



A Jumpchain CYOA by WoL_Anon

Ver. 1.8

Bonjour! Welcome to the Kalos region, Jumper. This part of the Pokémon world is known for its beauty, style, and fashion. Ancient castles and noble estates serve as reminders of the region's rich history. In combination, these aspects make it a popular destination for tourists, who flock to the region in large numbers.

All is not well, however. A criminal organisation known as Team Flare has sprung up, causing all kinds of problems. Should they have their way, not only the Kalos region, but perhaps the entire Pokémon world may be threatened.

You arrive in this world the day the protagonist meets Shauna and their new neighbour. You will be staying here for the next five years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

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

[Free] Human

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

[Varies] Pokémon

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

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

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

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

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

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

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

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



-Background-

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

Rookie Trainer

Requires the Human species.

You are either a new or a soon to be Pokémon Trainer. You may or may not have received your first Pokémon. You are likely young, perhaps even a child, though this is not mandatory.

Optionally, you may be a sixth person chosen by Professor Sycamore to go on a Pokémon journey.

Veteran Trainer

Requires the Human species.

You've already had some experience raising and battling with Pokémon in the past. How this relates to you now is somewhat dependent on your purchases here, but is largely up to you to determine. You may have found an entirely separate career path to pursue, acting as a Trainer in your free time, as many do. You may have committed to being a Trainer, perhaps as an Ace Trainer wandering the region, or as a Trainer working in a Gym.

If you are interested in the Gym Leader, Elite Four member, or Champion positions, you'll have to earn them the old-fashioned way.

Team Flare Member

Requires the Human species.

Congratulations! You are now a full-fledged member of Team Flare. Your five million Pokédollar sign-up fee has already been taken care of.

Your role within the team is largely free for you to choose. You may be a Grunt, an Admin, or (with sufficient ability) a scientist. You cannot choose to be an equal or superior to Lysandre.

Pokémon

Requires the Pokémon species.

As one of the many Pokémon found in the Kalos region, there are a few options available to you. You might be a Wild Pokémon, fending for yourself. Alternatively, you may be a human's pet or companion. You might even work alongside a Trainer, engaging in serious battles.

-Location-

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

[1] Vaniville Town

Blooming buds covered in morning dew exude hope for the future in this small town.

[2] Aquacorde Town

A town that naturally sprang up as people flocked to this pristine riverside.

[3] Santalune City

Many beginning Trainers gather in this friendly city to start a Pokémon journey.

[4] Lumiose City

A dazzling metropolis of art and artifice, located in the very heart of the Kalos region.

[5] Camphrier Town

This ancient town was once famous for the long-neglected home of a noble family.

[6] Ambrette Town

This town was known only for its aquarium until the discovery of rare Fossils really put it on the map.

[7] Geosenge Town

A town lined with mysterious stones and encircled by strange ruins of old.

[8] Free Choice

Lucky you! In addition to any of the above seven locations, you may also choose to begin at: Cyllage City, Shalour City, Coumarine City, Laverre City, Dendemille Town, Anistar City, Couriway Town, Snowbelle City, or Kiloude City.

-Perks-

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

Rookie Trainer Perks

[100cp, Free for Rookie Trainers] J-Meister

Nicknames. Rarely does one get to choose them for oneself. Fortunately, you seem to be the exception to this. Friends and acquaintances will ask for your input before deciding on a nickname for you. Further, nicknames that you don't approve of will not spread beyond the source. No one will be calling you Li'l J, unless that's what you want.

[100cp, Free for Rookie Trainers] Pro Skater

You have mastered the use of Roller Skates. Not only will this help you get around the region, but you can also perform all sorts of cool tricks, such as 360-degree spins, and backflips. You even know how to perform The Cosmic Flip, a trick that is particularly respected in these parts.

[200cp, Discounted for Rookie Trainers] Rhyhorn Rider

Whether you are the child of a famous Pokémon racer, or just have a knack for it, Pokémon riding comes easy to you.

You know how to control land-based, quadrupedal Pokémon (such as Rhyhorn, Gogoat, or Mamoswine) when riding them. You can adjust to riding these sorts of Pokémon almost immediately. By spending time with a particular mount, not only will you build trust with them, but you will also learn how to race them at a faster rate than most.

Whilst this knack does not carry over to other sorts of Pokémon, it will carry over to other creatures who move in a similar manner.

[200cp, Discounted for Rookie Trainers] Catch Experience

You have an odd talent, befitting a Pokémon Trainer of this generation.

Whenever you catch a Pokémon in a Poké Ball, any Pokémon you had out battling it will experience the same growth that they would have if they had defeated it themselves. This occurs even if they had failed to land a single blow. This only occurs the first time you catch a specific Pokémon, though you can continue to trigger the effect by catching other Pokémon of the same species.

With this effect, you can catch as many Pokémon as you like, without worrying about messing up the development of your team.

[400cp, Discounted for Rookie Trainers] *Je ne sais quoi*

There's just something about you, Jumper, that seems to bring the best out of those around you. This is most noticeable in battle, both for those you fight with and against.

When battling alongside others, they will grow to their potential noticeably faster than they otherwise would. It should be obvious how beneficial this is to any Pokémon Trainer, let alone one with a fledgling team.

When battling others, instead of physical growth, this ineffable quality of yours will foster positive emotional development. A rival taking loss after loss to you will learn not to be so down after defeat, and will instead see these losses as learning opportunities. Someone bearing the guilt of a great sin may use a battle with you as the spark needed to go back to how they were before they walked down the wrong path. Unfortunately, this quality will not always work; there are some individuals who simply refuse to change.

[400cp, Discounted for Rookie Trainers] *Amie and You*

You have acquired a number of skills, which will assist in deepening the bonds between you and your Pokémon.

You have a great talent for petting and massages. You have a great intuition when it comes to which places someone wants you to touch, and which places will bother them. You can also tell when you are overstimulating or boring the individual with your petting or massages, which is a good indication for when you should take a break.

You also have a knack for creating impromptu games to play with those around you. Perhaps that berry tree is an opportunity to sort berries quickly? Maybe that ball of yarn can be kept in the air with your Pokémon's Head? Games like this come naturally to you.

Most importantly, the positive relationships you build with others will never deteriorate without your direct action. Even long periods of time apart will not harm these relationships. You'll be friends forever with your Pokémon with this perk!

[600cp, Discounted for Rookie Trainers] *O-Power!*

You have collected a large variety of buffs and support effects. Most of these powers can be applied either to yourself or to someone else. They can be exhausting to use, though are surprisingly less so when you target someone else with them. Only a single O-Power can be active on an individual at a time; an additional O-Power applied on an individual will cancel the previous effect.

While the large number of powers this perk provides affords great versatility, the actual effect of each power is initially small. By regularly using a power, you will discover how to perform two greater 'levels' of it – each providing a greater effect, but also exhausting you more.

See the Notes section for a full list of O-Powers provided by this perk.

Veteran Trainer Perks

[100cp, Free for Veteran Trainers] Pokémon Veteran

You already have some experience as a Pokémon Trainer. As a consequence, you understand type matchups, including the only recently classified Fairy type. You also understand how various status ailments can affect Pokémon, and how the weather plays a role in Pokémon battles. Finally, you can identify all Kalos region Pokémon by sight (excluding Legendary and Mythical Pokémon), including recognising their typings.

[100cp, Free for Veteran Trainers] Photo Guy

You are surprisingly talented when it comes to photography, having a good grasp of photo composition. You know how to use both digital and traditional cameras.

Whether you pursue photography as an art, you simply use it to make money from tourists, is up to you.

[200cp, Discounted for Veteran Trainers] Stylish

You have a sterling reputation around Lumiose City, and are considered the epitome of style, fashion, and good taste.

This provides you with a number of material benefits. Most vendors in the city will offer moderate to large discounts for their products and services, in the hopes that your patronage will attract additional business. You will also have access to the more exclusive establishments around the city, that keep out the general riff-raff.

In each future jump, you can elect a city to receive equivalent benefits from, provided one exists.

[200cp, Discounted for Veteran Trainers] Poké Stylist

Fashion, style, beauty. These concepts are strongly tied to Kalosian culture, and not just for humans.

You are an expert at Pokémon grooming, able to bring out the best in a Pokémon's appearance. You can easily and reliably groom Furfrou into the nine different trims commonly applied to it, and with practice can develop new and exciting trims for it.

If you are planning on raising a Furfrou of your own, this perk is sure to be boon. Even if you aren't, such talent can help you find a stable income in this world.

[400cp, Discounted for Veteran Trainers] *I'm a Trainer myself, in my off time.*

It is no small feat that despite being the strongest Trainer in the region, Diantha rarely engages in Pokémon battles, instead dedicating her time to her acting career.

In order to facilitate similar accomplishments by you, you will find that your Pokémon, and those who directly serve under you, will never suffer from a decay in their skills, powers, and abilities due

to a lack of use. Your Champion level team can spend their time on vacation and still be ready when you call on them for the occasional title defence.

[400cp, Discounted for Veteran Trainers] Eternal Life

Whether through exposure to the ultimate weapon, or by some other means, you now have eternal life. If you took a background in this jump, you are likely over 3000 years old.

You will not physically age past your prime, though your hair may still lose its colour over time. You are also immune to mundane diseases and illnesses. You can still be killed in other ways.

If you chose the Human species, you may optionally be much taller than normal. Adults will be over three metres tall, while those who chose a younger age will be proportionally smaller. Post-jump, even if you did not choose to receive it in this jump, this height increase becomes a transformation that you can apply to each of your alt-forms.

[600cp, Discounted for Veteran Trainers] Inversion

A strange and powerful psychic ability has awakened within you. With it, you can turn the type matchup system on its head.

Using this power requires dedicated concentration to maintain, and can only be used on a handful of targets at a time. Four or five is likely your limit for this.

When an individual is targeted by your power, any innate 'type' or elemental resistances or weakness are reversed. If an individual is weak to an element, they gain a 50% resistance to it. If an individual is immune or resists an element, it becomes doubly effective against them. Individuals will not be harmed by their own body or powers as a result of this inversion; for example, a Rapidash would not immediately faint from its fiery body. This power does not impact any offensive capabilities associated with an element; for example, any 'same-type attack bonus' a Pokémon possesses is unchanged.

While the tactical advantages this provides in battle are obvious, you might also choose to use it in a neutral capacity, allowing Trainers to experience a whole new type of Pokémon battles.

Team Flare Member Perks

[100cp, Free for Team Flare Members] Flare for Hair

Looking stylish is an important part of being a Team Flare member. With this perk, you'll fit right in.

Upon purchase of this perk, designate a preferred hair style. It can be something simple, like a flame-like tuft that sticks out from the rest of your hair, or something truly over-the-top, like a style resembling the mane of a Pyroar.

Your hair will naturally grow into this style, will be easy to maintain, and will never impede your movements (whether by getting caught on something or disrupting your balance).

You can toggle the effects of this perk off at any time, allowing you to try something different if you get sick of this look.

[100cp, Free for Team Flare Members] Pose Performer

What better way to build team spirit than to strike a pose? You know how to perform the iconic Team Flare pose, and can do so without any effort or focus. You will also have an easy time when learning how to perform other poses.

[200cp, Discounted for Team Flare Members] *Losing to you doesn't mean anything!*

The reality is that being employed as a mere Grunt means that you are expected to lose, and will often be sent in solely to waste the time of an interloper.

Fortunately, you have learned to take losses well. Suffering a crushing defeat will never break your spirit. You will often gain some sort of insight into why you have lost; though with overwhelming losses it might be as simple as knowing that you were completely outmatched.

[200cp, Discounted for Team Flare Members] Team Work

Being in a Team means always have support on hand. You have learned to make the most of this, and can coordinate well with a partner when in battle. In Pokémon Battles specifically, this bonus also applies to coordinating with a second Trainer with each of you commanding a single Pokémon.

As helpful as this is, it is unfortunately not enough on its own to deal with pesky prodigal children and their friends. Still, every bit helps!

[400cp, Discounted for Team Flare Members] Cult Leader

Feeling uncertain about this world's future? Just put your trust in Jumper! For a one-time payment of 5 million Pokédollars, you too can have eternal life and happiness!

...sounds shady, right? And yet, you'll find that such schemes may still work for you.

You have a strong force of personality, and a talent for swaying others to your cause. This talent is easiest to apply when you are leading with a noble public face, and acting as a 'saviour' or 'hero'. Additionally, once you bring someone over to your side, you'll find that they are great deal more forgiving of villainous or criminal behaviour from yourself or those who are acting on your behalf.

Neither of these effects are absolute, so you'll have to apply some discretion when deciding who will belong to the chosen few.

[400cp, Discounted for Team Flare Members] The Malva Manoeuvre

If you have some knowledge of the Pokémon world, you probably know that villainous teams tend not to work out. Fortunately, this perk will help you manage such fallout.

First, your mere association with an organised criminal group, or a group that is otherwise widely disliked by the public, will not adversely affect your reputation. This will not prevent you from being pursued for any crimes you are known to have committed, but you won't have to worry about losing your job over it.

Secondly, if you are in fact pursued by law enforcement for criminal acts relating to the organisation, you will be able to protect yourself by providing access or information that allows a member at an equal or higher level of importance within the organisation to come to justice, in exchange for any crimes relating to that group being overlooked. This will not cover your future crimes, but you will be able to make such deals as often as you like, provided you can keep fulfilling your end of the bargain. Note that 'importance' is valued in the eyes of law enforcement, a puppet that is technically above you may not be valued; likewise, if you are the only criminal within your group, they may not care about anyone other than you.

[600cp, Discounted for Team Flare Members] The Power of Science

Of special importance within Team Flare are its scientists. With this perk, you may find a prominent place amongst them.

You understand the principles behind many of the technologies developed by Team Flare's scientists. This includes the real-time holographic video communication features of the Holo Caster, the energy draining technologies utilised in Lysandre's cybernetic suit, and the Expansion Suit that will be developed by Xerosic should events proceed as normal. With sufficient resources, you will be able to produce these technologies for yourself.

With time and effort, you may even learn to develop these technologies further, or utilise this base knowledge to take advantage of these principles in new ways.

Pokémon Perks

[100cp, Free for Pokémon] Heart to Heart

Without speech, it can be difficult for a Pokémon and a Trainer to come to an understanding. Fortunately, you have an odd talent that will assist in such matters.

When someone acts in a way that causes you to like them more, a number of heart shapes will appear to come out of your body for a few seconds before disappearing. The more effect the act has, the more hearts appear. Only you and the person who has improved their relationship with you will be able to see these hearts. You can also limit which people can see these hearts, and can change this choice at any time.

Using this ability, you will be able to 'train' your Trainer, in a manner of speaking, teaching them your likes and dislikes.

[100cp, Free for Pokémon] Pika Pika!

While many Pokémon are not able to say much, you have learned to maximise the effect of your voice, turning it into a charm point.

When speaking, or otherwise making noises with your mouth, the sounds created are slightly altered in a way that best suits the sort of image you would like to give off (cute, cool, beautiful, etc.). This occurs naturally, without dedicated effort on your part – though you can also toggle it off should it become a bother.

[200cp, Discounted for Pokémon] Sky Battler

The Kalos region is home to a unique type of Pokémon battle known as Sky Battles. These battles are exclusive to Pokémon that are able to fly or float.

Whether or not you are eligible for these battles, you are well-suited for them. In battle, thinking in three dimensions come easy to you, allowing you to anticipate attacks from both above and below, and plot your own. You are also immune to vertigo, and will never have to worry about blood rushing to your head when you are upside down.

[200cp, Discounted for Pokémon] False Swipe

When battling wild Pokémon, a Trainer will often desire a level of restraint from their Pokémon. You now possess such restraint.

You can apply one of two 'limiters' to your attacks at any time. These limiters do not weaken the power of your attacks directly, rather they prevent those that are hit by them from being harmed beyond a certain point. The first will allow the attack to knock out others, but never cause any permanent harm. The second will not even allow the attack to knock them out, instead it can bring them right to the point of passing out, but go no further. It also prevents permanent harm coming to those hit by the attack.

With such a perk, any Trainer would be lucky to have you.

[400cp, Discounted for Pokémon] Affectionate

True strength is born not from the Pokémon, or the Trainer, but from the unseen bond between them. For you, this especially true.

When you are fighting on behalf of someone you have great, genuine affection for, you receive a number of benefits. First, you find that you are somewhat luckier in such battles, allowing you to avoid attacks that would otherwise connect, and hit weak spots more often with your own. Next, by drawing on your bond, you are able to power through tough situations. When afflicted by a status ailment, such as paralysis, poison, or severe burns, drawing on your bond will occasionally allow you to shake it off, immediately curing yourself. When taking a hit that would incapacitate you, drawing on your bond will rarely allow you to endure, barely holding on. Lastly, any such battles are slightly more effective as a means of training than they would otherwise be.

Now go and show the world just how much you love your Trainer!

[400cp, Discounted for Pokémon] Horde Encounter

Wild Pokémon in the Kalos region often choose to team up against Trainers in groups of five. Now, you will be able to replicate this mob attack wherever you go.

With this perk, you can summon up to four allies to fight alongside you in combat. You cannot summon these allies outside of battle. If you are a Pokémon, these allies will be the same species as you. If you are not, each ally will either be a Fletchling or a Bunnelby, chosen at random. The summoned allies are Wild Pokémon that are average members of their species. As a result, whilst

they will fight with you, they may not understand complicated commands or tactics, and will only possess techniques that they could naturally learn on their own.

Your summoned allies will disappear if they are defeated, or would otherwise be successfully captured. If a summoned ally is made to disappear in these ways, you will not be able to summon a new ally into that 'slot' for 24 hours. Otherwise, summoned allies will disappear at the end of combat. You may also despawn any summoned ally at will, but will be unable to summon a new ally into that 'slot' until the next battle should you do so. Allies are not consistent between summons, making it difficult to build up any kind of coordination with them.

[600cp, Discounted for Pokémon] Mega Evolution

An amazing phenomenon rarely seen outside the Kalos region; Mega Evolution behaves differently to the standard Pokémon Evolution. Rather than permanently changing the form of a Pokémon, it instead is a temporary transformation that makes fully evolved Pokémon even more powerful.

From now on, each fully evolved Pokémon form you possess will be capable of Mega Evolution. For forms that do not possess a canonical Mega Evolution, you are free to design a custom Mega Evolved form. This is done on purchase of this perk for fully evolved Pokémon forms you already possess, and on acquisition of any additional fully evolved Pokémon form in the future. For each custom form you have free reign over the appearance, and can also decide how the increase in power manifests (i.e., which stats are buffed), as long as it remains in-line with other canonical Mega Evolved forms. You may even change typing when Mega Evolved, provided one of the original types of the fully evolved Pokémon form remains. For fully evolved Pokémon with canonical Mega Evolved forms, you may decide whether to use the canonical Mega Evolution, or, just as how Charizard is known to have multiple Mega Evolved forms, create a custom form instead. For those fully evolved forms that have multiple canonical Mega Evolved forms (such as the aforementioned Charizard), you must choose only one of these forms if you are using a canonical form.

Maintaining your Mega Evolved form is taxing, and you will likely only be able to sustain it for short bursts. Unlike most Pokémon, you do not require a Key Stone and Mega Stone to Mega Evolve, though Mega Evolving in such a manner will be easier for you to maintain. In either case, you can gradually learn to sustain your Mega Evolved form longer with time and effort.

General Perks

[100cp] Kal-OST

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

Now you can feel like a proud Kalosian wherever you go!

-Items-

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

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

Rookie Trainer Items

[100cp, Free for Rookie Trainers] Roller Skates

Roller skates are a surprisingly common method of transportation in Kalos. In fact, conquering the Shalour City Gym just about requires their use. Nonetheless, regular old roller skates can be a pain to have on constantly. Fortunately, what you have is the best of both worlds.

These are a pair of clip-on roller skates. These skates are special in that you can cause them to appear or disappear from any kind of boots or shoes you are wearing, at will, no matter how improbable that might be. Each time you cause them to appear, they will reset to pristine condition; you won't have to worry about breaking them or wearing them down.

[200cp, Discounted for Rookie Trainers] Kalos HM Collection

A set of five discs, which can be used to teach certain Pokémon HMs, or Hidden Moves.

The discs contained in this set are HM01 Cut, HM02 Fly, HM03 Surf, HM04 Strength, and HM05 Waterfall. The special moves not only can be used in battle, but can also be used out in the field to help a Trainer and their team navigate the Kalos region.

Your set has a couple of differences that will make their use more convenient. First, Pokémon taught these moves will be able to use them in the field right away, regardless of any expertise or Badges you possess. Second, your Pokémon will be able to forget these moves if they need to, making these HMs function closer to the current generation of Technical Machine (TM).

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

[400cp, Discounted for Rookie Trainers] Exp. Share

An odd device, resembling some mad scientist's idea of headgear. In fact, older models of this item were indeed worn by an individual.

When active, your Exp. Share will apply to anyone in the immediate area that would consider themselves to be part of your team, group, or party. The range is not huge, is but enough that a Trainer that kept it on their person (or in their bag) would have their battling Pokémon within range. There is no limit to the number of individuals the Exp. Share can apply to at once.

Whenever one individual under the effect of the Exp. Share improves their skills, all other individuals currently affected by the Exp. Share will receive half of that improvement as well (this does not reduce the gains of the first person). Further, should the individual making gains possess the same

levelling system as others currently affected by the Exp. Share, those others will receive half of any experienced gained as bonus experience. Any skill or experience gains granted by the Exp. Share do not count for the purposes of the Exp. Share; the Exp. Share will not pass its own gains back and forth infinitely. Should an individual not be able to improve in a given area, then the Exp. Share will not provide them that improvement if it is earned by another.

The Exp. Share can be turned on or off as you like.

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

[600cp, Discounted for Rookie Trainers] Super Training Machine

Also referred to as S.T., this portable device allows you to train your Pokémon whilst they are inside their Poké Balls.

This device can connect with any nearby Poké Balls that have a Pokémon. Once connected, the Pokémon can be sent to special virtual spaces. The Pokémon remains inside the Poké Ball for the duration, and if they are released from their Poké Ball, they will be ejected from the virtual space. Moving the Pokémon ball too far away from the device will cause the Pokémon to be ejected from the virtual space. The Pokémon can be manually removed from the virtual space from both Trainer and Pokémon sides if needed. Removal from the virtual space is both immediate and completely harmless.

The primary virtual space a Pokémon will stay is known as Core Training. This mostly empty space has a place to hang up a virtual punching bag. Various types of these bags can be collected, and a Pokémon breaking a bag will cause various effects. Pokémon in the Core Training space will occasionally find a random training bag.

For each primary stat (Special Attack, HP, Attack, Special Defence, Speed, and Defence) there are three tiers of training bag – each will improve the Pokémon that breaks it in that stat by an increasing amount, but also each tier takes noticeably longer to work through. There are number of training bags that either make the Super Training Regimens (more on those later) easier or more rewarding. There is a training bag that will make the Pokémon who breaks it friendlier towards its Trainer. Finally, there is a training bag that will remove all stats gains a Pokémon has earned using the Super Training Machine. Each of these bags has a distinct design and is clearly labelled, so there is no fear of using the wrong one. When a Pokémon finds or earns a training bag, it will be stored away.

While a Pokémon is in the Core Training area, the Trainer is able to monitor it on the device via a handy touchscreen. Using the touchscreen, the Trainer can change or remove the training bag being used, can get the Pokémon's attention should it fall asleep or otherwise be slacking off, and can monitor the Pokémon's stats via a handy chart. The Trainer can also easily toggle through instances to find the Pokémon they are looking for. Each Pokémon has their own instance of the Core Training space, and there is no limit to the number of these instances the device can create. The device will even remember the instance created for a Pokémon, so progress on a training bag is not lost if they are removed from it. Only 12 bags can be stored away at a time (bags in use don't count towards this limit), with excess bags being deleted, so be sure to assign the bags you want used. Changing a bag will cause the old bag to be deleted.

Pokémon can also undertake Super Training Regimens. These are a virtual sports-like challenges where a Pokémon will face off against Pokémon-shaped Balloon Bots. There are 18 basic courses; each stat has three tiers of difficulty. Completing a course will improve a Pokémon in that stat – higher difficulty means a larger stat gain. It will also reward the Trainer with a training bag – the bag is likely to be of the same stat raised or miscellaneous, and harder courses tend to reward better bags. The more powerful a Pokémon is, the easier time they will have with these challenges.

If a Pokémon is sufficiently trained, they will also be able to undertake 12 additional secret courses. These are even harder challenges. They will not increase a Pokémon's stats, and the training bag reward is random. However, on completion they will create a real-life reward that can be used outside the device. The exact rewards vary by course, but include items that can be sold for small amounts of money, and rarely even Evolution stones.

Only one Pokémon can undertake a Super Training Regimen at a time. This is done on the Trainer end. Whilst a Super Training Regimen is active, the touchscreen will show its progress, but also prevents the Trainer from checking up on other Pokémon until it's over.

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

Veteran Trainer Items

[100cp, Free for Veteran Trainers] Sky Trainer Suit

Whilst it is common for Trainers who participate in Sky Battles to remain firmly on the ground, that is not the only approach that exists.

This is a full-body suit, generally found on those Trainers who specialise in Sky Battles. Thin material connects from the wrist down to the hip, creating 'wings' that can catch strong winds and allow the wearer to glide through the air. Experienced Sky Trainers utilise this to provide superior instructions to their Pokémon in Sky Battles. Be careful though; using the suit recklessly can be disastrous.

The suit is primarily made of a rubber material, allowing to provide some electrical resistance to the wearer as well. Your Sky Trainer suit is self-cleaning and self-repairing, enabling you to broadcast your dedication to Sky Battles at all times.

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

[200cp, Discounted for Veteran Trainers] Berry Fields

This large, fenced off area of land is now yours to keep! It can be located either close to your starting location, or connected to your Warehouse by a special gateway.

The soil here is especially fertile, and great for growing the Berries native to the Pokémon setting. A number of rows have already been prepared for such a task.

In addition to the large amount of space, the fields have a few other features. Located near the entrance is a Mulcher Box, which can create high quality mulch with various effects out of Berries. Next to it is a smaller box. If no berries have been planted or can be harvested, and no Berries are in

this box, the box will spawn five randomly chosen 'common' Berries after a few days – ensuring that you will always be able to slowly work back up to a sustainable source of Berries.

As a bonus, this item comes with a Spinklotad, a novelty watering can shaped like a Lotad.

In future worlds, you may choose whether it appears somewhere close to your starting location, or is attached to your Warehouse. Should the field 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 via a special gateway. Should your Sprinklotad be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Veteran Trainers] Restaurant Le Jumper

This high-class dining establishment has now come under your ownership. It can be located either close to your starting location, or connected to your Warehouse by a special gateway.

Your restaurant is staffed with high quality chefs and waiters, and will never run out of raw ingredients. Each of the staff has their own team of two or three Pokémon that will assist them in their job. The staff will gladly battle diners while they wait for their meals to arrive or cool; the quality of their Pokémon when it comes to battle varies, though none are a match for powerful Trainers. The staff and their Pokémon will never get any better or worse at battling, allowing them to be used as benchmarks for growth. All staff, and their Pokémon, cannot leave the premises. As the owner, you of course are entitled to free meals or battles whenever you like.

When placed out in the world, your restaurant will be able to turn a tidy profit for you. It will quickly become a favoured dining spot of the upper class. In worlds where Pokémon battles are common, Trainers will come to the restaurant occasionally, aiming not just to win, but to defeat them in specific amounts of time. In worlds without Pokémon, the presence of the staff's Pokémon will not be considered odd by others unless you specifically bring it to their attention

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

[600cp, Discounted for Veteran Trainers] Battle Chateau

This impressive building, in the style of a Kalosian noble's estate, is now yours to rule. It can be located either close to your starting location, or connected to your Warehouse by a special gateway.

Your inactive companions may stay here, provided they remain on the premises. The chateau will even expand internally as needed, without appearing larger on the outside, ensuring you and each of your companions have your own room. The chateau has large staff of butlers, maids, and the like, who will ensure it is kept clean and in good condition.

Of course, the Chateau has more to offer than a place to stay. On the first floor of the Battle Chateau, a total of ten Pokémon Trainers will appear. These Trainers have fixed teams of Pokémon,

and will never get any better or worse at battle. Different Trainers will vary in power, however. These Trainers aren't very talkative, and won't do anything other than battle you. Each of these Trainers will only battle a person once a day. Should you defeat one of these Trainers, they will hand over some of the current setting's currency, relative to the strength of their team. Each day, a new set of ten Trainers will appear, drawn out of a pool of possible Trainers. A reception desk in the foyer will allow you to influence these Trainers by spending money to issue 'writs'. You can use these to ensure a specific Trainer will appear the next day, increase the prize money from these Trainer battles by 50% for the next 24 hours (only for the person that paid for the writ), and adjust the power of the Trainers' teams up or down for the next 24 hours.

Should the Chateau be placed out in the world, in a setting where Pokémon battles are common, other Trainers will be drawn to the Chateau to test themselves and earn prize money. You may decide whether to restrict or allow access to writs to these Trainers, potentially earning a small profit in exchange for not having complete control over the Chateau's Trainers. A free writ at reception, only useable by you, can toggle whether or not the Chateau draws in these outside Trainers.

At the end of each jump that takes place in a Pokémon setting (including this jump), a handful of additional Trainers will be added to the pool of possible appearances. These will be notable Trainers in the setting, such as Gym Leaders, Elite Four Members, and Champions. Their teams will be adjusted so that they are only a bit stronger than the best Trainers in the original pool.

The staff, Trainers, and their Pokémon cannot leave the Chateau under any circumstances.

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

Team Flare Member Items

[100cp, Free for Team Flare Members] Team Uniforms

You have three new outfits, each representing a possible role for you in Team Flare.

The first is the standard Grunt outfit, a red suit with red sunglasses. The second is an outfit reserved for Admins, a primarily white suit, with red as a secondary colour.

The third is free for you to design, as long as it does not grant any additional advantages not offered with this item. Perhaps you'd be interested in a red outfit with a skirt and custom visor, like many of the scientists choose to wear? Or maybe Lysandre's black attire is more your speed?

All three of your outfits are self-cleaning and self-repairing. After all, why would you ever want to take such stylish clothes off?

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

[200cp, Discounted for Team Flare Members] Sign-up Fee

Wait, you still have this? Oh well, I suppose you can keep it now.

This is 5 million Pokédollars in cold hard cash. With this, you could bring a friend in to Team Flare. Or, perhaps you had a more productive use for this money in mind?

You will receive an equivalent amount in the local currency at the start of each jump. Post-chain, this occurs every ten years.

[400cp, Discounted for Team Flare Members] Expansion Suit

A high-tech, full body suit, similar to one that will be designed by Xerosic should events proceed as normal.

The suit offers a number of benefits to the wearer. It greatly enhances the physical ability of its wearer, such that an ordinary human could easily leap above a single storey building. Using data taken from Ditto and Kecleon, the suit is able to disguise the wearer, though this appears to be limited to humanoid forms. The suit is also able to hack into nearby Poké Balls. This causes the Pokémon inside to be infected with a virus that slightly increases their performance for a short period of time. The virus is not known to have any detrimental effects to the Pokémon, and can be given multiple times without a loss in efficacy.

The Expansion Suit has an additional function, though you may opt out of this on purchase of this item. This function allows the suit to be remote controlled by a third party. Someone must remain in the suit in order to use this function, though they will fall into an unconscious state while it is being used. There are no known detrimental effects of repeatedly being piloted in this manner. Exposure to important people the wearer knows can disrupt the suit and potentially wake them up.

The 'face' of the suit normally displays an 'E', however on purchase of this item you may choose a different character or symbol to display instead.

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

[600cp, Discounted to Team Flare Members] Jumper Labs

You are now the owner of a region spanning telecommunications company, on par with Lysandre Labs. While this business does generate a solid profit, there are some additional benefits to operating such an enterprise.

First, your employees are capable of spying on any communications sent or received via your products and services. Without your input, they will use this information to collate various general information and trends relating to those using your products and services. If specific individuals you are aware of are using your products and services, you can assign some of your staff to collecting information about them specifically, as well as presenting those specific communications to you. You will never have to worry about these employees growing a conscience and reporting this behaviour, though they may reveal it on interrogation. You can of course instruct your employees not to spy, if you don't approve of such conduct.

Additionally, your business comes with an underground facility in a suitable location. This facility provides plenty of space for research and development, and can be refitted into a proper secret base for a villainous group if necessary. Best of all, law enforcement tends to be lax when inspecting or investigating this facility, unless they are given specific reasons to act otherwise.

In future jumps, your business will adjust as appropriate to suit the setting, though it will not stray outside of communications, and will never exceed a national scale under the power of this item alone. You may choose whether the underground facility becomes 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 underground facility 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.

Pokémon items

[Free and Exclusive to Pokémon] Your Poké Ball

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

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

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

[100cp, Free for Pokémon] Poké Puffs

You have an endless supply of Poké Puffs, small cake-like confections intended for Pokémon.

Your Poké Puffs come in five different flavours: Sweet, Mint, Citrus, Mocha, and Spice. Additionally, each flavour comes in five levels of quality: Basic, Frosted, Fancy, Deluxe, and Supreme. The Pokémon that can eat these will find them all enjoyable, though they will find the higher-quality ones more enjoyable, as could be expected.

You can retrieve a Poké Puff at any time, no matter how improbable that might be. When retrieving a Poké Puff, you may choose to retrieve a specific one, a random one of specific quality, or a completely random one.

Only a handful of Pokémon cannot eat Poké Puffs; of these, the majority are cocoon Pokémon like Metapod or Silcoon. Your Poké Puffs can be eaten by humans; whether they are enjoyable will depend on individual tastes.

[200cp, Discounted for Pokémon] Amie Space

This large, currently empty, room is all yours. You may choose for it to be attached to another property you own, or for it to connect to your Warehouse by a special gateway.

Whilst you are inside your Poké Ball, you can immediately travel to your Amie Space whenever you like. Should you do so, you will be unable to leave the room, except by returning to your Poké Ball first, which you be able to teleport back into at any time. If you would be sent out from your Poké Ball whilst you are in your Amie Space, you will know, and can choose to be immediately summoned out as if you were still in the Poké Ball if you wish.

Whilst your Amie Space starts off empty, it doesn't have to stay that way. As you bond with a Trainer, various items will appear in the room, including wallpapers, furniture and other decorative objects. A control panel near the entrance will allow you to put these objects away in a subspace, retrieve them, or move them around the room as needed. Wallpapers can quickly be set up and put away without damage via this control panel as well.

You can, of course, bring other objects into the room, though the control panel will not interact with them.

In each future jump, you may choose to move this space to your Warehouse (if not already there), or to an appropriate property you possess. Post-chain, you will be able to do this once every ten years. Should the space 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.

Should any earned object be lost or destroyed, a replacement will appear in the control panel subspace after 24 hours.

[400cp, Discounted for Pokémon] Natural Objects

When you engage in combat in wilderness areas, additional natural objects (likes trees or rocks) will appear. These objects will stand out slightly, but not so much that they are distracting.

When one of these objects is destroyed, it will leave behind a reward that you can pick up at your leisure. These rewards include Berries from the Pokémon world, Evolution Stones, and 'hold items' of a natural origin (such as Damp Rocks). The reward will depend on the natural object itself, which in turn depends on the environment around you. For example, fighting out in the snow causes a natural object to be a block of ice, which might drop a Never-Melt Ice.

Opponents have the opportunity to destroy the natural object and claim the reward for themselves, if they think to. As such, you can always choose for a natural object to not appear at all. Only one natural object will spawn per combat encounter. Additionally, these objects will disappear if not destroyed by the end of combat.

As this purchase is merely for access to the natural objects, not the natural objects themselves, you cannot import any similar item into this option.

[600cp, Discounted for Pokémon] Pokémon Village

Surrounded by dense trees is a large natural environment, starting about the size of a nature park. It serves as a sanctuary for wild Pokémon, acting as a 'village' of sorts.

This area begins with a healthy population of Pokémon from the Kalos region. These Pokémon will never be Legendary or Mythical Pokémon. These Pokémon will not be able to leave the village unless they become followers or companions, however they are all eligible to be imported as companions in any future jump.

You may bring additional Pokémon into the village from the outside. If they agree to stay, they will remain in the village across jumps. As with the native Pokémon, these Pokémon will not be able to leave the village unless they become followers or companions, however they are all eligible to be imported as companions in any future jump. If the village is placed out in the world, runaway Pokémon who were abused by their Trainer may stumble across the village if you would like them to, somehow reaching the village from as far as the other side of a region. They too can stay if they wish to, following the same rules.

The village will expand as needed, without appearing any bigger from the outside, in order to provide all Pokémon staying there with sufficient space and resources. Your inactive companions will even be able to stay here, provided they remain inside the village. A large cave can be found centrally in the village; this space is meant for you, and other Pokémon will not occupy it – though they may clean and maintain it if you would like them to, in appreciation of your generosity.

While out in the world, your village will not be stumbled on randomly by outsiders (not including the aforementioned runaway Pokémon). Only those outsiders who have a specific reason to be looking for the village will find it.

In this jump this area is located somewhere appropriate in the Kalos region, and if you like you may override your starting location to start in your habitat (those who took the Protagonist Replacement drawback are unable to override their location with this option). In every future world you visit, you may decide whether it is located somewhere appropriate, or to have it connected to your Warehouse via a special gateway.

General Items

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

You have a Trainer ID Card. This card, as you would expect, serves as identification in the Kalos region. Instead of a static photo of your likeness, the card somehow displays you as a 3D model that can be, and will automatically update to your current look. You also have a Badge Case, meant to conveniently store and display the eight Kalos region Gym Badges, should you wish to challenge them. As a special service, Badges stored in the case will not degrade over time, allowing you to look back fondly at your Kalos exploits whenever you like.

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

[Free, Exclusive to Humans] Pokédex

You have your own Pokédex, a Pokémon encyclopedia, of the same model currently used in the Kalos region. This model primarily consists of a single glass screen featuring a holographic display. It is turned on by sliding the red-coloured 'ends' of the device up and down respectively, which allows the full length of glass to be seen. It can be shut down by doing the opposite, which handily compacts its size and makes it easier to carry around.

Your Pokédex has already been upgraded, allowing it to feature Pokémon from all three parts of the Kalos region, as well the National Dex (all Pokémon up until the end of Gen VI). However, its pages are currently empty; you will have to catch or otherwise acquire Pokémon if you want to fill it out.

At the end of the jump, any blank pages you have left will be automatically filled out for you, so don't stress too much about completing it – just enjoy your Pokémon journey!

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

[Free] Holo Caster

Your very own Holo Caster, in a colour of your choice. This device allows you to send and receive holographic video messages, known as holo clips. It can also send and receive audio only messages, should you be hiding your identity, or just be having a bad hair day. It can also receive and display holographic news alerts, though this is less likely to be of value after this jump.

Your Holo Caster will be able to connect with others without the need for an existing infrastructure, it will never run out of power, and you will never need to worry about any bills related to it. In order to protect you from the mass spying undertaken by Team Flare, your Holo Caster has had special protections placed on it. Messages sent to and from your Holo Caster cannot be intercepted by a third party, and will not be logged in any additional location, such as a server. Additionally, it cannot be hacked or acquire viruses. Your data is secure.

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

[Free] Beginner's Allowance

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

[Free] Beginner's Item Set

This set of items includes a Potion, 10 Poké Balls, and a map of the Kalos region. These items will not respawn, so think carefully about their use.

[50cp] Pokémon X & Y Game Bundle

Can't get enough of Pokémon? This bundle contains:

- A Nintendo 3DS, and charger cable.
- A copy of both Pokémon X & Pokémon Y.
- Permanent access to all Pokémon X & Y event distributions. Receiving the same distribution multiple times will require starting a new save file.
- A lifetime subscription to Pokémon Bank. Your Pokémon Bank account has all Pokémon Bank event distributions stored and ready to transfer.

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

[50cp] Best Friends & Training Ribbons

A supply of two different types of ribbons, which you never seem to run out of, and which you can produce whenever you like, no matter how improbable that might be.

The first type are pretty-looking, and are meant to be awarded to Pokémon that you have developed a 'close and meaningful bond' with. The second type are cool-looking, and are meant to be awarded to Pokémon that have conquered every Super Training challenge, including the secret challenges.

You are free to use these ribbons as intended, or in any way you like.

[50cp] Lens Case

This small box contains a large variety of contact lenses, which you can use to change the colour of your eyes. Should any of the contacts originating from the box be lost or destroyed, a replacement will appear in the box after a few minutes.

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

[50cp] Potion Set

A good Trainer ensures that their Pokémon are kept in good health. Here is a small but consistent supply of items to help you do so.

Each purchase of this item provides you with 5 Potions, 2 Super Potions, 1 Hyper Potion, 1 Max Potion, and 3 Full Heals. Once a week, you will receive a replacement for any item you have lost, destroyed, or used.

[50cp] Poké Ball Set

Want a souvenir of your trip to the Poké Ball Factory? Maybe have a greater a greater interest in the technology behind such items? In any case, purchasing this will ensure you have a small but consistent supply.

Each purchase of this item provides you with 5 Poké Balls, 2 Great Balls, and 1 Ultra Ball. Once a week, you will receive a replacement for any ball you have lost, destroyed, or used to catch a Pokémon.

[50cp] Moomoo Maniac

This strange woman, a Hex Maniac, has taken up residence either on a property you own, or somewhere close to your starting location.

She is obsessed with Moomoo Milk; this milk is both delicious and healthy, and has health restoring properties when consumed by Pokémon. She never seems to run out of this milk, and will gladly sell any amount to you at a reasonable rate. Where does she even get it from?

If she is killed or otherwise permanently incapacitated, a replacement will show up after 24 hours. In each future jump, you may decide whether she appears close to your starting location or on a property you own.

You may import a Moomoo Maniac as a companion in a future jump. If you do so, the replacement and position placement rules of this item no longer apply to her.

[100cp/200cp] Customisation Collection

You have a wardrobe that is magically bigger on the inside. It contains a copy of both the male and female protagonists' outfits, as well as every item canonically sold in Pokémon X and Y's boutiques. This includes accessories as well as bags (these are ordinary bags). For an additional 100cp (200cp total), it also contains a copy of every other outfit canonically appearing in Pokémon X and Y, excluding outfits worn by Team Flare (waiter/waitress outfits are contained in the wardrobe), the Sky Trainer suit, and the Expansion Suit.

When someone attempts to open the wardrobe, all items inside (that come with this purchase) are resized to fit the opener perfectly. Should an item go missing, or be destroyed beyond repair, a new copy of it will appear in the wardrobe in 24 hours.

[300cp] Key Stone

A special stone, held by Trainers. It is generally required in order for a Pokémon to Mega Evolve.

According to Professor Sycamore, the Key Stone is able to transform the feelings a Trainer has for their Pokémon into a wavelength, which interacts with a Mega Stone to cause Mega Evolution. This means that the stronger the bonds you possess with your Pokémon, the easier time your Pokémon will have Mega Evolving, and maintaining that transformation. Should you or your Pokémon possess powers or abilities that draw from your feelings towards them, the Key Stone may be used as a focus when using them. Your Key Stone can only maintain a single Mega Evolution at a time.

Your Key Stone has already been upgraded, having been infused with the energy of a Legendary Pokémon focused through the Anistar City sundial. This allows your Key Stone to react when Mega Stones are nearby, potentially making them easier for you to find.

Most Trainers choose to attach their Key Stone to an accessory of some kind, allowing them to keep it conveniently on their person. As such, on purchase of this item, you may elect for your Key Stone to be attached to a simple accessory. It could be a bracelet, a pair of glasses, a necklace, or even something unique, as long as it does not provide any additional advantages not offered by this item.

Should your Key Stone (including the accessory if you chose one) be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp, First free with Key Stone] Mega Stone

The Mega Stone is the counterpart to the Key Stone, held onto by a Pokémon in order to enable Mega Evolution. Professor Sycamore speculates that these stone were once traditional Evolution stones, but radiation from the ultimate weapon firing 3000 years ago has transformed them into this state.

In fact, there are a wide variety of Mega Stones; each is designed to transform a specific fully evolved Pokémon into a specific Mega Evolved form. Each purchase of this item will provide one specific Mega Stone that canonically exists.

Of course, holding on to a stone like this may prove difficult for a Pokémon in the midst of combat. As such, on purchase of this item, you may elect for the Mega Stone to be attached to a simple accessory that can be worn by the Pokémon. It could be a necklace, a ring, a simple strap, or even something unique, as long as it does not provide any additional advantages not offered by this item.

Should a Mega Stone (including the accessory if you chose one) be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[Free, Exclusive with the Mega Evolution Perk] Personal Mega Stone

This isn't just any Mega Stone, it's *your* Mega Stone!

This is the Mega Stone required if you are accessing the transformations granted by the Mega Evolution perk with the assistance of a Trainer. It covers all of these transformations, but can only be used by you.

As with the standard Mega Stone item, you can elect for it to be attached to a simple accessory. However, you do not choose the type of accessory on purchase. Instead, the accessory will change in shape and size as needed, ensuring that not only will it fit on any Pokémon form you come to possess, but also that it matches your preferred aesthetic.

Should your Mega Stone (including the accessory if you chose one) be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[1000cp] Ultimate Weapon Schematics

A set of schematics, detailing the construction of an ultimate weapon, like that created by AZ 3000 years ago.

Despite being a millennia-old design, this is technology far beyond much of the Pokémon world. Beyond merely a weapon, it is capable of granting eternal life, and even bringing the deceased back to life. It certainly lives up to its moniker as an ultimate weapon; completed, this weapon would pose an immediate danger to the entirety of Kalos, and could even threaten the entire Pokémon world if left unchecked.

The biggest flaw of the device is its huge energy demand. This is both of traditional energy, and also the life force of others. Brining one Pokémon back to life would require the sacrifice of many others. Using the device as a weapon requires many more. Included in the schematics are instructions on how to drain the energy of many beings at once, by hooking them up to standing stones.

It goes without saying that actually completing the device here is likely to make you the enemy of just about every human and Pokémon in Kalos. Think carefully about when and where you build it, and what you do with it.

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

-Companions & Followers-

[Free] Starter Pair

You are entitled to two free purchases of any of the 50cp companion options.

A Trainer might consider a Kalosian and a Kantonian starter Pokémon, just as Professor Sycamore intends to offer the protagonist. Companions cannot use this option.

[50cp per.] Import

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

[50cp per.] Create

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

[50cp per.] Recruit

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

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

[50cp per.] Pokémon Recruit

For 50cp each, you may take any Pokémon you or your companions have bonded with or captured along on your journey as either a companion or follower (if the Pokémon bonded with, or was captured by, a companion and not you, it must be as a follower). Each purchase of this represents a 'slot', and you are free to change your mind on which Pokémon fill these slots right up until the end of the jump.

[Free] Gift Torchic

If you'd like, you may collect this special Torchic as either a companion or follower (if claimed by a companion, it must be a follower). It comes in a Cherish Ball, and seems to get faster as battles drag on. It also comes with a free Blazikenite, which will allow it to Mega Evolve when fully evolved, as long as you have a Key Stone.

The Torchic may only be claimed once, whether that be by Jumper or a companion.

[200cp/300cp/400cp] Pokémon Storage

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

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

The Pokémon Storage System is divided up into 'Boxes'; each can hold up to 30 Pokémon. For 200cp, you receive 7 Boxes (210 slots). For 300cp, you receive 15 Boxes (450 slots). For 400cp, you receive 31 Boxes (930 slots). In order to send additional Pokémon here beyond this, you must 'release' an existing Pokémon stored in the system. Such a Pokémon will be lost to you, and will be unreachable until post-chain.

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

In addition to the computer provided to you, you will be able to access this system anywhere where it would be possible for a Trainer to access their Pokémon Storage, in this and future Pokémon worlds.

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

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

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

-Drawbacks-

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

[0cp] Version Exclusive

By default, this jump assumes that the world you will be visiting is a hybrid of the worlds depicted in Pokémon X and Pokémon Y. With this toggle, you may choose to instead visit a specific game's world.

[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] Protagonist Selection

Cannot be taken with Protagonist Replacement.

A number of details regarding the protagonist are still up in the air. Using this toggle, you may determine the protagonist's name, gender, general appearance, as well as the kinds of Pokémon they are likely to use. Choosing their gender will also determine whether Calem or Serena is their neighbour. These choices will not impact the protagonist's personality or general behaviour.

[0cp] Protagonist Replacement

Requires Human species, as well as the Key Stone item. Cannot be taken with Protagonist Selection.

With this toggle, you have taken on the role of protagonist yourself. Your starting location is fixed to Vaniville Town. You may choose whether Calem or Serena is your neighbour.

You will not have access to your Key Stone (and Pokédex if you also purchased that) immediately; instead, you will find them in the same places the protagonist canonically received them. Should you somehow miss them, not to worry – they will appear in your Warehouse at the end of the jump if you did not collect them.

[0cp] Extended Stay

With this toggle, you can extend your stay in this world up to a total of ten years. This will take you into the events of Pokémon Legends: Z-A.

[+100cp] Tres what?

Those in the Kalos region often employ the use of French terms or phrases. Unfortunately, you don't understand French, at all. While there is nothing stopping you from learning it (or re-learning it), you may initially be confused during conversations.

[+100cp] Would you like to give a tip?

For the duration of the jump, anytime anyone does you a favour or service, they will expect a tip. This even extends to use of the Pokémon Center. Whilst you are not obligated to pay, choosing not to will result in disapproval from both the person you aren't paying, and anyone around who observes your stinginess. Fortunately, your companions and followers are exempt from this, both in terms of requesting money and disapproving of you not giving tips.

[+100cp] Hey, do you know what's about to happen?

It shouldn't be a surprise that Pokémon battles are popular here. With this drawback however, people will become especially pushy, challenging you to battle them regularly without taking no for an answer, even if your team is already badly hurt. Even your friends aren't exempt from this, though your companions and followers are. Fortunately, those friendly to you will often do you the decency of healing your team afterwards.

If you are a Pokémon without a Trainer, you will instead be challenged by other wild Pokémon regularly.

[+200cp] Wow! The Pokémon went *INSIDE* the Poké Ball?!

By taking this drawback, you will forfeit all knowledge of the Pokémon world, excepting such things that are understood by particularly oblivious ten-year old humans native to the Kalos region.

This loss of knowledge includes type matchups, the typings of most Pokémon, and even some basic concepts such as the use of Poké Balls. You'll have to relearn everything starting from basically scratch if you expect to do well here.

[+200cp] Loose Lips

You have developed an unfortunate habit of sharing unnecessary information. This is most prevalent when speaking to your opponents or enemies, and generally results in you telling them how to defeat or move past you. For example, you might let slip the existence of a hidden door, accidentally share a secret password, or even inform your opponents of types you or your Pokémon are weak against.

[+200cp] For the Horde!

Where weaker Pokémon might have grouped together to face you before, now it seems nearly every wild Pokémon has the same idea.

Wild Pokémon of nearly all varieties will attack you in hordes of five, or even more, instead of the usual one on one battles. These hordes will always consist of the same species of Pokémon. Not only will these hordes prove more challenging to battle, but the chaos of such fights may make it tougher for a Trainer to catch desirable Pokémon as well.

Legendary Pokémon, Mythical Pokémon, or those Pokémon that are uncommon enough that they would not be able to find others of the same species easily are excluded from this drawback; they will challenge you as they usually would.

[+200cp] Grunt Problems

This drawback will affect you differently depending on your relationship with Team Flare.

If you are neutral or opposed to their goals, then you will notice that there are a lot more Team Flare Grunts than there would otherwise be, and that these Grunts often go out of their way to attack you; trying to kidnap you (if you are a Pokémon) or your Pokémon (if not). Fortunately, they are no tougher than a Grunt would usually be.

If you are aligned with Team Flare, then these Grunts are not more populous, and are in fact even less useful to the cause than they would ordinarily be. You'll have to step it up if you want them to succeed.

This drawback reads your true motivation; merely pretending to be in opposite alignment to produce a better result will not work. These nameless mooks can't stop causing you problems huh?

[+200cp] Type Specialist

Many Trainers choose to specialise in a single type of Pokémon, often due to the difficulty in raising a variety of different types.

If you chose to be a Human here, you must select a single Pokémon type on taking this drawback. Unless a Pokémon has this typing, you will find it very difficult to train it and command it in battle. Pokémon with dual-typing are okay as long as one of their types is the chosen one. Should a Pokémon change its typing mid-battle, such as via Mega Evolution, it will temporarily get easier or harder to utilise if it moves in or out of the chosen type.

If you chose to be a Pokémon here, you will find it much harder to learn and perform moves that do not match your natural typing. This is solely based on the types possessed by your new form on purchase; evolution or alt-form switching that changes your natural typing will not change which moves are harder for you.

[+300cp] *He was given a tiny box.*

Like AZ, you are burdened by a great sense of guilt, sadness, and despair. If there is an appropriate traumatic event in your past, these feelings will relate to that event. Otherwise, it will just be guilt, sadness, and despair without cause.

While it is possible that you may work through these feelings within the jump, you will not be able to do so by yourself. Until you do so, your time in this jump may well be described as a living hell.

[+300cp] Jumplocke

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

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

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

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

[+300cp] Rainbow World

Oh dear. By taking this drawback, you will be sent to a slightly different world. Here, Lysandre has already subjugated either Xerneas or Yveltal, and activated the ultimate weapon.

Most life in Kalos has been wiped out, leaving only Lysandre and the most trusted members of Team Flare behind with eternal life. Lysandre is aware of your presence, and for whatever reason has deemed you to be a threat to his 'beautiful world'.

Worse, this Lysandre was recently defeated in another world by a prodigal youth, and has taken it to heart. He will make efforts to improve both his Pokémon and his ability as a Trainer if he unable to strike at you, or if he doesn't believe he is capable of defeating you.

Are you sure you want to take this?

-Ending-

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

Choose one of the following three options:

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

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

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

-Notes-

Thank you to everyone who assisted in making this jump.

On O-Powers and the O-Power! perk:

Here is a full list of the O-Powers that come with perk:

- Hatching Power: eggs held by the target will hatch faster than usual.
- Bargain Power: the target will receive a discount on purchases for the next few minutes. This is a mind-affecting power, and can be ignored by traders with immunities or resistances to such things.
- Prize Money Power: the target will find more money than usual for the next few minutes.
- Exp. Point Power: the target will find training to be more effective for the next few minutes. If the target is a Pokémon Trainer, this power will also benefit any Pokémon they have with them.
- Capture Power: the target will find it easier to catch Pokémon for the next few minutes.
- Encounter Power: you will encounter Pokémon more often when outside of settlements. This power cannot be used on others, and will do nothing in settings without Pokémon.
- Stealth Power: you will encounter Pokémon less often when outside of settlements. This power cannot be used on others, and will do nothing in settings without Pokémon.
- HP Restoring Power: at the start of the target's next battle, their health will be restored. If they are a Pokémon Trainer, and get into a Pokémon battle first, their lead Pokémon will instead gain the health recovery.
- PP Restoring Power: at the start of the target's next battle, their stamina will be restored. If they are a Pokémon Trainer, and get into a Pokémon battle first, their lead Pokémon will instead gain the stamina recovery.
- Befriending Power: the target will have an easier time befriending others for the next few minutes.
- Attack Power: at the start of the target's next battle, their Attack will rise until the end of the battle. If they are a Pokémon Trainer, and get into a Pokémon battle first, their lead Pokémon will instead gain the temporary stat rise.
- Defence Power: at the start of the target's next battle, their Defence will rise until the end of the battle. If they are a Pokémon Trainer, and get into a Pokémon battle first, their lead Pokémon will instead gain the temporary stat rise.
- Sp. Atk Power: at the start of the target's next battle, their Special Attack will rise until the end of the battle. If they are a Pokémon Trainer, and get into a Pokémon battle first, their lead Pokémon will instead gain the temporary stat rise.
- Sp. Def Power: at the start of the target's next battle, their Special Defence will rise until the end of the battle. If they are a Pokémon Trainer, and get into a Pokémon battle first, their lead Pokémon will instead gain the temporary stat rise.
- Speed Power: at the start of the target's next battle, their Speed will rise until the end of the battle. If they are a Pokémon Trainer, and get into a Pokémon battle first, their lead Pokémon will instead gain the temporary stat rise.
- Critical Power: at the start of the target's next battle, they will become luckier until the end of the battle, allowing them to hit weak spots more often. If they are a Pokémon Trainer,

and get into a Pokémon battle first, their lead Pokémon will instead gain the temporary stat rise.

- Critical Power: at the start of the target's next battle, they will become luckier until the end of the battle, allowing them to hit weak spots more often. If they are a Pokémon Trainer, and get into a Pokémon battle first, their lead Pokémon will instead gain the temporary stat rise.
- Accuracy Power: at the start of the target's next battle, they will become more accurate until the end of the battle. If they are a Pokémon Trainer, and get into a Pokémon battle first, their lead Pokémon will instead gain the temporary stat rise

On the Eternal Life perk:

At the release of Pokémon X & Y, and when this jump was originally written, AZ was believed to be immortal. Pokémon Legends: Z-A has since established that he instead has an incredibly long lifespan of approximately 3000 years, with him passing away in that game.

As such, you are free to determine that the Eternal Life perk an incredibly long lifespan of approximately 3000 years instead of true eternal life as described by the perk. In this case, taking the perk with a background in this setting will not lead to a death via natural causes within the maximum of ten years you are staying in this jump.

On Mega Evolution and the Mega Evolution perk:

The Mega Evolution perk is not a requirement for fully evolved Pokémon with canonical Mega Evolved forms to Mega Evolve; it simply provides an opportunity to create a custom form, allows Mega Evolution without a Trainer, and may allow the Pokémon to have an easier time when learning to use their Mega Evolved form.

Choosing one of two canonical Mega Evolved forms via the perk will not prevent Mega Evolving into the other form with the correct Mega Stone, it merely means the Pokémon will not receive the benefit of Mega Evolving to that form without a Mega Stone that the perk provides.

The Mega Evolution perk acquired in this jump will not interfere with other sources of Mega Evolution, be they in-setting or perks and items from other jumps.

On Pokédollars and the Sign-up Fee item:

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 Sign-up fee item is very roughly equal to 50,000 USD.

You are free to interpret the value of Pokédollars differently, as long as you aren't receiving more value out of the Sign-up Fee item than intended.

On language and the Tres what? drawback:

This jump was created using the English language version of Pokémon X and Y, where the primary language used is English, with NPCs often sprinkling in French terms or phrases. You are free to decide how language functions in this setting, such as using Japanese or French as the primary language.

If you take the Tres what? drawback, you cannot change language in such a way that lessens the problems caused by the drawback. You can however, elect an alternate language to not understand, provided it occurs as frequently as French in the English language version of the game.

On Ultra Beasts & Paradox Pokémon:

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

So, what exactly happens here, anyway?

Pokémon X and Y begins with the protagonist, a new arrival to the Kalos region, waking up in Vaniville Town. After getting dressed and heading outside, they encounter Shauna and Calem/Serena (Serena if the protagonist is male, Calem if the protagonist is female). They are informed by Shauna and Calem/Serena that Professor Augustine Sycamore has a request for five kids, including the three of them.

The protagonist travels to Aquacorde Town, where they meet up with Calem/Serena and Shauna again, as well as the other two kids, Tierno and Trevor. The group decides on a nickname for the protagonist, after which the protagonist is able to choose their starter Pokémon. After receiving their starter Pokémon, Trevor offers the protagonist a Pokédex. The professor apparently wants the five kids to go on a journey around the Kalos region with their Pokémon, whilst completing the Pokédex. After a battle with Shauna, the protagonist returns home to receive permission from their mother.

After receiving their mother's blessing, the protagonist meets Calem/Serena and Shauna on Route 2, where they are taught how to catch Pokémon. The protagonist is accompanied by Shauna as the kids make their way through Santalune Forest to Route 3, after which the kids split up for the time being.

In Santalune City, the protagonist wins some Roller Skates from another Trainer, and then successfully challenges the Santalune City Gym and its Gym Leader, Viola. Leaving Santalune City with their first Badge, the protagonist meets Alexa, Viola's older sister, who gives the protagonist an Exp. Share.

The protagonist heads through Route 4 on the way to Lumiose City, encountering Sina and Dexio. These two are Professor Sycamore's assistants, and after explaining the newly classified Fairy-type to the protagonist, reveal that the Professor has requested they test Fairy-type Pokémon against other Pokémon in battle in order to collect further data.

In Lumiose City, the kids meet Professor Sycamore at his lab. After a test battle, Professor Sycamore offers the protagonist a second starter, this one from the Kanto region. In addition, he presents the protagonist with that Pokémon's corresponding Mega Stone (Venusaurite for Bulbasuar,

Charizardite X or Y (depending on the game version) for Charmander, or Blastoisinite for Squirtle). Professor Sycamore asks the kids to aim to be the “best Trainer”, though he allows them to decide for themselves what exactly that means. He also asks for their help in studying Mega Evolution; he says the Mega Stone is an important clue, and points them towards Camphrier Town for further investigation. After a brief encounter with a mysterious man named Lysandre on the first floor of the lab, the protagonist meets up with Calem/Serena at Café Soleil. The two come across Lysandre and a woman named Diantha in the middle of a discussion on their views on beauty and time. Calem/Serena informs the protagonist that Lysandre is the head of Lysandre Labs, notable for creating the Holo Caster and that Diantha is a famous movie star. The conversation ends, and the protagonist and Calem/Serena introduce themselves to Diantha. Afterwards, Calem/Serena asks the protagonist to be their rival, so that they may both improve as Trainers. Power outages prevent the protagonist from fully exploring the city.

On Route 5, the protagonist meets the Shalour City Gym Leader, Korrina, as well her two Lucarios – one of which is particularly interested in the protagonist. The protagonist has a brief meeting with Tierno and Trevor, and defeats Tierno in a battle.

At Camphrier Town, the protagonist and Shauna visit Shabboneau Castle. The caretaker unfortunately has no information on Mega Evolution. When he is suddenly called out to Route 7, Shauna and the protagonist decide to follow. It seems a sleeping Snorlax is blocking the road on Route 7. A Poké Flute is required to wake it, but the caretaker had given it to the owner of Parfum Palace. Shauna volunteers herself and the protagonist to go borrow it, as Parfum Palace may also provide Mega Evolution clues. At Parfum Palace, the protagonist finds HM01 Cut and, after helping the owner find his lost Furfrou (with Shauna’s help), is lent the Poké Flute.

The protagonist gives the Poké Flute to the caretaker, who uses it to wake the Snorlax, clearing the way. The owner shows up and decides to let the caretaker keep the Poké Flute. Moving through Route 7, Tierno and Trevor introduce the protagonist to the Pokémon Day Care, and then to the Battle Chateau. Finally, Calem/Serena teams with the protagonist against Tierno and Trevor in a Double Battle.

The protagonist moves through Connecting Cave, reaching the upper part of Route 8. Sina and Dexio appear, powering up the protagonist’s Pokédex to display the Coastal Kalos Pokémon.

At Ambrette Town, the protagonist meets Calem/Serena again. Calem/Serena suggests that whilst they could head to Cyllage City right away, they should instead visit the local Fossil Lab. While the lab workers don’t know about Mega Evolution beyond it relating to mysterious old stones, they suggest the pair talk to the assistant working at the Glittering Cave.

Reaching Glittering Cave via the use of Rhyhorn, the protagonist and Calem/Serena encounter Team Flare, a group that claims to seek the happiness of Team Flare at the expense of all others. Team Flare are in Glittering Gave looking for fossils, but are driven away by the protagonist and Calem/Serena. The assistant has no information on Mega Evolution, but provides fossils to both the protagonist and Calem/Serena.

In Cyllage City, the protagonist receives HM04 Strength from Grant, the city’s Gym Leader, and later challenges him to a battle, earning their second Badge. They also win a free bicycle from the bike shop.

On Route 10, the protagonist encounters Team Flare investigating the strange standing stones that line the route, defeating them. Continuing on to Geosenge Town, the protagonist finds another

Team Flare Grunt, who reveals that Team Flare plans to use these odd stones as well as an ancient artifact to bring happiness to themselves. However, the grunt disappears when pursued to an apparent dead end. Leaving Geosenge Town, the protagonist runs into Korrina, who battles the protagonist with her two Lucarios. Afterwards, Korrina encourages the protagonist to meet up with her in Shalour City.

On Route 11, the protagonist receives a call from Professor Sycamore, requesting they visit an individual in Shalour City known as the Mega Evolution guru. The protagonist passes through Reflection Cave on the way there, and is given TM70 Flash by Tierno when they meet in the cave.

In Shalour City, meets Korrina and the Mega Evolution guru, and is soon joined by the other kids. The guru is revealed to be the grandfather of Korrina, and he explains Mega Evolution to the kids. Mega Evolution requires both a Mega Stone for the Pokémon and a Key Stone for the Trainer.

Unfortunately, the guru only has a single Key Stone to offer at present. He asks the kids to decide amongst themselves which one of them will challenge the Mega Evolution successor. The protagonist and Calem/Serena battle to decide, and the protagonist wins. The guru instructs the protagonist to challenge Korrina at the Gym next. After defeating Korrina and earning their third Badge, the protagonist is asked to battle her again, this time on top of the Tower of Mastery. At the top of the tower, Korrina, the Mega Evolution successor, hands the protagonist a Mega Ring – a bracelet with a Key Stone attached. The previous interested Lucario decides to join with the protagonist in battling Korrina, and in the process the protagonist learns how to Mega Evolve their Pokémon. Leaving Shalour City, Calem/Serena catches up to the protagonist and gives them HM03 Surf.

Passing through Route 12, the protagonist arrives in Coumarine City. They are contacted on their Holo Caster by Calem/Serena, who challenges them to a match in front of the Gym. On the way, they run into Professor Sycamore and Diantha. Professor Sycamore congratulates the protagonist for getting what they need to Mega Evolve, and rewards them with HM02 Fly. The protagonist defeats their rival, and conquers the Coumarine City Gym, earning their fourth Badge. Leaving the city, they receive a call from Lysandre. Having learned of their ability to Mega Evolve, he asks that they use it to make the world a better place.

The protagonist encounters Sina and Dexio at the Route 13 gate. They explain that the Professor sent them to investigate the Power Plant, due to the blackouts being experienced in Lumiose City – resulting in the close of the gate connecting Lumiose to Route 13, and a number of other problems. They upgrade the protagonist's Pokédex to cover Mountain Kalos. The protagonist investigates the Power Plant, discovering that Team Flare has taken it over. The protagonist defeats the Team Flare intruders, including an admin and the scientist Aliana. Sina and Dexio appear as masked heroes, but are unfortunately too late to assist. Though Team Flare is driven away and power is restored to Lumiose City, Team Flare was able to divert enough energy for their goals. Before returning to Lumiose City, the protagonist a mysterious tall man.

In Lumiose City, Shauna catches up to the protagonist, and they go to see Prism Tower being relit. There, they also meet the Lumiose City Gym Leader, Clemont, as well as his sister, Bonnie. The protagonist takes on the Gym, which is in fact located in Prism Tower, and earns their fifth Badge. Afterward, the protagonist is called to Lysandre Café by Professor Sycamore. Lysandre is also there. He says that he wishes to learn to use Mega Evolution himself, reveals that he is apparently the descendant of the younger brother of a king from 3000 years ago. During that time, the king used a great weapon, devastating the region. While Lysandre says using the weapon was reprehensible, he also adds that it was also a positive as it wiped the filth away.

The kids meet up on Route 14. After the protagonist battles Calem/Serena, Shauna suggests they visit the nearby scary house. Calem/Serena passes but the rest decide to check it out. It turns out to be a dud.

The protagonist challenges the Laverre City Gym, earning their sixth Badge. The kids decide to visit the Poké Ball Factory, hoping for a tour. Instead, they find that the factory has been taken over by Team Flare. With Shauna, Trevor and Tierno distracting the front guard, Calem/Serena and the protagonist infiltrate the factory. They defeat the Team Flare members inside, including another admin and two scientists, Celosia and Bryony. Team Flare is driven from the factory, though they were able to steal a large supply of Poké Balls beforehand. As a reward, the protagonist receives a Master Ball from the factory owner.

Lysandre has a brief call with the protagonist on Route 15, talking about Mega Evolution and how it might relate to the different potential in people.

In Dendemille Town, the protagonist meets Professor Sycamore and Dexio. The Professor reveals the name of the region's legendary Pokémon (Xerneas in Pokémon X, Yveltal in Pokémon Y), and speculates that they are presently in a deep sleep, based on old texts. Trevor appears and suggests they should investigate the nearby Frost Cavern. Doing so, the two find Team Flare harassing an Abomasnow, intending to catch it. Team Flare scientist Mable reveals that Team Flare are hoarding energy, Pokémon, and wealth, all so they – and only they – can survive. Trevor and the protagonist defeat Team Flare and save the Abomasnow.

The protagonist makes their way to Anistar City via Route 17 on Mamoswine. On the way, they receive a holo clip from Calem/Serena, challenging them to a battle in front of the Gym. In Anistar City, they meet Sina, who informs them that someone in the city know a lot about the region's legendary Pokémon.

An old man does give this information to the protagonist. While there are differences between the Xerneas (Pokémon X) and Yveltal (Pokémon Y) stories, the gist is the same. About 800 years ago, the legendary used their power. Legend has it that when it reaches the end of its 1000 year lifespan, it will either use or charge up its energy. According to another tale, there was a great war in Kalos 3000 years ago, and the legendary appeared during that time. Supposedly, the legend is currently in hiding, resting.

The protagonist defeats their rival, and then challenges the Gym, earning their seventh Badge. Outside, as Calem/Serena congratulates the protagonist, all Trainers are sent a message on their Holo Caster. In the message, Lysandre reveals that he is in charge of Team Flare. He states he plans to use an ultimate weapon to eliminate everyone that is not part of his group, in order to achieve a beautiful, natural world.

The protagonist travels to Lysandre Café, discovering it is a Team Flare hideout (and entrance to Lysandre Labs). They encounter and battle Lysandre. Lysandre is pleased by the convictions shown by the protagonist. He says that in the past he tried using the profits from his lab to help the world, however this was futile as the world was too vast and there were too many foolish people. He says using the ultimate weapon is the best plan, but if the protagonist intends to stop it, they will need to fight their way through the labs to do so. After beatling Aliana, for a second time, the protagonist meets Sina and Dexio (in their masked hero outfits), who were sent to fight Team Flare by Professor Sycamore. They are looking for a very tall man, that is apparently being looked for by Team Flare as well. Defeating Celosia and Bryony a second time, the protagonist is informed that the stolen electricity from the Power Plant was need for the ultimate weapon. Team Flare also needs energy

from Pokémon, which is what the stones on Route 10 will be used for – those stones are actually graves of Pokémon killed by the ultimate weapon when it ended the war 3000 years ago. Defeating Mable a second time, the protagonist is informed that Team Flare have been spying on communications with the Holo Caster to gather data on Trainers, and also instead to use the region's Legendary Pokémon to power the ultimate weapon.

Further down, the protagonist finds Lysandre, who has captured the tall man met on Route 13. It turns out that this man is named AZ, and is the king from 3000 years ago. He tells the protagonist the story of how he came to make the ultimate weapon. His beloved Pokémon died in the war, and he constructed it in order to resurrect her. After doing so, he found that he could not forgive the world for killing her in the first place, so he converted it into a weapon and ended the war by destroying both sides. His Pokémon, a Floette, could not accept that many lives were used in order to restore her own, and so she abandoned AZ. Team Flare has stolen the ultimate weapon's key from AZ, enabling its use, and AZ asks the protagonist to stop them. Lysandre asks the protagonist to follow him down to the next floor.

Lysandre gives the protagonist an opportunity to stop the ultimate weapon, believing they might be a chosen one with the potential to change the future. He leaves the protagonist to battle Xerosic, another scientist. After the battle, the protagonist is instructed to press one of two buttons, only one of which will activate the button (this choice is ultimately meaningless; even if the protagonist guesses correctly, Xerosic uses his remote to activate it instead – and tells the protagonist as much if they guess wrong). The ultimate weapon is activated, blooming like a flower in Geosenge Town.

The protagonist travels to Geosenge Town, finding a secret HQ for Team Flare. Calem/Serena arrives as well, having gone to Lysandre Lab and learning of the ultimate weapon. The two confront Lysandre, who uses the fact that Calem/Serena had to go without Mega Evolution as an example of the need to reduce the population. When asked what will happen to the Pokémon, Lysandre sheds a tear – he states that he can't allow them to exist at all in his planned world as they will invariably be used as tools by humans to exploit others. The protagonist defeats Lysandre, but he says that it is already too late. The protagonist and Calem/Serena fight their way down to the lower level, and are joined by Shauna partway through. They come across an electronic lock, but Shauna uses a device from Clemont to bypass it. Past the lock is the legendary Pokémon in a resting state, guarded by a crowd of admins. Shauna and Calem/Serena divert half the crowd, and the other half is driven away by the protagonist. The legendary Pokémon awakens, and is caught by the protagonist.

Shauna and Calem/Serena return, impressed that the legendary Pokémon would ally with the protagonist. Lysandre appears soon after, battling the protagonist in order to reclaim the legendary Pokémon, and now utilising Mega Evolution. Once Lysandre is defeated, he realises that the legendary has taken back most of its energy from the ultimate weapon, leaving only a single use left. In Pokémon X, he decides to grant eternal life to himself, the protagonist, Shauna, and Calem/Serena, so that they all may suffer through the inevitable deterioration of the world he predicts will occur. In Pokémon Y, he simply decides to kill everyone in the building. In either case, the kids flee before the ultimate weapon fires on itself, burying the weapon and the HQ. Lysandre is not seen again.

The three meet Sina, Dexio, Tierno, and Trevor outside, who had managed to rescue the Pokémon on Route 10 that were to be used as energy sources for the ultimate weapon. Team Flare is a threat no more. When the others leave, AZ reappears before the protagonist, lamenting his folly and hoping to reunite with his beloved Pokémon.

Continuing on their journey, the protagonist is called to Couriway Town by Professor Sycamore. He thanks the protagonist for stopping Lysandre, and apologises for not doing more to dissuade him from his path. After a friendly battle, he departs.

On Route 19, the protagonist battles Shauna, Tierno, and Trevor, back-to-back. Afterwards, the kids discuss the personal growth they've experienced on their journey. Calem/Serena is not present as they are training with the Mega Evolution guru. Shauna gives the protagonist HM05 Waterfall.

In Snowbelle City, the protagonist cannot challenge the Gym, as the Gym Leader is away. The protagonist makes their way through the Winding Woods to a secret Pokémon Village, where they find Wulfric, the Gym Leader. This village is a place where abused Pokémon can find sanctuary, and Wulfric likes to check in from time to time to make sure it is alright. Wulfric returns to the Gym. The protagonist successfully challenges the Gym, earning their eighth and final Badge.

With all eight Kalos region Badges, the protagonist makes their way through Victory Road, heading towards the Pokémon League. They battle Calem/Serena here.

At the Pokémon League, the protagonist defeats the Elite Four: Malva, Siebold, Wilkstrom, and Drasna. Importantly, Malva was a member of Team Flare, and hold some enmity against the protagonist for defeating them. They then defeat the Champion, Diantha (she is capable of utilising Mega Evolution), and become Champion themselves.

A couple of days later, a celebration is held in Lumiose City, honouring the five kids who saved the region, and welcoming the protagonist as the new Champion. AZ shows up, and requests a battle with the protagonist. Through the battle, AZ is able to let go of the part of himself that created the ultimate weapon. Then, his Floette returns to him. Professor Sycamore opines that it was waiting all along, until he returned to the man that loved Pokémon.

Later, the protagonist meets Professor Sycamore at Lumiose Station, where Sina and Dexio also upgrade the protagonist's Pokédex with the National Pokédex. Professor Sycamore gives the protagonist a pass to Kiloude City. After trying the Battle Maison, the protagonist battles Calem/Serena, who finally has a Key Stone of their own. After the battle, Calem/Serena informs the protagonist that the Professor wants to meet them near the Anistar City sundial. The sundial is used to upgrade the protagonist's Key Stone, making it easier to find Mega Stones.

In Lumiose City, the protagonist receives a message on their Holo Caster from a mystery individual, inviting them to the Looker Bureau. In the bureau, the protagonist meets Looker, who asks for their assistance in fighting crime. First, Looker has them practice their detective skills by finding five Looker Tickets around Lumiose City. Next, Looker has the protagonist investigate why children are gathering in dark alleys. It turns out that they are playing with human named Emma and her friend Mimi, an Espurr. Emma is not a Trainer; she is poor and cannot afford a Poké Ball. The protagonist befriends Mimi, and Looker convinces the two to work as his assistants and live in the bureau.

Later, Looker confides in the protagonist that he is concerned that Emma is stressed for some reason. Suddenly, a woman speaking another language barges into the bureau (In English versions of the game she is speaking Japanese, in non-English versions of the game she is speaking English). Looker misunderstands her and goes to get tea. Emma and Mimi return. Emma is able to understand the woman, and has Mimi use its psychic power so the protagonist can read the woman's thoughts. Apparently, the woman's Pokémon were stolen. A man snuck behind her and stole her bag at the station. Looker returns and is caught up. Emma says she thinks the thief is part of the Lumiose Gang. And they should drop it. Looker disagrees, and heads to the station. Emma asks that the protagonist

go help him. Apparently, Looker doesn't have a Pokémon; he did in the past, but something happened to it. The protagonist fights the gang. It turns out that they stole the Pokémon in order to lure Looker out, since they want to hang out with Emma again. They consider her their 'boss' since she beat them up in the past. The gang return the Pokémon and promise to turn over a new leaf, and in exchange Looker allows them to come visit when they like. Emma becomes concerned over Looker's savings, and being a burden to him, despite his assurances, so she does to start looking for part-time work.

Sometime after, Looker calls the protagonist in. He is concerned that Emma is going missing regularly. The Holo Caster news alerts the pair that there was a break-in at the Lumiose Museum last night, and some art was damaged, so the protagonist is sent to investigate. After talking to the museum director, another news alert informs the protagonist that a thief is stealing Pokémon, targeting Trainers when their guard is down after a battle. There are conflicting reports on the appearance of the culprit. Looker devises a plan where the protagonist will act as 'bait' and Looker will wait in the shadows and jump in when the opportunity presents itself. The protagonist encounters a suspicious woman in an alley. After the battle, the woman transforms – revealing some kind of fully-body suit – but flees when Looker shows up. This occurs again, this time the disguise was a child. The protagonist and Looker find a man who had his Pokémon stolen, pointing them to the alley they met Emma. This time, Mimi appears after the battle, and is friendly with the woman. Looker saves Mimi from being attacked by the woman. Looker deduces that the woman is Emma due to Mimi's interaction with her, but the woman claims she is Essentia. Looker persists and Essentia's suit appears to malfunction. Essentia becomes confused and flees.

Looker says that he must go to hospital to recover from Essentia's attack. In reality, he reveals to Mimi that he must use this as cover to investigate on his own. He suspects that what happened to Emma is the doing of the man he came to Lumiose City to capture. Emma calls the protagonist to Looker Bureau and asks where Looker is. She says that she doesn't have the money to get to the hospital, and then hurriedly leaves when she realises she is late for something. The protagonist is soon challenged by a butler named Chalmers. After the battle, the butler reveals he is a former Team Flare Admin, who was sent to test the protagonist's ability, and requests he visit Hotel Richissime's Royal Suite.

The protagonist finds Malva, who battles them to calm herself down. She reveals that Essentia is in fact Emma, who is wearing a piece of technology developed by Xerosic known as the Expansion Suit. She wants Xerosic dealt with, for dishonouring Team Flare, and agrees to assist the protagonist. She follows the protagonist to the lab underneath Lysandre Café, and unlocks a secret floor where Xerosic and Essentia are. She leaves, telling the protagonist to inform his partner (Looker) that she fulfilled her end of the bargain and expects him to do the same. Investigating the floor, the protagonist learns the Expansion Suit is remote controlled by Xerosic and Emma retains no memory of the times where this occurs. The protagonist encounters Xerosic, and he has Essentia battle them. This occurs a few times, even after Looker and Mimi show up to try to reach Emma. Ultimately, Xerosic becomes concerned that Emma might come to some danger, and shuts off the suit. Emma, Mimi, and the protagonist go off for dinner whilst Xerosic and Looker have a talk. Xerosic makes it clear that Emma has no culpability for the crimes, and willingly turns himself in. Looker accepts this, and allows Xerosic to spend some additional time with Emma before he is taken away.

Emma calls the protagonist back to the bureau. She thinks Looker is coming out of the hospital, but Mimi comes in and presents a letter from Looker. The letter reveals that Looker is actually a member of the International Police, and now the case is over he will be leaving the region. He bestows the protagonist with the code-name 'Looker', and the bureau to Emma, having bought out the building

entirely. The protagonist and Emma track down Looker one last time, as he is taking Xerosic away. Emma doesn't want Looker to go, and then offers to come with Looker, but is refused. He asks her to stay at the bureau and look after the city. Xerosic bestows the Expansion Suit (with the remote-control function removed) to her, as well as his Pokémon.

-Changelog-

0.1

Created the jump.

1.0

(i) The height increase for **Eternal Life** is now entirely optional. (ii) Fixed incorrect move listing in **Kalos HM Collection**. (iii) **Customisation Collection** now has an additional tier which offers extra outfits. (iv) Added four additional drawbacks: **Hey, do you know what's about to happen?**, **For the Horde!**, **Grunt Problems**, and **Type Specialist**.

1.1

(i) Added a new drawback: **Jumplocke**. (ii) Minor typo fixes.

1.2

(i) Added two new items: **Potion Set** and **Poké Ball Set**.

1.3

(i) Clarified that companions do not get the free **Starter Pair**. (ii) Added information on Paradox Pokémon to the note on Ultra Beasts, and renamed it to **On Ultra Beasts & Paradox Pokémon**. (iii) Minor typo fixes.

1.4

(i) Minor typo fixes.

1.5

(i) For **Pokémon Storage**, the six per person limit has been removed; you can have as many of your Pokémon Storage Pokémon out as you like.

1.6

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

1.7

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

1.8

(i) Reduced **stay length** to five years, and added an **Extended Stay** toggle for those wishing to stay for ten. (ii) Added a note **On the Eternal Life perk**.