokémon, the aspect of battling will be taken much more seriously in this world. That won't mean that you'll be forced to live in a completely "game-ified" Pokémon setting, and you are free to not follow the exact rules as laid out below. Just think about entering a relatively peaceful, except for the machinations of team rocket, open Pokémon world but battling is just harder.

If you want to go with the completely "gamified" world laid out throughout this doc. there are some general rules that apply to official battles:

- >There will be a soft level cap, so you can't overlevel your mons before the next big challenge, such as a gym battle.
- >You can't use items (except your Pokémon's held items of course) during a battle, so you can't just full-revive and heal your mons during an important battle.
- >Sleep clause will be active: Limit of one foe being put to sleep.
- >Set mode will be active: You won't get a warning about what Pokémon will be switched in by your opponent, so you don't get a chance to make the appropriate switch.
- >There's a 4 move limit per mon
- >Species clause will be active: One mon of each kind in your team. You can't have a team of 6 gardevoirs or 6 vaporeons.

Once the jump is over you can freely use your mons and any items however you want.

Going with the "game-ified" version won't force you to enter the game world, it just means that you and everyone around you, even wild Pokémon and team rocket, will strictly adhere to game rules so you can enjoy the experience of smogon- or vgc-style competitive Pokémon.

You will spend 10 years in this world.

Take **1000 choice points (cp)** to help you survive

Age and Gender

Are you a boy or a girl? I don't care actually. Keep the gender from your last jump or change for free.

Freely choose your age.

Location

You may freely start at any town in the Kanto region. The Pokémon you'll encounter and the trainers you'll face will be adjusted so that they match your level on whatever route you'll take so that you are able to actually win, train and grow. To enter other regions, such as the Sevii islands you'll have to overcome certain challenges first. Here's a list of your available choices:

- 1) Pallet Town: This is where your journey begins. It's a small, peaceful town with Professor Oak's Lab, Red's home, and the default starting point for your adventure.
- 2) Viridian City: A locked gym is there as the leader is absent due to her other activities. Other than in the mainline games, this gym leader is Clair, using a dragon team. This town is also known for its lush Viridian Forest forest to the north.
- 3) Pewter City: Known for the Pewter Museum and Brock's Gym. It's a quaint town surrounded by rocky terrain.
- 4) Cerulean City: Famous for the Nugget Bridge and the Cerulean Cape. It's also the location of the second Gym, led by Misty. The strange genius Bill has his home in the northern outskirts of this city. Near it you'll also find a cave with many rare and powerful Pokémon, though you'll have to earn the right to enter first.
- 5) Vermilion City: Home to the S.S. Anne, which departs periodically. You'll find the third Gym here, led by Lt. Surge.
- 6) Lavender Town: Known for the eerie Pokémon Tower, where departed Pokémon are laid to rest. It's a somber town with somber people.
- 7) Celadon City: The second largest city in Kanto, known for the Celadon Department Store and the Celadon Mansion (Game Corner). The fourth Gym, led by Erika, is also here.
- 8) Fuchsia City: Famous for the Safari Zone and the Poison-type/Ninja themed Gym led by Koga. It's a tropical town with unique attractions.
- 9) Saffron City: The largest city in Kanto and home to the Psychic-type/trick room team Gym led by Sabrina as well as the fighting-type dojo led by Bruno. The Silph Co. headquarters is also located here.

- 10) Cinnabar Island: Known for the Pokémon Mansion and the Cinnabar Gym, led by Blaine who's using a fire/sun team. It's a small island with a fiery history. Also holds a great research facility.
- 11) Indigo Plateau: The final destination where the Pokémon League is located. This is where trainers face the Elite Four and Champion to become the Pokémon Champion.

Background

Pokémon -variable

You are one of the mysterious creatures that inhabit these lands called Pokémon. You may choose to be a normal Pokémon, including starter mons, from any generation for free.

You may start as a 1st evolution at level 5 for **free**. Each consecutive evolution (with the appropriate level) costs **-100**. If you want to be a non-normal, but not actually legendary, Pokémon like one of the paradox Pokémon or ultra beasts you'll have to pay **-400**. To be an actual legendary legendary/mythical Pokémon you'll have to pay **-500**. Certain absolutely broken legendaries, which won't even be found in this game (or only through codes) like Zacian, Rayquaza, Eternatus, Arceus, Koraidon... will cost you **-600**.

Trainer -free

You start as a trainer. You don't have to start as a 10 year old kid, maybe you just started your Pokémon journey a bit later in life. In any case, you get a starter Pokémon, being able to choose one out of every generation and of you go! Catch Pokémon, challenge random people to fights, explore the world and maybe defeat team rocket! Try to be the very best.

Rocket -100

You are a henchman of the team rocket organization. Your life mainly revolves around stealing, extortion, kidnapping, intimidation of kids and businesses, more stealing and carrying out tasks for the grand plans of the boss.

Scientist - 200

You are a man or woman of science. Pokémon science to be more precise. What else did you expect? You're an expert in a certain or several areas of Pokémon science. This means you know more than most about the wondrous biology of

Pokémon, their deeply hidden genetic secrets and the source of their powers. Whether you're still an assistant, a Professor or a technician of some sort of savant I leave up to you. Despite this you'll be nevertheless forced to participate in Pokémon battles, whether as part of your research or as part of some other challenge(maybe to better understand the power that's inside?), as that is the core of this game even more so than in the main games. Other than that, your exact goals and your journey is up to you.

Gym leader -300/500/600

You are a gym leader in a city of your choosing. You are free to replace an existing leader or just set up shop next to them, similarly to the fighting Dojo next to the Psychic gym in saffron city. You are free to choose what kind of gym leader you are, but note that you are not required to run a true monotype gym. You will be an official gym leader that is necessary for new trainers to defeat if they want to challenge the elite four. You'll start as a first badge gym member with low level Pokémon. For another **-200** you can become a bigger threat for trainers, up to a badge 7 gym. For a final additional **-100** you can even become a member of the elite four.

You get a free purchase of the "full team" in the companion section, meaning you get a team of 6 Pokémon of your choice, but you'll still have to pay for additional choices besides normal stage 1 Pokémon. At the **-300cp** level, as a first badge gym leader, you are limited in your outright purchase of Pokémon to the second evolutionary level and are barred from purchasing megas or legendaries. At the **-500** cp level your team can start at evolution stage 3 and you can get one mega evolution for free. At the **-600** cp level, once you are part of the elite four you can get a legendary mon for free as well. These rules are regarding initial purchases, but you are free to train, develop and grow your team on your own and rise among the gym leader organization.

Perks

You can get a 50% discount on perks in your factions list.
Discounted 100 cp perks and abilities are free.

General

Not discounted

Evolution space -free

Pokémon won't have any hardcore restrictions on their evolutions. They will freely evolve once they reach a certain level and don't need to fulfill some very specific sort of condition. For very specific sets of mons you'll have to give them some sort of item like a specific stone or a link cable or level them up at certain times of the day, but you will never have to lose a certain amount of HP and travel to a specific location only for something to evolve.

Auto run -100

Your natural mode to get from A to B is running instead of just walking and hiking. Your condition is amazing as you can do this all day without getting too tired and sore the next day.

Minimal grinding mode -100

All the mons you'll encounter also have perfect IVs and EVs will be non-existent for you or your opponents, so you don't have to worry about getting the "perfect" mon as you play on an equal playing field. The differing stats, natures, abilities, moves will still be of course crucial, but you don't need to go through 20 generations of breeding and crossbreeding and EV training to get an even somewhat viable team against a nerd who did invest the time and effort to do exactly that. With this all forms of being "born better" or "bred better" will have no noticeable effect on the outcome of a challenge. Better training/techniques, abilities and skills will still be a deciding factor, but with this perk you can piss off a lot of arrogant eugenicists. Outside of this jump this will also apply to non-Pokémon.

Fisherman -100

Let any fish who meets my gaze learn the true meaning of fear. For I am the harbinger of death, the bane of creatures subaqueous. My rod is true and unwavering as I cast into the aquatic abyss. A man, scorned by this uncaring earth finds solace in the sea. My only friend, the worm upon my hook wriggling, writhing, struggling to surmount the mortal pointlessness that permeates this barren world. I am alone. I am empty. And yet, I fish.

Well, in any case, you are an expert fisher, with a perfect catch rate. The fish/Pokémon will always bite and you'll always manage to pull them out. What type of fish/mon you're able to catch still depends on the type of rod you're using.

Growth -200

Pokémon/You level up much faster than in the main game and their growth rate isn't significantly slowed at higher levels. They'll also gain exp. when you catch Pokémon using a mon, not just after defeating them. This will just generally boost the growth and experience rate of anyone or anything who takes this perk to an undefined amount, but rest assured that it will keep you from ever experiencing diminishing returns in the later stages of your training.

Pokémon

Shiny -free

You are a different color than other Pokémon of your kind normally are, which for some reason people go crazy over. I don't know why, honestly, I'm too colorblind to notice most of the time....anyway you're some kind of sought after freak of nature.

New typing -100

You gain a new (dual) typing. This should be thematically fitting in the best case but it isn't a must. You mustn't even share at least one type with the original version of your chosen Pokémon. A Milotic here can be a ground/fairy type for example. It's a simple modification but quite a powerful one as a certain typing can make or break a Pokémon.

Unique ability -200

You gain a new ability. It should in the best case be a thematically fitting ability. Gengar now gets levitate? Sure. Delphox gets magic guard? Amazing! Makes sense. You want to slap drizzle on a mudsdale? ...doesn't really make sense, but if you can come up with a good enough reason to convince yourself, go for it. It's a single player game. You can select an already existing one or a completely new one, as long as it fits and isn't too broken an ability, though there can be an argument about that given certain new abilities implemented in the game already. See notes for examples of new abilities. Can be taken multiple times. Abilities may be changed with ability pills (see item section)

Big leagues -400

Even mons that normally suck get a new buff here. Stat buffs, larger and better movepools will make even previously unused mons viable. You will gain a buff to all your stats (up to 60 points), with the ability to distribute them to better cater to your strengths and alleviate weaknesses. In non-game speak that means you get a slight buff in your overall physical aspects, while also being free to re-distribute your aspects a bit. Get more Health and durability, trading in speed if you want to be a tank for example. You can select up to 7 new moves that normally wouldn't be part of your movepool. Those moves can be basically anything as long as again (repeat after me) they're thematically fitting. Poliwrath could learn flip-turn and a broken move like surging strikes, because it fits. You can even come up with new unique moves (see notes for examples).

Mega -600

A new and unique mega evolution just for you. As is the case with most megas you once again can select a new ability and a new (dual) typing, where at least one of the types has to be the same as the base form, and gain a boost on your overall stat (100 points), with a potential new stat distribution as well. You are required to hold a

mega stone as your held item to transform (except for Mega-Rayquaza using dragon ascend or if you've cobbled together a similar mon with a similar move or unique ability).

If you selected a mon that already has a mega form you can change that mega form accordingly. Can be taken twice or even more times for multiple potential mega evolutions like Charizard- or Mewto-X and Y for example.

Trainer

In the tall grass -100

You are not only more likely to find the Pokémon just for you, but also friends and helpful people at a high rate. Every day can be the start of a new adventure for you if you just dare to go to the unknown and enter the tall grass.

Breeder -200

You are an expert in breeding mons to get the perfect one. Also very skilled with IV and EV training. In general you are a skilled eugenicist, being able to create incredibly powerful offspring via selective breeding. You then also know how to best promote the strengths of your resulting creation via very specific training.

Team builder -400

You've become an expert team builder. You know exactly how to get the most out of each member in your team/group, what their roles should be and what other team members they have great synergies with. You know what mons, moves, natures, IV spreads, items etc. you need to beat specific foes, up to the the very last IV/EV point to live one hit of a specific foe which gives you the chance to retaliate, and how to gain the biggest mileage out of your team. In general your team /group will have incredible cooperation and synergy, with you being able to train and match up each team member according to their ability and according to their needs.

Champ -600

You are an incredibly skilled battler. You are amazing at reading opponents and predicting their next move. You don't need a damage calculator as you know exactly how much each move does to what mon. You have an encyclopedic memory of Pokémon in general and you are quick to learn, memorize and integrate knowledge of new foes as long as it's directly related to battling them. You are a master of the switch and double switch. A master of the common mind games, such as sucker punch and tera mindgames. You know the strength and weaknesses of prominent cores, teams, mons etc...You're just overall not only really really good at Pokémon but an incredible strategist overall and incredibly skilled at reading an opponent in the context of any combat.

Rocket

Calculating -100

You're a cold and calculating heartless bastard. Human emotions and qualms won't get in the way of your goals. You'd even fight a 10 year old and steal his favorite pet/friend.

Hideaway -200

It's surprising how well you can keep a secret identity and hide a whole underground operation despite hundreds of people passing by your seemingly lawful jobsite. Due to you running a very tight ship around your "business" you'll have loyal tight lipped employees and hardly any leads to any of your operations. Your operations and your identity will remain in the shadows for a long time. You could hold a whole company hostage without anyone realizing (and you'd have gotten away with it if it weren't for that kid and his stupid Pokémon)

Grand Plan -400

You are able to come up with ingenious ways to become more powerful and influential. In the world of Pokémon this might involve getting the means to create an incredibly powerful Pokémon and/or gain control over one that controls a force or fundamental aspect of nature. Whatever that plan is, you'll be incredibly lucky in your almost insane efforts. You (or better your henchmen) will be able to find long lost powerful artifacts, your scientists will be able to recover DNA of an extremely rare Pokémon and even improve on it and so on. While all your efforts reaching a certain grand goal will be boosted, you'll have no guarantee for whether you'll be able to handle the forces you unleash.

Big boss -600

You are the man behind it all. The man in the shadows, the spider, the great manipulator. You know how to build up and run an extensive network of spies, mooks, henchmen, messengers from scratch. You've got the charisma, the know how, the willpower and the skills for it. You are able to hide your true nature and role from the world at large if you want. You could even be known to the public as a respected role model citizen, such as a gym leader. Nobody will realize just how much of the whole economy you control through nefarious deeds.

Scientist

Revival blessing- 100

You know how to turn fossils into living beings again. This is an incredible feat of technology. I'm not even talking about just extracting fragmented ancient DNA from somewhere, but actually turning true fossilized remains back into a full living organism. As long as there is a sufficient amount of remains, whatever form that

might be, of a once living being left you can reform and revive that being. It will be most likely more of a recreation instead of true resurrection, but in any case a grand deed.

Force of nature -200

You gain a speciality in harnessing natural energies, focus them through technology to change and enhance living beings. As such you can create key items like tera orbs, z-rings, dynamax bands etc and the know-how to transform Pokémon and other living beings by infusing them with those energies. There may still be some sort of special rules and other requirements involved. Maybe such a transformation can only take place in a certain powerspot. Maybe the thing being transformed needs to hold a special corresponding item. In any case you can lead the groundwork and make such a transformation even possible. You may even create completely new temporary transformations and changes via this science.

Duplication - 400

You are a master geneticist with a speciality in clone technology and genetic engineering and genetic fusion. You are able to clone beings and with time, study and effort, even improve on the original. You could for example create a Mewtwo if you were to obtain a Mews genetic sample or you could create an item like the DNA splicer that would let you combine two specific pokemon into one like Kyurem black and white.

Poke tech - 600

You are an expert regarding the most fundamental and yet most broken technology in Pokémon: Pokeballs and all the science behind them. You know how to transform living beings and items into raw data, store that data and transform it back again. You can create poke balls and powerful computers and data storage systems. With a lot of research you may even reach the level of Bill and fuse a human being with a Pokémon or create a powerful pokeball like the master ball that captures beings regardless of their efforts against such a transformation.

Gym leader

Gimmick team-100

You're highly experienced in using specific kinds of teams, whether it's a monotype team, a hazard setting team, a trick room team or something else. You have the knowledge and experience to know how to best deal with your common threats and weaknesses as best as possible. Watch the noob kid break down as he continually suffers hidden ice and grass knot and scald and air slash attacks for daring to bring a full ground team to your electric type gym. You know how to best get any use of the

core idea and strength of your team, such as getting all your switches right to get as many turns of trick room as you possibly can.

Dual teams -200

You can change between a set of two different teams before each battle without any extra slots being taken up. So you could carry a whole water/rain team as well as a whole ice/hail team and choose immediately after a challenge what team you'll use. Can be taken multiple times, adding a new full team to have potential access to.

Home advantage -400

You get the amazing ability to create permanent field effects every time you battle. Those field effects include normal weather or terrain or something more esoteric like the inability to remove hazards for your opponent, effectiveness being switched around, permanent tailwind or even an embargo to use certain Pokémon types. For very broken effects like extremely harsh sunlight/heavy rain, permanent trick room you'll need to pay an additional **-200 cp**. This option can be bought multiple times.

Clairvoyance -600

How did you do that? How did you know?! You know exactly what mons, moves, items, natures, IV/EV spreads etc. your opponent has. You are also incredibly good at predicting switches. It's almost spooky. With the slightest glance you are able to analyze your opponent and his team and companions to the last iota of his strength and capabilities and you'll be reading him and his next move like an open book most of the time.

Items

You can get a 50% discount on 4 items per tier. Discounted 100 cp items are free. You may freely import any items as long as they are relatively similar in form and/or function. If not stated otherwise each item can be purchased multiple times.

Any consumable items listed below will automatically refill or be replaced after a month.

Poke balls - free

You'll get 12 free pokeballs to start your journey.

Pokedex -free

This is a small handheld device that provides information about different Pokémon. It identifies Pokémon, their types, habitats, and evolutions. It helps Trainers make informed choices and understand the Pokémon world better.

Dex Nav - 100

An attachment to your pokedex that also shows you what kinds of Pokémon can be caught in the immediate area. It will even allow you to get a guaranteed encounter rate in that area for Pokémon you've already seen.

Time Changer -100

Change between Day, Night, Dusk or Dawn at will. This will not make you time travel in any way. This won't have any real effects on the planet's rotation. The only real noticeable change is the Pokémon you'll encounter as well as certain evolutions that take place. Nobody will find it strange that the sun sets and gets back to midday sun in the blink of an eye. Don't think too hard about it, it just works.

Infinite repel -100

You'll never have any unwanted encounters, or any encounters at all as you run into any Pokémon. You can stop the effect at any point and have it become active again at any point. Wild Pokémon and animals/vermin in general will stay away from you as much as possible. This won't bother your own Pokémon or your own pokeform in the slightest however.

Bike -100

A light yet sturdy, collapsible bike that can comfortably fit in a backpack.

Pokeflute -100

Wakes sleeping mons/beings when being played and will always produce a nice tune no matter if you are untalented.

Money -100

For a time you really don't have to worry about money anymore, as long as you don't lose every fight that is. You start with 100k Pokedollars. This item will be converted into local currency in other jumps. It's not enough to live comfortably for years or even months, but enough for a start, where you still have to orient yourself.

Fossil -100

Select a fossil of your choice. You'll have to manage yourself how to revive it.

Egg - variable

Wonder egg-100, starter egg-200, hisuiian/sevii egg - 200. Basically a free Pokémon, but you'll have to hatch it first and you have no idea what it might be.

Ability pill -100

A bag of 6 ability pills. This will change the ability of a Pokémon if it has several potential abilities.

Link Cable -100

6 Link cables that will allow you to evolve Pokémon that normally only evolve through trading them.

Evolution stones -100

6 evolution stones of your choosing. They can be all the same kind of stone or different ones. They will help certain types of Pokémon evolve.

Bottle caps -100

6 bottle caps. Those bottle caps will be accepted as a payment for other services such as exchanging an ability for a hidden ability. In other jumps those will act as weird currency for very niche services.

Poke rider -100

This is basically the same as the Fly HM, but without a move attached that can be taught to a Pokémon. In the best case you'll have a Pokémon that has the ability to fly and it'll work. Alternatively you'll use the Poke rider and a large flying Pokémon or other being will carry you around.

Item finder -100

Helps you find all kinds of hidden items, treasures etc. in the immediate vicinity.

Rare candies -100

6 rare candies. No infinite candies cheat code for you, but it's a start if you are a bad trainer.

Pokevial -200

6 vials that automatically fill after every visit at the pokecenter or similar establishments in other jumps. Each vial acts like a visit to the pokecenter, meaning it will cure and heal your entire team fully, in the field and can be used whenever you want. Outside of this jump this will also work on non-Pokémon as a true panacea curing any and all diseases and injuries immediately except some unique and esoteric ones with specific cure conditions.

Signature item -200

You gain a special item for a single Pokémon. Something like cubones' thick club or farfetch'ds leek stick. In any case it will have a powerful special effect for a specific kind of Pokémon. You may freely come up with your own unique signature items. Their effects have to be thematically fitting as I assume you already guessed. Can be bought multiple times.

Berry pouch -200

A pouch filled with 6 berries of every kind. You also get a small patch of land, giving you enough space to plant 2 berry-plants at once, that's perfect for growing poke berries.

Key ring/Mega stone -200

A key ring and a specific mega stone of your choice. 200 for a single one. Each additional one costs -100. This will allow Pokémon to access their mega evolution. As a Pokémon you'll only need the mega stone to evolve, without any trainer.

Ball collection - 200

12 balls of every kind each, except the master ball.

Z-crystals -variable

A collection of all the basic z-crystals will cost you a total of - **200**cp. Crystals specific to certain Pokémon or moves like eeveium-z will cost - **100**cp each. If you want special z-crystals to be applicable to other mons as well, like the eeveium-z one that Prof. Oak upgraded to be usable by all eeveelutions, then you have to pay another 100cp on top of the additional purchase. If you buy these upgraded versions of z-crystals the pokemon you intend to use it on will also automatically know the move necessary to pull the corresponding z-move off

Gems - 200

A collection of each of the powerful attack boosting gems, that boost the attack of a certain type of attack.

Held items - variable

Some basically useless items like blue shards will be free

Some rather useful ones for specific mons or types of mons like mystic water will cost - **100** each

Ubiquitously useful items like leftovers, choice items, focus sash, life orb etc will cost -**200** each

Fishing rods -200

You get all obtainable rods from old and good to super rod. Now you can truly become the harvester of the sea you're meant to be.

Silph scope -200

Lets you see and interact with ghosts and other incorporeal, invisible and ethereal beings.

Forme key items -200

Certain key items that will allow you to transform very specific pokemon back and forth. This includes a prison bottle to transform bound hoopa to hoopa unbound, DNA splicers that allow you to fuse Kyurem with Zerkon or Reshiram to get Kyurem

white or black, reveal glass that transforms the legendary genies to their incarnate or therian formes. This may also include any other similar items you can think of or that may become applicable depending on your sort of pokemon.

EV training items -200

A collection of all the items that boost a specific value if your pokemon is equipped with them: A power weight to increase HP EVs if trained with it, a power lens to increase Special attack EVs if trained with it etc. This also includes the automatic options to freely subtract EVs from other stats before the beginning of each training session.

HM collection -400

All the HM you'll need. Unlike in the main games, these moves can be forgotten by Pokémon for another move and even better, just having the HM in your possession, means that you can use its effects without sacrificing the moveslot of a mon. Bygone are the days of the designated HM slave. Just stand before a shrub and have it be cut apart. Teleport at will to locations you've been before without your Pokémon even exiting their balls.

TM collection -400

All the basic TMs you'll need. All of them are reusable/being able to be taught to several mons. The basic collection includes basic Moves, excluding the especially broken ones, like draco barrage (a powerful dragon attack, that's either special or physical, depending on the user, which also ignores fairy immunity) etc., but for another **-200** you'll get access to basically any move in the game.

Master ball -400

Catch basically any Pokémon with a guaranteed catch rate.

Exp. Share - 400

A device that will share experience points between the whole team, helping them level up and evolve together. It will also work for you and your companions so you or your companions will never outgrow each other if you don't want to.

Pokémon center -400

This will become an attachment to your warehouse. You can not only heal your team back to full health, but also change the nature of your Pokémon here. Comes with two nurses and a Chansey as followers, whose main goal is to look after and heal your team. Outside of this jump this will also work for non-Pokémon, though you may also need to data-fy your patients first.

Pokémon lab -600

Everything a Pokémon scientist needs. There are cloning vats, fossil revival machines, several computers, teleporters and data storage devices, Pokeball prototype lab benches etc. There are also a bunch of rotoms around fusing with your machines in order to help you with your work. You also get a cool labcoat. This will become another attachment to your warehouse. Everything is in its early starting/testrun stage here, so you won't be able to mass produce super-clones immediately, but I believe you'll manage in no time.

Evil Organization -600

You have an extensive underground organization, similar to Team Rocket. You can be assured that you're the biggest and most powerful illegal organization in a city you start in, but others may start to contest that claim. Your "business" can involve and include anything you can imagine: illegal (Pokémon) fights, slave trade, fraud, extortion, gambling etc. Despite the extent of your grip on a city, your organization tends to not draw too much attention as all of your operations are extremely efficiently planned and there's hardly ever any slip up. This business will insert itself fittingly in new jumps taking up whatever illegal niche would be appropriate in other settings and will always be a powerful and highly profitable business. You are free to expand this organization beyond the scope of a city, but the starting level will always be city-wide.

Gym -600

Your own Gym for you to design. You can choose a building/area the size of a small stadium where you can then freely design the rooms and the terrain. You may even include certain puzzles to be solved or other sidequests to be finished until someone is even able to meet and challenge you. You can also select and pick up to 12 "disciples" so to speak that will follow the general theme of your choice. You may also freely choose whether this gym allows for dynamaxing or terastalization or other power ups. This gym will become a warehouse attachment or insert itself in a setting neatly to offer other types of valued challenges. You also get a fund attached to your gym, so that you can hand out certain prizes, money and badges to successful challengers.

Laptop -600

This is a powerful basically indestructible laptop that you could just use like a normal laptop: Watch movies, play games, create powerpoint presentations with sick animations and sound effects.. but more importantly, this laptop also links to the Pokémon and Item storage system. You will be able to access those systems from anywhere independent of any Internet accessibilities or something similar. This laptop has the capability of transforming matter into raw data and vice versa. This way you can store, equip and exchange Pokémon and items at any point in your journey.

Companions

Companions can take drawbacks at no points and can't purchase any further companions on their own.

Freely insert any Pokémon or Trainer companions you have from previous jumps.

Canon companion -variable

You may freely take any canon human companion with you. For an additional -100 cp they will also be allowed to bring all their Pokémon with them.

OC companion -100 each

You can create a new companion. The specifics of their history and personality are up to you. They get 800cp to spend however they want. They can take drawbacks, but don't receive any cp for them and they can't buy new companions, but they do get all the appropriate discounts.

Companion import (100 for 1, 200 for 4, and 300 for 8)

You can import up to 8 companions. They get 800 cp to spend however they want.

Full team -300

A new full Pokémon team. With all the Pokémon of your choosing. To select your team you may purchase from the Pokémon racial background and perkline at a discount and apply the purchases to the whole team. So purchasing a second evolution stage for -100 means your whole team starts at their second stage, while paying a full - 500 means all of your mons could be legendary mons. Purchasing a new ability or type or new moves similarly can be applied to your team, so that each member can get a new typing or ability, while paying - 300 for mega means all your mons can potentially turn mega (you still need to obtain or purchase the appropriate mega stones).

Alternatively, if this one for all purchase approach doesn't work for you (or you just want to preserve your own cp), you may also just give each of your 6 Pokémon team members 800cp with which they can customize their own background (whether they are a 1st evolution, a 3rd, a legendary etc.) and purchase their own perks at a discount in the Pokémon section as well as

This option can be bought multiple times

Additionally you can freely import any Pokémon you have from other jumps into this option and use that to make some changes, like type and ability changes, additional mega evolutions etc.

Drawbacks

Mute +100

You can't talk. Maybe because of some birth defect or maybe because of some deep rooted trauma caused by your father leaving you. Anyway you can only communicate via gestures and body language.

Swarm +100

You can take barely a step in tall grass or other areas where wild Pokémon hide without meeting one and being forced to battle, catch or flee. This may be great at the beginning for leveling up and catching a variety of mons, but as there's an overall level cap rule in this setting, it will become annoying pretty quickly. Repel will never work for you.

I Herd U liek mudkips+100

You are obsessed with a certain Pokémon and you can't stop talking about it to everyone at any time. If someone doesn't actively share in your enthusiasm you'll get very upset.

Rival +100

You have a fated rival, someone who truly despises you and belittles you at every turn. Both of you want nothing more than to beat the other fairly and prove who the better trainer/Pokémon is. This rival will be extremely skilled and start off with the same purchases you take here, but you and him/her are free to develop, evolve and grow on your own. Your paths will interconnect often but never predictably so.

I Like Shorts! They're Comfy and Easy to Wear! +200

Well, now you are actually living in a world full of NPCs. These will be NPCs that are still capable battlers, but other than that their minds, words and action are as vapid and nonsensical as the worst of Gen 1 Pokémon NPCs. You will have to spend 10 years without any real human interaction here basically.

Poor +200

You are just dirt poor. For some reason you are unable to actually accumulate wealth. You can just barely get enough to feed you and your Pokémon and maybe purchase some pokeballs once in a while. Prepare to go without food before a big fight, just so your Pokémon have enough to eat and the strength necessary to earn your living in the next battle.

Perfectionist +200

You can't rest and you can't leave before you've captured every single Pokémon (meaning every kind of Pokémon) in this game/world.

Jumping the jumper +400

There's single battles, then there's double battles and then there's just being violated. You will face an inappropriate amount of battles where you just can't rest between battles and you'll have several challengers one after the other. That means as a trainer you'd have to face 2-5 challengers back to back with your same team and no chance to heal them in between battles. Not each of those challengers necessarily has a full team but you can expect to have it become common occurrence to battle a total of 12 Pokémon with a team of just 6. If you stay away from Pokémon battles, you will be jumped in some other form nonetheless.

Rock my world +400

Team rocket will actively hunt you down. It won't just wait for you to show up and destroy their plans. They will follow you and start by occupying your attention so that their projects can continue normally and then progress to actively trying to get rid of you permanently. If you took Rocket as a background, then some other similar organization will target you.

Hardcore mode +400

All the Boss type opponents you face, will have the "gimmick", "home advantage" (maybe even twice) and "Clairvoyance" perks. Your opponent's mons will have the perfect EVs while you'll get none. Certain moves, including most setup moves will be unobtainable for you. Certain abilities will be banned. Have "fun". For the non-gamey version of this jump this just means what it says... every challenge you face will be much harder and every day will be a hard struggle to reach whatever goals you've set.

RNG hates your guts +200/400

Except for moves, abilities etc. that guarantee a 100% chance, you'll never roll a crit and you'll almost never trigger a secondary effect. Every damage roll you make is unlikely to ever go to the higher end of the roll. If you or your mons are asleep or get paralyzed you can expect to suffer incredibly long sleep turns or get an insane amount of full paralysis turns. Your Pokémon catch rate is also pretty bad.

For an additional +200 your enemies get insanely high rolls on every hit, they'll get very lucky with critical hits and whenever they suffer from sleep they'll never sleep for more than 2 turns and full paralysis is almost impossible for them to suffer from. Basically you got abysmal luck in all your endeavors.

Hardcore Nuzlocke +400/600

You know how Pokémon faint in battle? Yeah, that was an euphemism. Pokémon will actually die if their HP drops to 0 and they aren't revived in some way, either through

a move like revival blessing or an ability like Phoenix Down, before the end of a battle. As a rather heartless human you may think that this doesn't affect you much, but just remember that taking care of Pokémon and investing time is the way to actually get ahead in this world. Even if you are a cruel bastard, losing a Pokémon is a severe setback here.

If you are a human you will receive +400 for this drawback. If you are a Pokémon you'll get +600cp.

Notes

>Pokeballs and non-Pokémon

Outside this jump Pokeballs may very well be used to capture other beings. This means basically forcing them to undergo a transformation into raw data. This transformation can be resisted through several factors however: Evasion (a being just being too fast to get hit by a ball), Health, Strength, (intelligence/sapience?: up to you) and probably most importantly willpower. Basically: i trust you to make up your own sensible rules regarding pokeballs working on other beings. I suggest posting about it in the thread so we can point at you and laugh at your powerwanking.

>>Addendum: Masterballs: In game Mewtwo-Y broke out of the masterball, because he was just too powerful/had too much willpower. Similarly a masterball will not become the ultimate tool to just capture whatever being you can think of.

>Terastalization is not implemented in the game as of version 4.0, but eventually it will be. You are free to use the jump as if it already were.

>Gigantamax only works in raid dens within the game. Once the jump's over you can choose to handle that however you like.

>Some examples of new abilities include: Typhlosion gets Blazing Soul – If at full HP, Fire-type moves have +1 priority (Fire type Gale Wings); Mega Machop gets ORAORAORAORA – which makes punch moves hit twice, with second hit dealing 0.5x damage; Ho-Oh gets Phoenix Down - Once per battle when the Pokémon faints, its HP is restored to 50% of max HP. Its status and stat changes are also reset, and all of its move PPs are set to 5.

>New moves like Mewtwo's new signature move Soul Robbery - a 100 BP, 5 PP, 100% acc special Psychic-type move that steals target's stat boosts before attacking.; or Dark Hole- 100 BP, 5 PP, 100% acc Special Dark-type move with a 40% chance to make the foe sleep, bypasses Substitute

>If not specifically purchased/imported as companions, Pokémon will be treated as followers or pets in future jumps.

>Pokémon alt-forms:

If you (or your companions) took the Pokémon background you get access to a Pokémon alt-form. You may freely switch from that form to your base form or any other of your alt-form and back at any point. Outside of the Pokémon altform you will still have access to all your Pokémon moves, though you won't get the STAB boost out of your Pokémon form (except if you somehow share the same "typing" outside of your pokeform that would still make a move a STAB move). You also have access to your Pokémon abilities and you may freely switch that ability on and off at any point outside of your pokeform. How you handle mega evolutions and other powerups outside of your pokeform i leave up to you.

>Items and poketech in general for non-pokemon

You may freely use items purchased specifically in this jump to use it on non-pokemon and get the same effects. Leftovers can be used to heal and restore stamina and health in the midst of battle, choice bands would increase your power, but locking you into one type of attack, a pokevial would heal you and your companions fully etc. I can't guarantee the same for items you just get yourself on your journey through this land. That is something you have to decide for yourself

Here's basically everything you'll need to know about the overall changes from in this rom hack. From ability and type changes to Item locations, obtainable Pokémon etc.:

[Radical Red Docs – Google Drive](#)

Changelog:

1.2

- >Adjusted flat out Pokémon prices
- >Added several multiple purchase options
- >Added notes regarding pokeforms
- >Added some items
- >Companions get 800cp instead of 600cp

1.3

- >added EV training items
- >added upgradeable z-crystals
- >added poke forme key items
- >spell check
- >clarifications

-HDManon