

Pokemon Adventures Manga Gen 4

Jumpchain CYOA

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"Hello there! It's so very nice to meet you! Welcome to the world of Pokémon!"

"My name is Rowan. However, everyone just calls me the Pokémon Professor. Before I go any further, is this your first adventure? If you need advice, I'm certainly capable of giving it.

"This world is widely inhabited by creatures known as Pokémon. Here, I have a Poké Ball. Touch the button on the middle of the Poké Ball, if you'd please."

"We humans live alongside Pokémon as friends. At times we play together, and at other times we work together. Some people use their Pokémon to battle and develop closer bonds with them. What do I do? I conduct research so that we may learn more about Pokémon. Now, why don't you tell me a little bit about yourself."

"Alright, Jumper, the time has come. Your very own tale of grand adventure is about to unfold. On your journey, you will

meet countless Pokémons and people. I'm sure that along the way you will discover many things, perhaps even something about yourself. Now, go on, leap into the world of Pokémons!"

+1000CP

Background

Diamond

The stooge of the comedy duo, despite appearing seemingly dopey and slow-witted when performing this role, you are actually very perceptive.

Pearl

The straight man of the comedy duo, you are hasty, easily angered, and always go out of your way to complete anything you have started.

Platinum

A member of an old and rich Family, you have a great deal of book knowledge but little experience with the real world.

Galactic

The villainous team from the Sinnoh region. Unlike previous villainous teams, your goal is not limited to changing the Pokémon world, it is the annihilation and recreation of the entire Pokémon universe.

Starter Pokemon

Sinnoh Starter 0

Turtwig, Chimchar, or Piplup.

Other Region Starter 50

From Bulbasaur to Quaxly, there's a decent variety here for you to choose from.

Sinnoh 3 Stage 100

Any evolution line with 3 total stages where at least one of them was first found in the Sinnoh Region Pokedex. You have

14 Evolution Lines here mostly going to be lines that got their final evolution in Sinnoh.

Other 3 Stage 150

Any three stage that doesn't have any of their line first found in the Sinnoh Dex, this ranged from Caterpie to Frigibax.

Sinnoh Other 200

You've got 40 other Pokemon Evolution Lines to pick from there has got to be something you want.

Hisuiian Pokemon 250

Any and every Pokemon that was first found in the Pokemon Legends Arceus, or which has an alternate evolution from that game you'd like to ensure they evolved into rather than their normal one.

Other 300

Literally anything other than a legendary Pokemon you could want for a starter is available for you here just pick one already.

Mythical 400

Fine if you really can't stand not starting with a deity in your back pocket you can have any one of the 21 Mythical Pokemon (not including Arceus) for your Starter Pokemon. So sure you can make bloody Mew your Starter like that jackass Goh everyone hates wanted to.

Legendary 500

Still not satisfied by having a Minor deity doing your bidding, welcome to the "big leagues" I guess. You can choose any Legendary Pokemon from Moltres to Eternatus or even the living embodiments of Time and Space. Seriously what more could you possibly want?

Arceus 1000

Finally for those who cannot stand the idea of starting anywhere but the absolute top of things you have Arceus the creator deity of the Pokemon world and strongest Pokemon of all living in your pocket. What's even the point of the journey now when you already start as the strongest?

Perks

Diamond

Slapstick 100

A necessary trait for your half of the comedy pair, you now have the uncanny ability to shrug off any blow or attack from someone who doesn't intend to hurt you. Thundershock from a Pikachu, smack upside your head, even dropping an anvil on you so long as the one hitting you doesn't want it to hurt you it won't.

Expert Cook 200

A most excellent skill for someone with your appetite Jumper. You are now a world class chef skilled in all forms of culinary arts and food preparation, and even more so when it comes to preparing poffins or other treats for Pokemon.

Analysis 400

Ability to pick apart and analyze the situations around you and find the logic behind any actions, also allows for picking apart how Pokemon Moves work in order to improve them.

Empathy 600

Ability to instinctively recognize and feel the emotions of those around you, and use that sense to help or manipulate them with ease. Also allows full control over your own emotional responses so you can act rationally regardless of how you feel.

Pearl

Punchline 100

Ability to perfectly set up jokes from simple puns to three stooges style comedic violence and have it come across as funnier than it really should. Also prevents people from getting mad about you making jokes about things at inappropriate times or places to an extent. (Telling "Yo Mama" jokes at said mother's funeral is still a bad idea.)

Superior Training 200

Accelerated growth for anyone following a training regimen you design, applies to yourself as well. More effort put into tailoring the regimen for a specific individual increases the boost in their growth starting at around double the normal effectiveness and only growing from there (you will of course hit a point of diminishing results eventually).

Prediction 400

Spidey sense, lets you know if there's an attack coming, where from, and if you're familiar with the opponent even tells you what kind of move they're going to use.

Perseverance 600

Less an ability to continue than it is an inability to stop before you complete your goals. Anything you set out to complete you will do so continuing to work on any problem until you have it completed, disregarding such petty concerns as food sleep and health until it is done without any detrimental effects. This can also apply in battle allowing you to disregard any blows that don't knock you out and even

temporarily leave your unconscious body as an astral projection to continue fighting for a short time when you are unconscious.

Platinum

Encyclopedic Knowledge 100

Full knowledge of all Pokemon found in the Sinnoh Region, from their names and types to what their abilities and potential moves are.

Pattern Recognition 200

Sherlock Holmes type detective skills, and the ability to recognize the patterns of an opponent's moves letting you trip them up in battle and take advantage of their bad habits.

Record Breaker 400

Anything that has been done before is easier for you to do, if you push yourself you can potentially break any records previously set by another with significantly less effort than it took them to set the record in the first place.

"Understanding" 600

Ability to read the thoughts of those around you whom you know well and are close to, also allows you to communicate telepathically with anyone whose mind you could read with this regardless of distance so long as you're in the same world/dimension.

Galactic

Hostage Taking Basics 100

Any hostages you take will never try to escape on their own or help their would-be rescuers fight against you, instead they'll just wait patiently for someone else to help them and do nothing themselves.

Infiltration 200

Disguises, masks, and not having a bright blue bowl cut. All of these are good for Sneaking around and all are things you're now very good at, except for the last of them. You could easily change your entire appearance over the course of

a few minutes and change your mannerisms and personality enough to infiltrate the international police (or another evil team) and never get caught unless you intentionally reveal yourself.

Grunt Hive Mind 400

Ability to convert those who are subordinate to you into a hive mind. Anything any of the members know they'll all know, and they're all completely loyal to you. But they are incapable of independent thought simply following your orders and then standing in place doing nothing afterwards. You can of course also remove members from the hive mind if you wanted to for some reason.

“Galactic Science Is The Best In The World” 600

Ability to create any form of technology made by members of Team Galactic, includes the Dubious Disc, Energy Siphons, Interdimensional Portals (to the distortion world or local equivalent), and synthetic Red Chains which allows the holder to command a Legendary Pokemon without decreasing its power like catching it apparently does.

Items

Discount on 1 Item of each Price Tier, Discounted 100CP
Item Is Free.

Pokedex 0

Record of all Pokemon, keeps track of information about any
you catch.

Pokéballs 0

Set of five normal Pokeballs.

Poketch 0

Short for Pokemon Watch, comes fully equipped with all the
original Apps, for 100CP also includes the app that lets you
use the HM Field Moves without needing a Pokemon that
knows them in your Party.

Bottomless Bag 0

Seemingly endless bag that never gets heavier and somehow
sorts everything you put into it.

Bicycle 100

High speed collapsible bike.

Old Rod 100

Stick with a bit of string tied to the end, somehow let's a ten year old forcibly drag a twenty plus foot long sea monster to the surface and never breaks.

Fossil 100

Choice of Shield or Skull Fossil, can revive to get a Shieldon or Cranidos respectively. For 200CP can get a fossil for a non Sinnoh Fossil Pokemon instead.

Underground Kit 100

Allows the user to travel into the Sinnoh Underground, also comes with a bag to store treasures and pickaxe and sledgehammer to help dig said treasures out of the stone walls.

Odd Keystone 200

Causes a Spiritomb to appear for you to battle or capture every time you speak to 32 people while underground, or when you find 107 evil spirits.

Evolution Stones 200

Collection with one of every evolution stone and item, replaces used items at the beginning of each Jump.

Coal Museum 200

Copy or the Oreburgh Museum, makes a small amount of money each year and has a machine you can use to revive fossils.

Mission Letter 200

Letter assigning you (and one other) a job as bodyguards for a rich client, comes with a set of the three Sinnoh Starters for you, your partner, and the client to split between yourselves.

Galactic Bomb 400

Goes boom real good, could displace all the water in a Lake.
Somehow completely non-lethal to anything living in the
blast radius.

Red Chain 400

Forces a Pokemon (Legendaries included) to obey any orders given to them. Can be destroyed but requires the power of a Legendary Pokemon (that isn't being controlled) to do so.

Companions

Get your starter and five other pokemon you get in Jump as Companions or Followers Free, and your first Two Human Companions are Discounted by 50CP.

PC Box First Free, 50 Each

PC Box stores up to 30 Pokemon.

Import 50

Import an existing companion with 600CP.

Pokemon Import 50

Import an existing companion as a Pokemon with 600CP.

Looker 50

Detective for the international police, may or may not be a time traveler.

Canon 100

Any Character that appears in the Game or Manga.

Johto Gym Leader 200

Any Gym Leader, or Elite 4 Member from a Region other than Sinnoh.

Drawbacks

New Game Plus 0

For those who have visited the prior Pokemon Adventures Manga Jumps, you may now have your actions in said jumps become the history for this one.

Artistic Differences 0

Some people love the change to 3d animation in Pokemon and some hate it, if you wish you can change the visuals of this jump from the Manga Style into the pixelated 3d style of the Original Sinnoh Games, the Anime art style, the "chibi" style of the remakes, or even the full 3d form of Pokemon Legends Arceus.

Remakes 0

If you'd rather go through the events of the game version of Sinnoh's upcoming troubles you may choose to live through the events of the Diamond, Pearl, or Platinum Video Games (or the Remakes) instead of the Manga. You could also of course use this to visit another version of this world such as the Pokemon Anime or a fanfic if you'd like.

Event Exclusives 0

A simple change but very important nonetheless, after you've finished dealing with the local plots of Team Galactic (be it in taking them down or ensuring their victory) you will find yourself with a number of tickets and a flute. These will allow you a chance to battle and potentially capture all the event

exclusive Pokemon from the generation 4 games from Darkrai and Cresselia to the mighty Arceus itself.

My Story 0

Standard Character Replacement Option

Silent Protagonist +100

Either you're a Mute and physically incapable of speech, or you might as well be one as not a single living person will listen to a word that comes out of your mouth. Doesn't have any impact on your ability to give your Pokemon orders in battle regardless.

Region Locked +100

No matter what you do or the efforts you expend, you will never be able to set so much as a single foot on the ground of any Region other than Sinnoh for the next decade, this does also apply to water and the air as well so no trying to cheese things by floating off the ground in Unova. The Distortion World is considered to be part of Sinnoh if, and only if you

choose to take part in the Pokemon Platinum or Manga Timelines.

That Was My Dream +100

By the end of your decade in this Jump you must have seen every Pokemon found in the original Sinnoh Pokedex except for the Legendaries. For an Additional +100CP each you will need to have seen all Pokemon from the Expanded Platinum Pokedex, Seen All Legendary Pokemon on the Sinnoh Dex, and finally for a total of +400CP you need to capture at least one of every Pokemon found in the Sinnoh Region.

A Wild Bidoof Appears +100

Going to be swarmed constantly by Bidoof, no matter where you go or what you do 4 out of every 5 Pokemon you encounter will always be Bidoof. If you're surfing they will be the evolved Bibarel instead.

Lazy N Hungry +200

Much like a Snorlax, you have 2 desires in life: eat and sleep. If you can't eat something or use it as a pillow, you probably don't care.

Hasty N Angry +200

Like a Mankey, you have a temper matched only by your attention span in how short it is. You're liable to smack a friend across the head at the slightest provocation and forget what you were doing as you're in the middle of doing it.

Bad With Money +200

You have no concept of what money is worth and will happily pay a dozen times what you're buying costs without a second thought, or lend money to even the most obvious of scammers fully expecting to get it back.

Compulsive Gambler +200

You have a gambling addiction given; any chance to make a bet you will continue to do so until you have nothing left to bet or someone else physically drags you away.

I Wanna Be The Very Best. +300

Not only do you need to win all eight of the Sinnoh Gym Badges by the end of your time here, you must also face the Sinnoh Elite Four and the Champion Cynthia and beat them in battle before the end of your Jump.