A Jumpchain CYOA by WoL_Anon

Ver. 1.2

Welcome to the Unova region, Jumper! This part of the Pokémon World is quite far away from such of the other regions you may know, such as Kanto, Hoenn, and Sinnoh. As a result, the kinds of Pokémon that can be found here are quite different from those regions.

Thousands of years ago, the legendary dragon Pokémon Reshiram and Zekrom played a vital role in unifying the land and creating the Unova region as we know it today. Each possesses immense power, and will be sought by righteous and villainous forces alike as a result. In fact, depending on when you choose to arrive in the region, these dragon may have already awoken just a couple of short years ago.

It is not these dragons that are the true threat to the Unova region, however. No, it is the villainous organisation, Team Plasma. The stated goal of this group is to 'liberate' Pokémon from Trainers, which they claim oppress and enslave them. In truth, this is a scheme to leave their true leader, Ghetsis, as the only one with Pokémon, thus allowing him to control the region. Years later, they will instead scheme to freeze the region using the legendary Pokémon, Kyurem.

What will you do here? Will you fight this group? Join it? Or, perhaps you simply wish for a fun adventure with Pokémon?

You will be staying here for the next ten years.

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

## -Starting Time-

Before anything else, you must determine *when* you will be arriving here. Regardless of your choice, your total time in this world will not be affected. There are two options:

You can choose to start at the beginning of this tale. You will arrive just after the protagonist of Pokémon Black / Pokémon White chooses their starter Pokémon.

Or, you can arrive two years after the events of Black & White, just as the protagonist of Pokémon Black 2 / Pokémon White 2 receives their starter Pokémon. Whilst it may seem odd to start midway through the story, one could view this part of the tale as an adventure all its own.

## -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.

You can only choose to be an officially recognized Pokémon species. Unless you take the 'A Fairy Tale' toggle, you cannot elect to be any Pokémon introduced in the sixth generation or later (Pokémon X/Y onwards) that possess the Fairy type.

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 a new or soon-to-be new Pokémon Trainer. More likely than not, you are a child, and you probably have a few friends your age as well.

**Veteran Trainer**

*Requires the Human species.*

You have been a Trainer for a while. Depending on your purchases, you might be a researcher who dabbles in battles on the side, or even a fully-fledged Gym Leader.

**Team Plasma Member**

*Requires the Human species.*

You are a member of Team Plasma, a villainous organisation controlled by Ghetsis. While this likely means you are a villainous sort yourself, it is possible that you are simply a true believer of their liberation rhetoric, or have joined the group for your own purposes.

**Pokémon**

*Requires the Pokémon species.*

You are one of the many Pokémon that inhabit the Unova region. This could mean you are a wild Pokémon, fending for yourself in the wilderness. Or, you might live closely with a human, whether that means taking part in battles, or simply acting as a companion to them.

## -Location-

Roll 1d8, or pay 50cp to choose. Those with the Rookie Trainer Origin may choose to begin at Nuvema Town for free. Those with the Veteran Trainer Origin may choose to begin at Castelia City for free. Those with the Team Plasma Member Origin may choose to begin at Accumula 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] Nuvema Town**

*A rural town whose sea breezes give the sense of something coming.*

**[2] Accumula Town**

*This town offers great views due to its many hills.*

**[3] Striaton City**

*Entry stairs built in memory of a former home in a snowier climate.*

**[4] Nacrene City**

*A city established in restored storehouses built 100 years ago.*

**[5] Castelia City**

*A big city with skyscrapers piercing the clouds.*

**[6] Nimbasa City**

*A bustling city of entertainment, with many theme parks.*

**[7] Driftveil City**

*A port town distributing many goods, and a gateway to the Unova region.*

**[8] Free Choice**

Lucky you! In addition to any of the above seven locations, you may also choose to begin at: Anville Town, Mistralton City, Icirrus City, Opelucid City, Pokémon League, Lacunosa Town, Undella Town, or Black City/White Forest (provided they exist after any toggles you may take). If you are choosing Black 2/White 2 as your starting time, you may also choose to begin at: Aspertia City, Floccesy Town, Virbank City, Lentimas Town, or Humilau City.

## -Perks-

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

### Rookie Trainer Perks

**[100cp, Free for Rookie Trainers] Keen Eye**

You are highly observant, helping you notice minor changes in your surroundings.

With such aptitude, you will find it easy to notice pockets of rustling grass which may contain hard to find Pokémon. You will have an easy time spotting the various hidden grottos strewn about the Unova region. You might even have a better time navigating the various obstacle courses put in place by the various Gym Leaders in the region.

**[100cp, Free for Rookie Trainers] Dress Up**

Whilst the performance of the Pokémon themselves is a key component of Pokémon Musicals, just as vital is the preparation that goes into it.

You now have a keen eye for fashion. With it, you are able to pick out which clothes, props, and accessories highlight a creature's coolness, cuteness, elegance, or quirkiness. This allows you to coordinate their look to best match the vibe they are trying to put off.

**[200cp, Discounted for Rookie Trainers] Triple Tactics Triumph**

Unova is home to two novel formats of Pokémon battles, both of which involve teams of three Pokémon on the battleground at once. This perk will help you keep up with the chaos these battles can bring.

From now on, when you are leading or commanding a small group of allies, you will be able to split your attention between them without losing focus or missing important details. You can also effectively command such groups, able to give clear orders to individuals without confusing your other allies.

**[200cp, Discounted for Rookie Trainers] Star in the Making**

You are a great actor, Jumper. More importantly, you have the innate aura of a movie star, which cannot be taught.

Movies that feature you tend to turn out better than they otherwise would. It would be quite possible for you to become the marquee star at Pokéstar Studios, if you put your mind to it.

**[400cp, Discounted for Rookie Trainers] Hero**

There is something about you that Pokémon and similar kinds of creatures can't help but like.

Thanks to this innate quality, even Pokémon you've recently caught will be willing to stick up for you. Additionally, where Legendary Pokémon typically choose to avoid humans, they will instead be willing to provide you opportunities to prove your worthiness to them – often this means catching them during a Pokémon battle.

Others will also be able to recognise your 'heroic' nature. This might mean they give you opportunities to face them one-on-one in order to prove themselves or their ideals (thus giving you a chance to stop them), or that they give you an item that helps you on your journey.

Acting in a decidecly unheroic manner will limit the effectiveness of this perk until such a time that you correct your behaviour. You can also toggle either effect on or off as you like, though toggling this perk off will not undo any effects it has already had on others.

**[400cp, Discounted for Rookie Trainers] Leaving The Region**

The absence of a hero can often shake a land to its foundation. And yet, it is sometimes unavoidable that a hero move on – you may understand this better than most. Fortunately, this perk will work to minimise such effects.

First, leaving a region will cause others to rise up to adopt the burden that you once carried. This could be people you journeyed with being inspired to work harder, or entirely new heroes springing forth from nowhere to take care of the region in your place. The level of this effect is dependent on how much you were doing in the region; there will be no effect at all if you just held a basic job and did nothing else, and a tremendous effect if you were a great hero who stopped a villainous group from conquering the land. This perk cannot go too far beyond what is expected from the setting in question, so if you held the power of a God, don't expect demi-gods to rise up in your stead unless it would be appropriate for the setting for that to take place.

Second, and exclusive to Pokémon settings, you will find that removing a Pokémon from a region by catching it and taking it with you will never adversely impact that region. This means ecosystems won't be put out of whack because you caught a large number of a particular species of Pokémon. It also means that Legendary or Mythical Pokémon that perform an important role can be removed without massively destablising the region, or even the world. A hero like you shouldn't always have to leave their friends behind, after all.

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

You are one of those rare prodigal Trainers that appear from time to time.

Pokémon raised by you develop much faster than they otherwise would; such that a short excursion across a route would be enough that someone thinking of taking you on as a student would instead be asking for a helping hand in training their other students. A regional journey would allow the Pokémon that accompanied you to reach heights that would typically take a lifetime, if they could get there at all.

Your skill at commanding Pokémon is similarly impressive. With your level of aptitude, beating the Champion of this and other regions is definetly in the cards, if you are willing to pursue such a goal.

These talents are not solely limited to Pokémon; with some adjustments you can learn how to train and command other creatures with similar effectiveness.

**Veteran Trainer Perks**

**[100cp, Free for Veteran Trainers] Instrumental**

Choose a single musical instrument (backing vocals is a valid choice). You are a now a master at that instument.

Additionally, you know how to use your chosen instrument to enhance and accompany existing music pieces, without overwhelming them or taking away from what makes those pieces great in the first place.

You can purchase this perk multiple times, each time choosing a new instrument. You do not receive discounts on purchases beyond the first.

**[100cp, Free for Veteran Trainers] Side Job**

It is commonplace for Trainers to do something other than raising and battling with Pokémon; even Gym Leaders often take on other duties.

Choose a single mundane profession, unrelated to Pokémon. Examples include modelling, script writing, or playing a sport such as baseball, soccer, or American football at a professional level. You now have the necessary knowledge and skill to perform this job at a competent level.

You cannot choose music-related professions; use the previous perk if you wish to improve your musical ability.

You can purchase this perk multiple times, each time choosing a new profession. You do not receive discounts on purchases beyond the first.

**[200cp, Discounted for Veteran Trainers] Talent Scout**

You have a tremendous aptitude for noticing others with the kind of potential you are currently seeking.

When looking for someone with a specific kind of potential, you will be able to notice it even when the person is performing unrelated or barely related tasks. For example, if you were looking for people with great potential as a Trainer, you might be able to pick that up merely from the way the walk with or interact with their Pokémon, even if those Pokémon are yet to be properly trained. Or in another case, watching a Trainer command their Pokémon may give you an indication for their potential as an actor.

**[200cp, Discounted for Veteran Trainers] Memory Link**

Every so often, typically after reaching important milestones on your journey, you will be granted access to a 'memory'.

These memories can be experienced by you at any time, with a short moment of concentration. They will feature events you were not present for, featuring characters of some importance to the setting you are currently in. They will have occurred within the last couple of years at most. They are experienced in the third person, allowing you to view those events more completely.

Viewing these events may allow you to gain new insights into a person's character, or learn something about the setting you may not otherwise have the opportunity to. You can view memories earned via this perk as often as you like, and will always be able to distinguish these memories from your own.

**[400cp, Discounted for Veteran Trainers] Built Different**

You are noticeably stronger and sturdier than you probably ought to be.

Humans with this perk gain the strength and durability to wrestle strong Dragon-type Pokémon like Haxorus without harming themselves, perhaps even using it as a method of training their partners. They can also manage to jump off of high ledges and landing without a scratch. Pokémon with this perk are similarly enhanced.

Optionally, you can choose to be somewhat taller and/or more well-built than you would ordinarily be. This is an aesthetic change that does not impact your strength or durability further. Post-jump, even if you did not choose to receive it in this jump, this size increase becomes a transformation that you can apply to each of your alt-forms. It still does not provide any additional strength or durability.

**[400cp, Discounted for Veteran Trainers] Striaton Style Sharing**

Striaton City shares the role of Gym Leader between three different people. Now, you can employ a similar principle for jobs or roles you hold.

Whenever you hold some kind of job or official position, you can choose to split your duties with up to two other individuals of your choosing. This means that as long as the responsibilites and outcomes that come with the role are met, they can be divided in any manner you like.

The chosen individuals will share any perks and privelleges your role would afford you. If it is a role with a salary, then as long as your employer can feasibly afford it, the chosen individuals will also receive a salary equal to yours. Individuals you choose to share your role with only need to be selected by you; they don't need to pass the same background checks or meet the same requirements you do.

At any time, you can stop an individual from sharing your role in this way. However, you must wait at least a month before you can refill that 'slot' with another person.

**[600cp, Discounted for Veteran Trainers] Wrought From Clay**

You have an amazing business sense, as well as organisational capability.

Business ventures you undertake are likely to be far more successful than they otherwise would be. For example, if you were to conduct a mining operation, there is a good chance you would come across precious gems or other valuable resources. Just as importantly as good luck is the ability to captialise on this luck; your impressive business acumen will allow you to recognise moments where you should adjust your approach to do so effectively.

You are also able to manage operations with great efficiency. Under your watch, you could completely revitalise and modernise a small city, and construct an impressive stadium, in but two short years.

**Team Plasma Member Perks**

**[100cp, Free for Team Plasma Members]** ***They're a speedy bunch.***

Not everyone in a villainous group can be an expert Pokémon Trainer. This perk will come in handy if you are one of these grunts.

You are now quite good at running away. You have a good sense for opporunities to make your escape, and when fleeing you run much faster than you typically would.

**[100cp, Free for Team Plasma Members] Plasma Perm**

On purchase of this perk, you may change your hair to a preferred style and colour(s). This can be something simple, like having orange hair to fit in with the rest of the grunts, or something complex, like copying Colress' ridiculous look. If you have chosen a new style, you will find it easy to maintain that style with minimal effort on your part.

At the start of each new jump, you will have an opportunity to change your chosen style and/or colour(s) if you like. Post-chain, you receive this same opportunity every ten years.

**[200cp, Discounted for Team Plasma] Get Out Like Ghetsis**

Sometimes, failure is inevitable, and capture is unavoidable. Fortunately, you have picked up a strange bit of luck that kicks in when you are caught.

This luck can manifest in various ways. For example, your captors might become distracted by other, potentially more pressing matters. Your allies might learn of your situation and be well placed to rescue you. That kind of thing.

This luck is not absolute; whilst it will line up events to help your escape, it won't guarantee it, nor will it prevent competent opponents from rendering your escape impossible if it is within their power.

**[200cp, Discounted for Team Plasma Members] J**

Perhaps a result of being raised by Pokémon, you are now capable of understanding the speech of Pokémon, allowing you to have conversations with them. You can even do so whilst they remain inside their Poké Balls. This means you can quickly gauge the character of Trainers by asking how their Pokémon feel about them, or deepen the bonds you have with your own Pokémon.

In future worlds, you will also gain the ability to understand similar kinds of creatures, though this perk will not make these creatures any more intelligent on its own, so carrying out full conversations may not always be possible.

**[400cp, Discounted for Team Plasma Members] Shadow**

You have been trained in various ninja techniques, allowing you to serve as an elite operative. If you are a part of Team Plasma, you are likely a high-ranking member thanks to this kind of talent.

First, you are a master of stealth. Simply by remaining in the shadows, you can make yourself effectively invisible to all but the most observant of individuals.

Second, you are able to move short distances with bursts of high-speed. To the ordinary person, such movement would seem like teleportation.

Third, you can immobilise people for short periods of time. This does not cause permanent harm to the target, but they lose consciousmess during this time.

These skills, in combination, will make gathering intel, tailing targets, and freeing your allies from capture, all much easier.

**[400cp, Discounted for Team Plasma Members] Sage**

Normally there are Seven Sages within Team Plasma. Now, there may well be an eighth.

You are a master orator, able to craft and deliver speeches that work to frame your position in the most appealing light possible. Manipulating others comes easily to you too. Even if someone were to distrust you already, your words still find more purchase than they typically would, and your threats will seem more believable as well, so you could fall back on those in the worst case.

With talent like this, it may be possible for you to form your own villain team if you wish.

**[600cp, Discounted for Team Plasma Members] Scientist**

Like Colress, you are a super genius inventor.

If you put in the time and effort, you will be able to invent all kinds of useful technology, such as a machine that awakens and energises Pokémon, one that facilitates invisibility, or something else entirely. If you were less morally inclined, you could create weapons that harness the power of Legendary Pokémon, or even artifically enhance Pokémon ala Genesect.

Of course, this just scratches the surface of what your brilliant mind can achieve. Thousands of helpul machines could be invented by you, if you had the desire.

**Pokémon Perks**

**[100cp, Free for Pokémon] Musical Star**

You have become quite talented at dancing and performing. With this talent, you'd be right at home at Nimbasa City's Musical Theatre.

Additionally, you will find that you somehow retain your ability to dance and perform regardless of the form you are in. So don't worry about losing a step after that evolution!

**[100cp, Free for Pokémon] Emotional Motions**

Unfortunately, most Pokémon are incapable of human speech. This can make communication quite difficult. A problem compounded in this time and place by those who think they are right to speak on your behalf.

Fortunately for you, you are much better at conveying your emotions and general sentiments through body language and general noises than you would otherwise be, thanks to this perk. This is not great enough on its own that you could have a conversation, but at the very least you'll be able to ensure your beloved Trainer knows that you don't want them to throw you away.

**[200cp, Discounted for Pokémon] Multi Monster Melee**

Rotation Battles. Triple Battles. Both are new formats of Pokémon battles that revolve around teams of three.

Such formats are now in your wheelhouse, as your ability to fight in small groups has greatly improved. In particular, you are good at positioning yourself within these groups, and shifting your position at the appropriate times, whether this is to allow you or an ally to strike at the right target, or to have the appropriate ally take an incoming attack.

When fighting in small groups against other small groups, you are also better at intuiting or guessing how the opposing group will behave, helping you and your allies to counter them effectively.

**[200cp, Discounted for Pokémon] Dark Grass Dweller**

A tactic practiced by wild Pokémon more commonly in Unova than in other regions, is to team up with an ally to attack a Trainer and their Pokémon. Thanks to this perk, such a tactic can be more effectively employed by you.

From now on, you can quickly get on the same page as strangers or new allies you are fighting beside. Whilst this will never equal the level of teamwork demonstrated by longtime allies, it does mean you can skip right past that initial period of uncertainty and objectively terrible teamwork that would lead you and your ally to hit each other by mistake.

**[400cp, Discounted for Pokémon] Jumper Pledge**

On purchase, choose one of the following moves: Grass Pledge, Fire Pledge, or Water Pledge. You can now perform that move, even if you aren't a Pokémon. Knowing this move will not strain your memory, if such a thing would be a concern to you.

This move is a solid special attack of its type. It's true power however, is unlocked when it is used with a Pledge move of a different type. This creates a combination effect that not only enhances the power of the second move, but also creates a battlefield effect you can take advantage of. Because this combination only works within a short window of time, it is best employed in battles where you fight alongside one or more allies.

Additionally, if you possess a Pokémon typing for any of the seventeen types present in Gen V, or powers that are a close approximation of those types, then you also gain access to additional Pledge moves that reflect those types. For the fourteen original moves you could gain access to in this way, they share the same power of the original Pledge moves, and can create combinations with differently typed Pledge moves as well. As long as you retain access to one of these extra Pledge moves, you will be able to use it even when not a Pokémon, and without it causing any potential memory issues.

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

You are an excellent parent, Jumper.

Your skill at raising children transcends boundaries of species. When raising children of other species, the same techniques that would work on your own offspring manage to work on them just as effectively, and you won't have to worry about accidentally killing species that are especially fragile while young either. Very helpful if you are a Darmanitan trying to care for a human child.

Additionally, those you spend a a few years raising will always be able to understand the speech of members of your species (if you are a Pokémon, this covers all kinds of Pokémon). Perhaps you'll raise the next N?

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

You have gained the ability to absorb a Pokémon into you, and undergo a transformation.

This process is achieved through the use of a special item known as DNA Splicers. When jabbed into you, you will temporarily grow shoulder-mounted appendages that can fire lasers. When these lasers connect with a Pokémon, they are transformed into a small orb-like stone you can absorb directly to undergo your transformation. The resulting transformation does not change your typing (should you possess one), but causes you to visually resemble a hybrid of you and the absorbed Pokémon, adjusts your body's stats (this is generally an improvement, although you might be weaker in specific areas), and may change the Moves you have access to. Being defeated in battle will cause you to separate, as can another use of the DNA splicers. During the chain only, you will be forced to separate from a Pokémon that is neither a companion or a follower at the end of each jump.

You can only be fused with a single Pokémon at a time in this way, however, Pokémon with multiple consciousness, like Dodrio, or groups of Pokémon that are typically treated as a single Pokémon, such as Maushold, will count as a one Pokémon for this purpose.

Additionally, whenever you fuse with another being, through this process or another, you can ensure that you are the dominant personality of the resulting being. If multiple beings use this or a similar ability, then the resulting being will either have equally dominant personalities, or a merged personality, depending on the method of fusion in question.

**General Perks**

**[100cp] Unova Originals**

You gain a mental library of all music featured in Pokémon Black & White, and Pokémon Black 2 & White 2. 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.

Take your Unovan memories wherever you go, Jumper!

## -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] Charmed Bag**

A sturdy bag that comes in a design of your preference. It has an immense storage capacity, far more than one might initially suspect. Despite this, it doesn't get much heavier even when full to the brim with hundreds of different items. If you like, the bag can come with various interior cases to help you sort through these items effectively. Finding what you are looking for is a simple task, and you are able to quickly retrieve anything in the bag almost instantly if you are meaning to pull it out.

Additionally, in or attached to the bag are two special charms. The first is an Oval Charm. As long as you have it nearby, it will increase the likelihood that Pokémon you leave in a day care or nursery produce an Egg. It must be possible for those Pokémon to produce an Egg in the first place, including having a compatible partner, for this charm to do anything. The second is a Shiny Charm. As long as you have it nearby, it will increase the likelihood that Pokémon you encounter in the wild, or hatch from an Egg, are differently coloured than usual. It does not cause Pokémon to appear where none

exist. In other worlds where similar creatures also possess rare colourations, the charm will have a similar effect. You can toggle the effects of either charm on or off as you please.

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

**[200cp, Discounted for Rookie Trainers] Unova HM Collection**

A set of six 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, and HM06 Dive. 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 around Unova, though generally you may find them less essential here than you would in other regions.

Unlike HMs you might find in other regions, Pokémon taught these moves will be able to use them in the field right away, regardless of any expertise or Badges you possess. Your set in particular are slightly different from the norm, 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] Battle Subway**

This facility allows Trainers to go through gauntlets of Pokémon battles. This is done by riding trains as they go around a circuit, making your way through the carriages, and battling another Trainer each time.

You can attempt this in Singles, Doubles, and Multi formats, each can be done on standard or super difficulty. In Multi Battles, you will be battling alongside a copy of Hilda, Hilbert, Rosa, or Nate. The Trainers and Pokémon that are present in these battles never grow stronger or more talented, allowing them to serve as effective benchmarks of your team's strength.

When you win battles in this facility, you will earn a special currency known as Battle Points. These points can be exchanged for various items useful for a Trainer, such as TMs (the multi-use kind), vitamins, and even some held items.

Under no circumstances can any humans or Pokémon that are included in this item leave the facility. They are here to battle you, not be a personal army.

In future worlds, you may choose for the Battle Subway to be placed on a property you own, or connected to your Warehouse by a special gateway.

Should your Battle Subway be destroyed, a replacement will appear in the same location after 24 hours. If placed out in the world, and that location is no longer available, it will instead be connected to your Warehouse by a special gateway.

**[600cp, Discounted for Rookie Trainers] Jumpstar Studios**

Want to make your own movies, Jumper?

These movie studios employ cutting-edge technology. When scenes are shot in front of a green screen, realistic special effects can almost instantly be applied to the shots.

A small army of human workers come with the studios, and can take care of make-up, camera work, studio maintenance, script writing, and even some background acting and stunt work. Some Pokémon even work in the studios, and can act as 'Rental Pokémon' for actors engaging in Pokémon battles for the films.

Of course, you'll still need to scout actual talent for the starring roles, or take them on yourself. When you consider that successful films can rake in billions of Pokédollars, and that the overhead is pretty much taken care of for you, it is a small investment of time and effort for a substantial amount of profit.

Also included is a movie theatre, which can run movies you make or operate as a small business. It comes with human staff that take care of all of the hard work for you.

All people and Pokémon that come with this item count as followers, and are intensely loyal to you, but cannot leave the area.

In future worlds, you may choose for the studios and adjacent theatre 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 studios and adjacent theatre be destroyed, a replacement will appear in the same location after 24 hours. If they were placed out in the world, and that location is no longer viable, they will instead become attached to your Warehouse.

**Veteran Trainer Items**

**[100cp, Free for Veteran Trainers] Casteliacones**

A highly sought-after speciality of Castelia City, the Casteliacone is a a delicious ice cream treat that can be enjoyed by human and Pokémon alike. In fact, Pokémon can be cured from various status ailments by eating a Casteliacone, just as effectively as if a Full Heal were to be used on them.

You have an infinite supply of these frozen treats, which you can retrieve from seemingly nowhere at any time, no matter how improbable that might be. Enjoy!

**[200cp, Discounted for Veteran Trainers] Wonder Launcher**

A strange, wrist-mounted device, which is used by some Trainers in the Unova region.

The Wonder Launcher is capable of firing discs out from it, which mimic the effects of various healing and battle items typically used by Trainers, and also have some unique battle effects not seen elsewhere. In order to produce these discs, the Wonder Launcher requires a certain amount of energy, which is represented on the device as 'points'. During a battle, the Wonder Launcher will gradually build up these points over time until it is at full capacity. Strangely, if your side is at a

numerical disadvantage (not including reserve members or inactive combatants on other side), the rate of build up is somewhat faster than usual. However, this energy disappates at the end of each battle, requring you to start fresh at the beginning of each battle.

As you might expect, more useful effects will cost more energy to use. See the Notes section for a complete list of possible discs that can be made.

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

**[400cp, Discounted for Veteran Trainers] Multi Function Gym**

Want to be a Gym Leader? This dual purpose building will help you do just that.

The first purpose of this building is to act as some kind of small business, such as a museum or even an airplane hangar and runway. You can decide what kind of business this is on purchase of this item, as long as it remains within the same scope, and makes sense within the Unova region. Allowing the business to operate out in the world may provide you with a tidy profit, depending on the nature of its business.

The other purpose of this building is to act as a Pokémon Gym. This part of the building is complete with some kind of obstacle course, which you can change instantly every couple of years, free of charge. Sometimes you simply want shake things up, after all.

On purchasing this item, you must choose whether the Gym is considered an official part of the Unova League. This item comes with an unending supply of Gym Badges, which match the general aesthetic of the Unova League's Badges but are otherwise of your own design. If you have elected to be part of the League, these Badges serve as proof of victory, which can be substituted in place of any one of the other Badges for a Trainer to reach the Pokémon League.

This item comes with a small group of human followers, who will run both the Gym and the business on your behalf. A few of these human followers will have a handful of Pokémon each; these Pokémon have been trained for battle, but are not especially powerful, and are also treated as followers. Another will provide tips to those that challenge the Gym, and always has bottles of Fresh Water to hand out to visitors.

If you wish, you can elect to simply receive this item as a Gym. In this case, ignore all business-related aspects of this item.

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

Should the building 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.

**[600cp, Discounted for Veteran Trainers] Gray Location**

This settlement, the size of a small city, is now under your leadership.

You are free to choose the aesthetics of this settlement, so long as they do not provide additional advantages not mentioned here. You could go for a futuristic-looking city, a verdant forested area, or even something completely original.

Your settlement has a combined Pokémon Center and Poké Mart, as is common throughout the Unova region. It also has a bustling marketplace, which sells various Pokémon-related goods. It may have additional housing if you like. Inactive companions can even stay here, so long as they do not leave the settlement.

The settlement is home to various wild Pokémon. While they are weak and untrained, it means they can easily be caught. Should these Pokémon perish or be caught, more will appear, so don't worry about destroying their population. You can choose about 30 species of Pokémon to appear in the settlement. They cannot be Legendary or Mythical Pokémon.

The settlement is dominated by a large tower, or similar structure. Here a Trainer can battle their way through various areas. Victory will reward them with items useful for a Trainer, such as vitamins, wings, and sometimes even rare candies. The Trainers that work in the tower, and their Pokémon, will not get more talented or powerful, allowing them to act as effective benchmarks of your team's strength.

All humans and trained Pokémon that come with this item count as followers, but cannot leave the settlement. They are absolutely loyal to you. The wild Pokémon will not leave the settlement on their own, but if caught can be removed from the settlement. Wild Pokémon caught by you, your companions, or your followers will be considered followers themselves, and continue with you across the chain. Wild Pokémon caught by others will be left behind on the world they are caught on.

In future worlds, you may choose for your settlement 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 settlement 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 Plasma Member Items**

**[100cp, Free for Team Plasma Members] Grunt Outfits**

A pair of Team Plasma Grunt Outfits. The first greatly resembles a knight's attire, whilst the second takes inspiration from pirates.

Depending on when you choose to begin, one of these sets will either be outdated, or not yet implemented. You'll be prepared in either case.

Both outfits are self-cleaning and self-repairing. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[200cp, Discounted for Team Plasma Members] Smoke Bombs**

You have a small supply of smoke bombs.

These tools create a smokescreen when thrown, allowing you to more easily escape a pursuer. Very helpful when you have just stolen something valuable. You could also just use it to escape from wild Pokémon encounters, if for some reason evil antics aren't in your plans.

You have three of these smoke bombs, and will receive a resupply each day if you have used any.

**[400cp, Discounted for Team Plasma Members] J's Castle**

This large, opulent, castle is now your property.

The castle has luxurious living quarters, some lab space, and a throne room that doubles as a battle arena. It has its own energy supply, which should be more than sufficient for its purposes. Inactive companions can even stay here, so long as they remain inside the castle.

It comes with a small force of weak Pokémon Trainers (grunts), which are dressed in the original Team Plasma Grunt outfits featured in Black & White. Each has a handful of Pokémon at their disposal, which cannot be Legendary or Mythical. These Trainers and their Pokémon count as followers, and are completely loyal to you.

At the start of each jump (including this one), you can decide whether the castle is connected to your Warehouse by a special gateway, placed out in the world in an appropriate location, or placed underground out in the world. If placed underground, it can rise out from the ground at your command; the castle is designed to do this, so don't worry about damaging it by doing so. Post-chain, you can change the castle's placement every ten years.

Should the castle 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 Team Plasma Members] Jumper Frigate**

You now own this special ship, which will serve as an effective mobile base of operations.

While docked on water, the ship can appear to be entirely ordinary, however that is simply a ruse. In addition to water travel, the ship can deploy wings and a powerful jet, allowing it to travel through the skies.

Below deck, you will find barracks for the crew, and various security measures meant to delay intruders, including warp panels, moving pipes, and electric barriers.

Perhaps most importanty, the ship is equipped with a large cannon. This connects to a containment area. The cannon is able to draw power from a Pokémon placed inside in order to fire. With Kyurem in place, it could fire bursts that freeze most of a city. With some adjustments, it wll be able to accommodate similarly powerful Pokémon as well.

The ship comes with a moderate force of weak Pokémon Trainers (grunts), which are dressed in the new Team Plasma Grunt outfits featured in Black 2 & White 2. Each has a handful of Pokémon at

their disposal, which cannot be Legendary or Mythical. These Trainers and their Pokémon count as followers, and are completely loyal to you.

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

**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] Prop Case**

A relatively small carry case. It contains a surprising amount of props and accessories, intended to be worn and used in musicals. The case can hold any number of these kinds of objects, without it becoming larger externally or any heavier.

Each of these props and accessories are perfectly sized for you, and will even change to accommodate you as your size changes. Quite handy if you have an evolution or two in your future.

Should the case or its contents be lost or destroyed, replacements will appear in your Warehouse after 24 hours.

**[200cp, Discounted for Pokémon] Type Gems**

A set of seventeen differently coloured gems, intended to be held by a Pokémon in battle.

Each gem represents one of the types, as they are understood in Gen V. When someone with one of these gems on their person uses a damage dealing battle technique of the matching type, the power of that move is half again what it would ordinarily be. While these gems are intended for use with the Moves of a Pokémon, any kind of battle technique will work as long as it largely maps to the intended type. The gem only boosts that single use of the technique, and is consumed in the process.

If a gem is used, lost, or destroyed during a battle, you will receive a replacement after the battle ends. If a gem is lost or destroyed outside of battle, a replacement will appear in your Warehouse after 24 hours.

**[400cp, Discounted for Pokémon] Hidden Grottos**

Throughout your travels, whenever you are outside of civilisation, you will occasionally encounter these special, hidden areas.

These areas serve as hideaways for you to get some rest and respite. Only the most observant, those you watched you enter, or those who you would want to find you are able to notice these hideaways. Very helpful if you wish to avoid pursuit or capture.

Additionally, these hideways will occasionally include helpful items from the Pokémon setting, such as for Poké Balls, Potions, and Evolution Stones. Provided no one is present in a grotto, and you have not left an item behind in one, these grottos will 'reset' every so often, giving you an opportunity to claim multiple items from the same place.

You will continue to find these grottos in future worlds, in wild areas. As this item only provides access to the grottos, rather than the grottos themselves, you cannot import into this item.

**[600cp, Discounted for Pokémon] Dream World**

Whenever you sleep, you may choose to visit this special dream world, made just for you.

You will always arrive in front of your 'dream house', which serves as a base of operations. Nearby is a plot of land where berries can be planted and grown. When a berry is harvested here, it will appear close to you in the real world when you awaken.

You can go exploring out in your dream world, and have various adventures. You cannot be harmed or killed here, unless some outside entity is able to access your dreams. You are still vulnerable in the real world whilst you sleep. While exploring, you can find things to customise the dream house. You can also encounter wild Pokémon. These Pokémon are non-hostile; should you befriend one through various games, they will appear in the real world when you awaken, and will count as a follower. You can decide whether or not they come in a Poké Ball, which will be a Dream Ball specifically. You will never find a Legendary or Mythical Pokémon in your dreams.

Additionally, the act of going on adventures in your dream world will cause you to grow and improve, as if you had spent that time going through battle training. Time spent in your dream world will not exhaust you or interfere with the rest you should be getting from sleeping.

If you go to sleep alongside other people, you can even take them into your dream world with you if they are willing, which allows you to go on adventures together. If they also have this item, this allows you to visit their dream home.

**General Items**

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

This item provides you with a trainer card, which effectively serves as ID in this region. It also comes with a small case that is able to store as many Gym Badges as you like.

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

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

You have your own Pokédex, a Pokémon encyclopedia, of the same model currently used in the Unova region. You are free to choose the colours or patterns used for your Pokédex.

Your Pokédex has already been upgraded, allowing it to display alternate forms for Pokémon that possess them, as well as the National Dex (all Pokémon up to the end of Gen V). 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, Exclusive with the Absofusion Perk] DNA Splicers**

This strange, wedge-like device is required for you to utilise your Absofusion ability. It can also be used on Kyurem, allowing it to merge with or separate from either Zekrom or Reshiram.

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

**[Free] Xtransceiver**

A special watch-like device. In addition to telling the time, the Xtransceiver can be used to send and receive video calls (or just regular calls) with others. You can choose the colour of your Xtransceiver.

Your Xtransceiver 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.

Should you get bored, your Xtransceiver also has a couple of balloon-based minigames you can play on it to pass the time.

Should your Xtransceiver 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**

You receive ten Poké Balls and a Potion. These will not replenish, so use them wisely.

You also receive a Town Map of the Unova region. If it is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[50cp] Pokémon Black & White Game Bundle**

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

- A Nintendo DS, and charger cable.
- A copy of Pokémon Black, Pokémon White, Pokémon Black 2, and Pokémon White 2.
- Permanent access to all Pokémon Black, White, Black 2, and White 2 event distributions. Receiving the same distribution multiple times will require starting a new save file.

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

A small case, meant for displaying medals. You cannot add your own medals into it, as it will reject them. Instead, you can earn medals that will be displayed here based on your actions. They can be acquired by travelling, participating in Pokémon battles, trading Pokémon, and various other means. Included in the case are 6 'hint medals', which provide clues for medals you are close to earning, and which will change as you make progress on medals or earn new ones. It will always be possible for you to earn medals, meaning you will always have something to do.

No matter how many medals you earn, the case will not become any heavier or externally larger, and you will always be able to find the medals you wish to look at.

If your Medal Box is lost or destroyed, a replacement will appear in your Warehouse after 24 hours. It will retain all of the progress you have already made.

**[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**

Whilst purchasing Poké Balls is always an option in the Unova region, this item will provide with you a small but consistent supply of them, freeing up your money for other needs, and ensuring you will continue to have access to them as you journey to other worlds.

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.

## -Companions & Followers-

**[Free] Your Starter**

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

**[200cp] Full Party Discount**

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

**[50cp per.] Import**

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them with 600cp to spend on perks, items, and their species/Origin. They may not purchase companions 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 Black, Pokémon White, Pokémon Black 2, or Pokémon White 2 along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

**[50cp per.] Pokémon Recruit**

For 50cp each, you may take any Pokémon you or your companions have bonded with 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.

**[100cp] A Lost Xtransceiver**

Early in your stay, you will find this Xtransceiver. After picking it up, you will get a call from its owner, using an older model they still have. Unfortunately, they are too busy to come and get their property from you, and so will ask you to hold onto it for the time being.

Every so often, you will get a call from this person, allowing you to learn more about them, and they you. It turns out that this person is of your preferred gender, and is either an idol or a television star. They will have a personality that is compatible with yours.

Eventually, you will be able to meet the owner in person, and you can take them as a companion. They have a small team of Pokémon, which you can take as followers. They are decently trained, but are far from Champion material. They cannot be Legendary or Mythical Pokémon.

**[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 system provided by this item cannot be infiltrated by external forces (such as Team Plasma); only you and those you consider allies can use it.

The Pokémon Storage System is divided up into 'Boxes'; each can hold up to 30 Pokémon. For 200cp, you receive 8 Boxes (240 slots). For 300cp, you receive 16 Boxes (480 slots). For 400cp, you receive 24 Boxes (720 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 Black and Pokémon White, and their sequels. With this toggle, you may choose to instead visit a specific game's world. This is carried between games (i.e. you can choose to visit Black into Black 2, but not Black into White 2).

### [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] A Fairy Tale

The Fairy type. Strong against Dark, Dragon, and Fighting. Weak against Fire, Poison, and Steel. This type has not yet been discovered in these parts. However, just because something has not been discovered does not mean it does not exist. By default, this jump acts as though the Fairy type does not exist. Using this toggle however, you can add it in, shifting the typing of some Pokémon, as well as bringing forth a new selection of Fairy type moves. You may also decide whether this type is common knowledge, or still undiscovered in the region.

### [0cp] Protagonist Selection

A number of details regarding the two protagonists are still up in the air.

Using this toggle, you may determine their names, genders, and the kinds of Pokémon they are likely to use. Choosing the gender of the Black 2/White 2 protagonist will also determine whether Rosa or Nate appears in a supporting role. If you like, you can also change the name of the Black 2/White 2 rival character (Hugh).

These choices will not impact either protagonist's personality or general behaviour. If you are replacing one of the protagonists, you obviously cannot use this toggle to determine details about that character.

### [0cp] Protagonist Replacement

*Requires Human species.*

With this toggle, you have taken on the role of protagonist yourself. Which protagonist depends on your starting time.

If you choose to start during the time of Black or White, you will replace that protagonist, and your location is overridden to Nuvema Town.

If you choose to start during the time of Black 2 or White 2, you will replace that protagonist, and your location is overridden to Aspertia City. You may also choose whether Rosa or Nate appears as a supporting character.

**[+100cp] Fixed Season**

For the duration of your stay, the season will be permanently fixed to the season you like the least (if you equally dislike two or more seasons the most, one is randomly chosen between them). In addition to being a potential annoyance for you, this may prevent you from experiencing parts of the setting that you wish to.

This fixed season will not be noticed or commented on by anyone other than you. Fortunately, it will not cause ecological damage to the world.

**[+100cp]** ***No, it wasn't the movie. It was me.***

Unfortunately, you are a terrible actor. Movies starring you are unlikely to find any success, despite any dreams you may have. This will also make your attempts to trick or manipulate others less believable.

**[+100cp] I Hate Ice Cream!**

There's just something about the Pokémon here that bothers you. You can't help but think that they are ugly-looking, and staring at them for too long will irritate you. Even if you happen to be one yourself, which is likely to cause some self-esteem issues.

This applies solely to new Pokémon introduced in Gen V. Pokémon that originate from regions other than Unova will not trigger this response from you.

**[+200cp]** ***Today, we're dancing for no reason. ♪ Someday, we'll disappear for no reason.***

Throughout your travels, you will often encounter roadblocks of various kinds, which serve to halt your progress around the region. These can range from something straightforward, like a Galvantula web blocking a cave entrance, to the downright ludicrous, like a group of people dancing in place and refusing to let you pass.

Bypassing these roadblocks will be impossible for you, even when it really shouldn't be. The conditions for the removal of these roadblocks can vary, and aren't always obvious. Sometimes it will be as simple as waiting until an important plot event occurs. Other times, you may have to participate in some kind of local activity first; fortunately, these won't be especially difficult for you.

This will give you a lot less freedom in how to choose to explore Unova, and may allow your enemies or rivals to get ahead of you as well.

**[+200cp] Dark Grass Disaster**

For some reason, wild Pokémon have it out for you. Not only will they pursue you more aggressively when you are outside a town or city, even going so far as to attack you outside of tall grass, but they will try to do so in pairs of two instead of attacking one at a time.

Hopefully you have an ally to rely on, or a strong team of Pokémon, or else travelling around Unova may be too dangerous for you to manage.

**[+200cp] Alder's Troubles**

In your past, a Pokémon under your care, possibly even a partner Pokémon, passed away due to illness. If you are taking a background in this setting, then this is a part of that background. If you are Dropping In, then you will simply believe that this has happened and cannot be shaken of this belief.

In addition to any emotional baggage this would typically cause you, it has an additional effect depending on your species choice. Humans will find it difficult to get the most of their Pokémon, out of a fear of pushing them too hard. This applies both to training them and to commanding them in battle. Pokémon will find it difficult to go all out against other Pokémon, out of a fear of causing their death.

**[+300cp] Starting the Sequel**

At a random point during your stay, you will suddenly experience the effect of this drawback.

First, you and your companions will lose any growth in your powers, skills, or abilities you have made since the start of the jump. Additionally, if you or your companions have caught any Pokémon during this jump, you will lose access to them. Should you have some means of taking those Pokémon across jumps, such as the Pokémon Storage option, you will still have the opportunity to do so at the end of the jump.

**[+300cp] Challenge Mode**

Want to play this jump on Hard Mode?

For the duration of this jump, each time you engage in a Pokémon battle with a Trainer, the Trainer and their team will be enhanced for the duration of the battle. If you are a Pokémon yourself, this extends to all battles your Trainer goes through whilst you are on their team.

This means that the Trainer will be much more competent at commanding their team. It means that their Pokémon are somehow stronger than they would typically be, with an even greater effect for more important battles. Trainers who have teams of less than six Pokémon will even occasionally have an additional Pokémon on their team, this becomes more likely for more important battles. A Trainer who gets an additional Pokémon will be able to command it as effectively as the rest of their team.

The advantages your opponents receive via this drawback only last during the battle; this includes additional Pokémon disappearing. No one other than you will notice anything odd about these advantages coming and going.

**[+300cp] Jumplocke**

Looking for a different sort of challenge, Jumper? Alright then.

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

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

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

## -Ending-

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

Choose one of the following three options:

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

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

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

## -Notes-

Thank you to everyone who assisted in making this jump.

**On 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. Neither of these appear in Pokémon Black, White, Black 2, or White 2.

**On the Wonder Launcher:**

The Wonder Launcher is capable of producing the following discs.

- X Attack: Increases the target's physical attack power until the end of the battle. Functionally identical to the battle item of the same name. It can also produce upgraded forms, X Attack 2, X Attack 3, and X Attack 6, which have a greater effect.
- X Defend: Increases the target's physical defences until the end of the battle. Functionally identical to the battle item of the same name. It can also produce upgraded forms, X Defend 2, X Defend 3, and X Defend 6, which have a greater effect.
- X Special: Increases the target's special attack power until the end of the battle. Functionally identical to the battle item of the same name. It can also produce upgraded forms, X Special 2, X Special 3, and X Special 6, which have a greater effect.
- X Sp. Def: Increases the target's special defences until the end of the battle. Functionally identical to the battle item of the same name. It can also produce upgraded forms, X Sp. Def 2, X Sp. Def 3, and X Sp. Def 6, which have a greater effect.
- X Speed: Increases the target's speed until the end of the battle. Functionally identical to the battle item of the same name. It can also produce upgraded forms, X Speed 2, X Speed 3, and X Speed 6, which have a greater effect.
- X Accuracy: Increases the target's accuracy until the end of the battle. Functionally identical to the battle item of the same name. It can also produce upgraded forms, X Accuracy 2, X Accuracy 3, and X Accuracy 6, which have a greater effect.
- Dire Hit: Increases the target's ability to land critical hits until the end of the battle. Functionally identical to the battle item of the same name. It can also produce upgraded forms, Dire Hit 2, and Dire Hit 3, which have a greater effect.
- Guard Spec.: Releases a mist which prevents allies from having their stats reduced for a moderate period of time. Allies can still reduce their own stats. Functionally identical to the battle item of the same name.
- Reset Urge: Removes any temporary stat changes the target is experiencing. Does not prevent those changes occurring again.
- Item Urge: Compels target to use an item they are currently holding.
- Item Drop: Compels target to drop item they are currently holding.
- Ability Urge: Causes a target's passive ability to activate right away.
- Potion: Heals the target, but does not cause them to recover from fainting or abnormal status conditions. Functionally identical to the item of the same name. Can also produce discs for Super Potion, Hyper Potion, and Max Potion, which all function the same as their counterpart items.

- Full Restore: Fully heals target, as well as cures them of any abnormal status conditions. Cannot be used on a fainted target. Functionally identical to the item of the same name.
- Antidote: Cures a poisoned target. Functionally identical to the item of the same name.
- Paralyz Heal: Cures a paralysed target. Functionally identical to the item of the same name.
- Awakening: Wakes a sleeping target. Functionally identical to the item of the same name.
- Burn Heal: Cures a target suffering from burns. Functionally identical to the item of the same name.
- Ice Heal: Thaws a frozen target. Functionally identical to the item of the same name.
- Full Heal: Cures a target from abnormal status conditions, but does not work on a fainted target. Functionally identical to the item of the same name.
- Revive: Revive a fainted target at half health. Functionally identical to the item of the same name. Can also produce Max Revive discs, which revive the target at full health, just as their counterpart item does.
- Ether: Restores a target's stamina. Functionally identical to the item of the same name.

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

Note: This plot summary was created using playthroughs of Black and Black 2. Where possible, differences between these versions and White and White 2 will be noted. The protagonists of Black/White & Black 2/White 2 are different, and their names and gender are determined by the player. For the purposes of this summary, the Black/White protagonist is a boy called Hilbert, the Black 2/White 2 protagonist is a boy called Nate, and the Black 2/White 2 rival is called Hugh.

In Pokémon Black & White, Hilbert, along with their friends Cheren and Bianca, are gifted their first Pokémon from Professor Juniper. Hilbert battles with Bianca and Cheren, messing up his room in the process. The trio apologise to the Hilbert's mother, who provides her child with a Xtransceiver.

After Bianca has a meeting with her overprotective father, the three head to Professor Juniper's lab. She provides them with a Pokédex, and asks that they complete it. Leaving the lab, Hilbert's mother arrives and gives the three a Town Map each as well.

On Route 1, Professor Juniper teaches the three how to catch Pokémon, and provides them with some Poké Balls. Juniper goes on ahead as the three have a competition to catch the most Pokémon on the route. Afterwards, they get a call on the Xtransceiver from Juniper, who asks them to meet her in front of the Pokémon Center in Accumula Town.

In Accumula Town, Juniper introduces the three to Pokémon Centers. She decides to head back to Nuvema Town, but not before recommending they see an inventor named Fennel in Striaton City.

Leaving the Pokémon Center, Hilbert and Cheren see a strange gathering in the plaza. A named Ghetsis and his group, Team Plasma, call for the liberation of Pokémon, claiming that humans do not treat them properly. After the speech comes to an end, and the crowd disperses, a strange young man named N approaches Cheren and Hilbert. He claims to be able to understand the voices of Pokémon, and challenges Hilbert to a battle after hearing that the pair plan on catching many Pokémon in order to complete the Pokédex. Afterwards, he leaves, saying that Pokémon should not be confined in Poké Balls. Cheren tells Hilbert that he wishes to battle the Gym Leader at Striaton City, and heads off.

On Route 2, Hilbert's mother catches up with him, and gives him a pair of running shoes. Further on, Hilbert is challenged to a Pokémon battle by Bianca. Afterwards, he heads on to Striaton City.

Hilbert arrives in Striaton City. If he heads to the nearby Dreamyard, he can receive one of the Elemental Monkeys (Pansage, Pansear, Panpour) to cover his starter Pokémon's weakness. Back in Striaton, the Gym Leader is not at the Gym, so Hilbert goes to the Trainer's School to look for them. Instead, he finds Cheren, who has a battle with him. Hilbert returns to the Gym. It turns out that the Gym actually has three Gym Leaders: Chili is a Fire-type Pokémon user, Cress is a Water-type Pokémon user, and Cilan is a Grass-type Pokémon user. Hilbert must battle the one that is advantaged against his starter Pokémon. Hilbert is victorious, earning the Trio Badge.

Leaving the Gym, Hilbert runs into Fennel. She takes him back to her place, and provides him with HM01. She asks that he collect some Dream Mist from Munna in the Dreamyard. At the Dreamyard, he meets Bianca, and they look for Munna. The pair find a Munna, but two Team Plasma grunts arrive and start harassing it, even kicking it. The grunts want Dream Mist so that they can show people dreams of liberated Pokémon to convince them to join their group. Hilbert battles the grunts, but even after that they continue to bother the Munna. Suddenly, an illusory Ghetsis appears, and the grunts recognise this as how Ghetsis behaves when punishing failures, as opposed to when he is trying to trick others into joining his cause. The grunts flee, and it is revealed that the illusory Ghetsis was created by a Musharna who had come to rescue Munna. Musharna leaves with Munna, and Fennel arrives. Bianca explains what happened to her, and she notices that Munna had left some Dream Mist behind. She asks that Hilbert come back to her place, where she provides him with a C-Gear she was able to complete using the Dream Mist.

On Route 3, Hilbert battles Cheren, who has obtained the Trio Badge as well. Their conversation afterwards is interrupted by two Team Plasma grunts running past. They are followed by Bianca, who tells Hilbert and Cheren that the grunts stole a little girl's Pokémon. Bianca stays behind with the girl as Cheren and Hilbert follow the grunts to Wellspring Cave. There, they find not two but four grunts, but defeat them all. The grunts claim that they stole Pokémon to liberate it, but give it back before fleeing. Cheren tells Hilbert that he thinks Trainers draw out the true strength of Pokémon, and that they aren't suffering. Cheren leaves to return the stolen Pokémon. Hilbert moves through Route 3 into Nacrene City.

Hilbert meets Cheren in Nacrene City, who points him towards the Pokémon Center, and informs him that the Nacrene City Gym Leader uses Normal-type Pokémon. Approaching the Gym, Hilbert encounters N again. After a battle, N states that he lacks the power to make others agree with his ideals. He says he needs the power of Zekrom (in Pokémon Black) or Reshiram (in Pokémon White), a legendary Pokémon that helped create the Unova region. He says that he will become a hero, before departing. Hilbert enters the Gym, which is also Nacrene Museum. He is given a tour of the museum by Hawes, husband of Lenora – the Gym Leader. Hilbert challenges and defeats Lenora, earning the Basic Badge.

The celebration is short-lived as Team Plasma breaks into Nacrene Museum. They steal a Dragon Skull, and create a smokescreen to escape. Outside the museum, Lenora and Hilbert run into the Castelia Gym Leader, Burgh. Bianca and Cheren arrive as well. Lenora has them wait at the museum, and Hilbert and Burgh investigate Pinwheel Forest. Bianca provides Hilbert with a Dowsing Machine.

Hilbert moves through Pinwheel Forest, defeating members of Team Plasma. Eventually he claims the Dragon Skull from a grunt. Gorm, one of the Seven Sages of Team Plasma arrives. He tells the grunt not to worry, as it turns out the skull is unrelated to the legendary Pokémon. Burgh and Lenora

catch up to Hilbert and question Gorm, who tells them that Ghetsis (another one of the Seven Sages) will liberate Pokémon with words alone. The other Sages have ordered their compatriots to take Pokémon from their Trainers with full force. Gorm and the grunt escape. Burgh tells Hilbert he awaits his challenge at Castelia Gym, before departing, and Lenora takes the skull back to the museum.

Hilbert heads across Skyarrow Bridge to reach Castelia City. Outside the Gym, Hilbert meets Cheren, who tells him that he just earned the Insect Badge. Before Hilbert can challenge the Gym himself, Burgh asks him to come to Prime Pier. There, they find that Bianca has had her Munna stolen by Team Plasma. A young girl, Iris, is consoling her. A Team Plasma grunt approaches hoping to steal another Pokémon, but realise they are in over their head and runs off. Iris stays behind to protect Bianca, whilst Hilbert and Burgh pursue. It turns out that a Team Plasma base is right across from the Gym. Hilbert and Burgh defeat the guards as Iris and Bianca catch up. The four enter the hideout, where they find Ghetsis. He talks about the legendary dragon and the creation of Unova, before relenting and returning Munna to Bianca. Team Plasma leaves. Iris sticks with Bianca as they explore the city, and Hilbert challenges Burgh in his Gym. Hilbert earns the Insect Badge. Afterwards, Hilbert gets a call from Bianca, who challenges him to a battle at the gate to Route 4. Hilbert wins the battle. Bianca acknowledges that she won't ever be a strong as Hilbert, Cheren, or Iris, but she cherishes the time she has been able to spend with her Pokémon.

On Route 4, Hilbert battles Cheren. After the battle, the pair get a call from Professor Juniper, who asks to meet them in front of the gate to Nimbasa City. At the gate, Juniper hands them some Ultra Balls and reminds them to enjoy their journey, before departing. Cheren tells Hilbert that he was told by his mother that the reason the three kids were sent on the journey to complete the Pokédex was simply to get them to go out and explore the world. He returns to Route 4 to catch more Pokémon.

When Hilbert arrives in Nimbasa City, he encounters two Team Plasma grunts harassing the owner of Pokémon Day Care. Hilbert defeats them, and they retreat to the amusement park. The Day Care owner thanks Hilbert by giving him a bicycle, before returning to his Day Care on Route 3. Bianca shows up, and tells Hilbert a bit about the city, before she goes to the musical theatre. At the theatre, Hilbert and Bianca receive a prop case from the owner, allowing their Pokémon to participate. When the pair leave the theatre, Bianca's father shows up. He wants her to come back home, but she wants to keep going forward on her journey. The Gym Leader of Nimbasa City, Elesa, arrives, and helps talk her father down. He realises that he is being selfish and overprotective, and gives Bianca his blessing before leaving. Elesa encourages Hilbert and Bianca to visit her Gym later. Bianca also goes off to continue her journey.

When Hilbert enters the amusement park, he meets N. N recognises that he is looking for the Team Plasma grunts. He suggest they use the Ferris Wheel to get a look at the surroundings. Whilst on the Ferris Wheel, N reveals that he is actually the King of Team Plasma, and that he was asked to help Pokémon by Ghetsis. When the Ferris Wheel stop, the pair see the Team Plasma grunts. N battles Hilbert to allow his subordinates to escape. After the battle, N states his intention to defeat the Champion and become unbeatable, and then force all Trainers to free their Pokémon. He tells Hilbert that if he wants to stop him, he must collect all Badges and head for the Pokémon League. N retreats. Hilbert challenges the Gym, defeating Elesa and earning the Bolt Badge.

On Route 5, Hilbert battles Cheren. Afterwards, Elesa arrives to help them get to Driftveil City. Along the way, they meet Alder, the Champion of the Unova region. Cheren states his goal of becoming Champion, and is confused when Alder suggests that many Trainers raise Pokémon for reasons other

than growing stronger, and has Hilbert and Cheren battle a pair of preschoolers as a demonstration of this. Elesa has Driftveil Drawbridge lowered so Cheren and Hilbert can reach Driftveil City.

Arriving in Driftveil City, the pair meet Clay, the Gym Leader of the city. He explains that while the bridge was being lowered, some Team Plasma members took advantage of the ruckus to escape capture. Clay insists that the pair help catch them before he will allow them to challenge the Gym. Hilbert and Cheren investigate the cold storage area, where they find Zinzolin, one of the Seven Sages, and a group of Team Plasma grunts. Cheren and Hilbert defeat the grunts, and Clay and his men arrive and arrest the Team Plasma members. Outside the Gym, Ghetsis arrives with more Team Plasma members, and threatens Clay into releasing the captured members. Clay realises he cannot take on this level of force and complies, and Team Plasma leaves. Hilbert challenges and defeats Clay, earning the Quake Badge. Leaving the city, Hilbert is challenged to a battle by Bianca. Afterwards, she gives him HM02 Fly.

Hilbert moves through Route 6 to reach the entrance of Chargestone Cave, where Clay appears to remove a Galvantula nest blocking the way in. When Hilvert enters the cave, the Shadow Triad (high ranking Team Plasma members with ninja-like movements) appear either side of him and escort him to the nearby N. N says they were the ones who prepared the Galvantula nest. N says that he told Ghetsis about Hilbert and his friends, and Ghetsis had the Shadow Triad dig up information on them. Ghetsis has arranged a 'test' for Hilbert, and N moves on ahead. Bianca and Professor Juniper arrive, and Bianca shows Hilbert how to move the floating stones around Chargestone Cave in order to progress. As Hilbert moves through the cave, the Shadow Triad appear again and escort him further in. They tell him that Team Plasma is waiting up ahead. Hilbert battles against various grunts, and then N. Bianca and Juniper catch up. N criticizes Juniper for her Pokédex, as he thinks it arbitrarily categorises Pokémon. Juniper says that people should be allowed to have different views on the relationship between humans and Pokémon. This bothers N, who leaves. Juniper heads back into the cave, and Bianca follows to act as her bodyguard.

Hilbert reaches Mistralton City. He soon encounters Professor Juniper's father, Cedric, as well as the Gym Leader Skyla. Cedric upgrades Hilbert's Pokédex so it can display alternate forms of the same Pokémon, before departing. Skyla says she cannot battle Hilbert, as she has to check on what she thinks is a sick Pokémon on top of Celestial Tower. She invites Hilbert to meet her there before heading off as well. Hilbert travels through Route 7 to reach Celestial Tower, and makes his way to the top of the tower. Skyla says that her pilot's eyesight was correct, and she was able to heal a fainted Pokémon and it has already flown off. Skyla invites Hilbert to ring the bell on top of the tower, which is said to soothe the spirits of Pokémon. Afterwards, she reintroduces herself and invites Hilbert to challenge her back at the Gym. Hilbert returns to Mistralton City and takes on the Gym, defeating Skyla and earning the Jet Badge. Skyla mentions that she saw Team Plasma heading towards Icirrus City. Leaving the Gym, Hilbert meets N. N explains that he hates Pokémon battles and then talks to Hilbert's Pokémon. He is pleased when they speak well of their Trainer. He tells Hilbert that Ghetsis is using Team Plasma to search for special stones, the Light Stone and the Dark Stone, which hold the essence of two legendary Pokémon. N says he will resurrect a Dragon from one of the stones, and befriend it, so that the world will acknowledge him as a hero. N says his vision is to change the world without using force, as force causes people to resist, and will lead to innocent Pokémon being hurt. N says that his vision will lead to Pokémon and Trainers that trust each other being separated, which does upset him a little, before he leaves.

Hilbert moves through Route 7 to reach Twist Mountain. He runs into Cheren and they battle. After the battle, Alder shows up and congratulates the pair on their battle. After another conversation with Cheren about the meaning of strength, Alder gives each of them HM03 Surf. Inside Twist

Mountain, Hilbert and Cheren meet Clay, who tells them that the Gym Leaders had a meet up to discuss what to do about Team Plasma, but they are currently unable to locate them, so they have no choice but to wait until Team Plasma acts. Further on, Hilbert encounters Cheren just after he defeats a Team Plasma Grunt. Another grunt arrives and informs the first that they have found the item they were looking for and should head to the tower, and the two grunts flee. Cheren chooses to stay behind to reflect on his conversation with Alder, and Hilbert moves on to Icirrus City.

In Icirrus City, Hilbert meets Cedric Juniper, who tells him about Dragonspiral Tower. It is the oldest building in Unova, and said to be where the legendary Pokémon came to life or where they remain in a deep slumber. Hilbert challenges the Icirrus City Gym, defeating Brycen and earning the Freeze Badge. Outside the Gym, Hilbert meets up with Cheren and Bianca. Brycen comes outside, and notices the Shadow Triad hiding. He calls them out, and they reveal themselves. They say that they were sent to give Hilbert a message from Ghetsis: come to Dragonspiral Tower, where N waits for him. They vanish. Cheren, Brycen head north to Dragonspiral Tower, with Bianca and Hilbert following behind.

Bianca and Hilbert meet Cedric. He tells them that Team Plasma have broken through the tower wall, and Cheren and Brycen have gone after them. Bianca stays behind to protect Cedric as Hilbert continues on. Hilbert catches up to Cheren and Brycen, who hold off swarms of Team Plasma grunts so that he can proceed. Hilbert encounters Giallo of the Seven Sages, and fights off more grunts. At the top of the tower, Hilbert finds that N has already resurrected the legendary Dragon Pokémon Zekrom (Reshiram in Pokémon White) and befriended it. He suggests that if Hilbert wants to be at his level, he look for the counterpart legendary, and predicts that Hilbert will be able to pull this off. N flies away on Zekrom. Cheren and Brycen arrive to see this, and then take Hilbert back to the entrance where Bianca and Cedric are. Alder shows up soon after, and they discuss what to do. Alder suggests they head to Relic Castle to search for the other dragon in the form of the Light Stone (Dark Stone in Pokémon White). Cedric and Brycen stay back at the tower to see if there is anything to be learned. Cheren states he has gained a better understanding of the meaning of strength.

Hilbert heads to Relic Castle off Route 4. He meets Cheren at the entrance, who tells him Alder has already gone ahead. Moving through, he meets Ryoku of the Seven Sages, who informs him that Ghetsis has arranged another test for him, requiring him to battle against Team Plasma Grunts. Hilbert and Cheren catch up to Alder, who is confronting Ghetsis. Ghetsis tells them that the Light Stone is not here. He tells Hilbert that N has chosen him to resurrect the counterpart dragon and battle against him; if Hilbert does not, or he loses, Team Plasma will liberate all Pokémon from their Trainers. Alder comments that he is not taking the feelings of the Pokémon into account, and that what he is really doing is simply stealing Pokémon. Ghetsis says that his king has already determined Alder is not a serious threat. Ghetsis says he is saying this to keep Alder from getting hurt, but his true colours bleed through; he enjoys watching the moment others lose hope. Outside, Hilbert gets a call from Professor Juniper, asking him to come to the museum in Nacrene City right away.

In front of Nacrene Museum, Hilbert meets both Junipers, Alder, and Bianca. Lenora comes and provides the Light Stone to Hilbert. Alder and Lenora tell Hilbert to go to Opelucid City, and that the Gym Leader there is a Dragon-type user who may know how to awaken the legendary dragon from the stone. Hilbert travels back to Icirrus City, and then heads onto Route 8. On Route 8, Hilbert battles Bianca, who encourages him to keep going. On Tubeline Bridge, Hilbert encounters Ghetsis. He lectures Hilbert on his plans, telling him how N's status as a hero will be used to influence public opinion so that having a Pokémon will be seen as a bad thing, and that under that pressure, even the Champion and Trainers like Bianca will be forced to abandon their Pokémon, leaving Team Plasma as the only ones with Pokémon. Hilbert moves through Route 9 to reach Opelucid City.

In Opelucid City, Hilbert meets with Alder. Ghetsis gives a speech, which begins to convince some of the crowd. After the speech ends and the crowd disperses. Two people remain, who strongly disagree with Team Plasma's message: Iris and Drayden. Alder introduces Hilbert to them, though Hilbert has met Iris before. Alder asks about the Legendary Dragon Pokémon, and explains the situation. Alder leaves to return to the Pokémon League, and suggests Hilbert go there as well after he collects the Opelucid City Gym Badge. Iris and Drayden take Hilbert back to Drayden's house. They explain that in the past the two Dragon Pokémon were once one entity, and worked with twin heroes to bring a new region into being. However, the twin heroes, one who sought the truth and the other who pursued ideals, began to argue over who was right. This caused the Dragon to split in two, each siding with one of the brothers. Zekrom represented ideals and Reshiram represented truth. The battle was a stalemate, and the brothers decided that neither was right. However, their sons would renew the battle, causing Reshiram and Zekrom to destroy Unova before disappearing. Unfortunately, they don't know how to wake the dragon from Hilbert's stone. Hilbert challenges the Gym; in Pokémon Black, the Leader is Drayden, and in Pokémon White, the Leader is Iris. Hilbert defeats the Gym Leader and earns the Legend Badge. Outside the Gym, Hilbert runs into Professor Juniper. She escorts him to the Route 10 gate, and gives him a Master Ball.

In the Route 10 gate, Hilbert is told that a strange storm has started on Route 7. From this point Hilbert can investigate and catch either Tornadus (Pokémon Black) or Thundurus (Pokémon White). On Route 10, Hilbert meets with Cheren and Bianca. Cheren battles with Hilbert, to make sure Hilbert is ready to battle N if Alder cannot win. Cheren and Bianca encourage Hilbert before departing. With all eight badges, Hilbert is granted entry to Victory Road. He moves through Victory Road to reach the Pokémon League.

Hilbert can challenge the Elite Four in an order of his preference. The Elite Four are: Shauntal, a Ghost-type user, Grimsley, a Dark-type user, Caitlin (who previously appeared in Gen IV as the head of the Battle Castle), a Psychic-type user, and Marshal, a Fighting-type user. Hilbert defeats them, but when he reaches Alder, he finds that N has already beaten him. N sees Hilbert, and notices that his Light Stone is responding to Zekrom. N doesn't believe this is a suitable place for the battle between dragons, so he calls for his castle. It rises from the ground, surrounding the Pokémon League. N tells Hilbert to meet him in the castle, where their clash of beliefs will determine the future of the world, and takes off. Cheren arrives, having also beaten the Elite Four. He says that he has grown stronger thanks to his connection to his Pokémon, and encourages Hilbert to do his best.

Hilbert enters the castle. Six of the Seven Sages (all but Ghetsis) confront him, intending to battle him all at once and prevent him from reaching N. However, Clay, iris, Drayden, Skyla, Burgh, Lenora, Elesa, and Brycen all arrive to battle them instead. They say that Bianca asked them to come. Hilbert continues through the castle. Along the way, he can learn a bit about N's childhood (including that Ghetsis specifically placed abused Pokémon near him so he would have a distorted view of the relationships between people and Pokémon), and that Team Plasma are poised to Infiltrate the Pokémon Storage System and release Pokémon against their Trainer's wishes – they are simply waiting for the order to do so. Hilbert runs into Ghetsis, who gloats before allowing him to proceed to N.

Hilbert confronts N, and his stone reacts, transforming into Reshiram (Zekrom in Pokémon White). N tells Hilbert that Reshiram is asking Hilbert to prove himself by trying to make it his ally. Hilbert manages to catch it. N heals Hilbert's Pokémon so there will be a fair fight, and then the two battle. Hilbert wins, and N realises that one needs to embrace a combination of truth and ideals. Ghetsis appears, furious that N has lost. He reveals that he manipulated N into thinking and acting the way he did so that the Legendary Dragon would be under Team Plasma's control. He says that he must

now eliminate Hilbert in order for his plans to succeed. Alder and Cheren arrive and learn that Ghetsis simply wants a monopoly on Pokémon rather than liberating them. Hilbert defeats Ghetsis.

Alder asks if N still wants to separate people and Pokémon. Ghetsis calls N a freak without a human heart, and says he will never get through to him. Cheren says Ghetsis is the one without a human heart. Alder says that N's feelings were genuine, and that's why the Legendary dragon appeared before him. Alder and Cheren capture Ghetsis and take him away. N has a conversation with Hilbert, where he was surprised when they first met because Hilbert's Pokémon told N that they liked Hilbert and wanted to stay with him. That was the first Pokémon he had met like that. As he journeyed, he continued to become more unsure of himself, which was why he was so eager to test himself against Hilbert. N says farewell, and leaves on Zekrom.

Back at his home, Hilbert meets Looker, an International Police officer. Looker asks for his help in rounding up the Seven Sages. Hilbert is able to track down six of the Seven Sages, and they are arrested. However, Ghetsis remains on the run after the Shadow Triad allowed him to escape from Alder and Cheren. Looker thanks Hilbert for his efforts, and informs him that N was seen in a distant land. Hilbert challenges the Elite Four once again, this time defeating Alder as well and becoming Champion.

Two years after the events of Pokémon Black & White, Pokémon Black 2 & White 2 takes place.

In Aspertia City, Nate's mother gets a call from Professor Juniper. After the call, Nate's mother tells him that he has been offered a Pokémon and Pokédex. He has to meet with Bianca, who is now Professor Juniper's assistant. Leaving his house, Nate runs into Hugh and his sister. Nate tells them that he is getting a Pokémon, and Hugh's sisters says to take care of it. Hugh sends his sister home, and follows Nate to Bianca. As promised, Bianca provides Nate with a Pokédex, as well as his first partner Pokémon. Hugh asks for a Pokédex as well, he says he wants to get stronger, and plans on searching Unova with his Pokémon partner for something very important. Bianca gives him a Pokédex as well, and suggests the two have a Pokémon battle. After the battle, Hugh goes off on his own, and Bianca takes Nate to the Pokémon Center to show him how it works. Leaving the Pokémon Center, Bianca and Nate meet Nate's mother and Hugh's sister. Nate's mother gives him some running shoes, and Hugh's sister gives him two Town Maps. She asks that Nate give the other to Hugh.

Nate follows Bianca to Route 19, where she shows him how to catch Pokémon before departing. Moving through Route 19, Nate meets Alder who decides to help train him a bit, asking Nate to follow him into Floccesy Town.

In Floccesy Town, Alder notices that Nate has two Town Maps. He reveals that he saw Hugh head to Route 20 for some training, so he suggests Nate go there first and then come back to him. Nate heads through Route 20 to reach Floccesy Ranch, where he finds Hugh. After a battle, Nate gives the extra Town Map to Hugh. The owner of the ranch and his wife greet the two trainers. They tell them that one of their Herdiers are missing, and Hugh rushes off to find it. Nate catches up, and they look for the Herdier. When they hear it nearby, Hugh goes to get the owner while Nate approaches. The Herdier is being bothered by a Team Plasma grunt. The grunt throws a TM at Nate to distract him, and then runs off before Hugh and the owner arrive. Hugh snaps at the owner for not taking good care of his Herdier, and storms off.

Returning to Alder, he recognises that Nate has grown quite a bit in the short time since he saw him. Instead of training him, he asks Nates to battle two of his other students. Afterwards, Alder suggests Nate challenge the newly opened Pokémon Gym in Aspertia City. Nate returns to Aspertia and takes

on this Gym. The Gym Leader is Cheren, who uses Normal-type Pokémon. Nate wins, earning the Basic Badge. Leaving the Gym, he meets Bianca, and Cheren comes out after to see her as well. He comments that it has been two years since they last spoke to each, and suggests they register each other on the Xtransceiver. Bianca registers herself and Professor on Nate's Xtransceiver as well. They have a four-way call with the three of them and Professor Juniper, who introduces herself to Nate. She asks Cheren how being a Gym Leader is going, and he says it is tough since he isn't able to rely on his usual partners. After the call, Hugh arrives, and asks Cheren for a battle. Cheren invites him inside the Gym. Bianca tells Nate that the next Gym is in Virbank City.

Nate heads back to Floccesy Town, where Bianca catches up to him. She upgrades his Pokédex, so that it includes a Habitat List. On Route 20, Cheren and Hugh catch up to Nate. Cheren explains that stronger Pokémon can be found in dark grass, and heads back. Hugh decides to stay and train in the dark grass and Nate moves on.

In Virback City, Nate comes across the Gym Leader, Roxie, and her father, a ship captain. Roxie's father wishes to go to Pokéstar Studios and become a movie star as well as a ship captain. Roxie doesn't want him to go, but he says she splits her time between being a Gym Leader and her band, so this is no different, and leaves. Roxie fumes, not because he is doing two things, but because it is causing problems for others. She heads to her Gym. Nate challenges and defeats Roxie, earning the Toxic Badge. During the battle, he is watched by a talent scout for Pokéstar Studios, and is invited to visit. Roxie remembers that she needs to go get her father from there and takes off.

At Pokéstar Studios, Nate is introduced the Stu Deeoh, the boss. He is taken on a tour of Pokéstar Studios, where he meets Roxie's father. Roxie's father insists that they watch the movie that he just starred in. Unfortunately, it is quite terrible. Roxie's father chooses to give up on being an actor for the time being and returns to his job as a ship captain. Nate is taken back to Stu Deeoh, who asks that he star in movies. He introduces Nate to his co-star, Brycen – the marquee star of Pokéstar Studios. After filming a movie, Nate returns to Virback City proper.

At the docks, Nate finds Roxie and Hugh confronting Team Plasma grunts. The grunts say that they were betrayed by their king two years ago, but they have a new plan in motion. Hugh derides them for being Pokémon thieves, and a battle takes place, with Nate, Hugh, and Roxie each defeating a grunt. The grunts run off. Roxie thanks Nate for his help and gives him HM01 Cut. She suggests they split up and search Route 20 for the fleeing grunts. On Route 20, Nate finds and defeats one of the grunts. The grunt realises that they are moving away from help, and escapes again, this time back towards the ocean. Hugh catches up with Nate. He says that based on the grunt's words, they must be getting around by boat, and wonders if they headed to Castelia City, as it has a large port.

Nate heads back to the Virbank City dock, where he sees Roxie and her father. She has seen his movie, and tells him she liked it. Her father admits that the film was bad because his performance was bad. Roxie encourages him to keep trying, so long as he doesn't neglect his responsibilities as a captain. Nate and Hugh are taken to Castelia City on the captain's boat.

In Castelia City, Hugh and Nate register each other's Xtransceiver numbers. They notice a weird ship that is also docked, and then head into the city. A Harlequin gives Nate a bicycle. Nate attempts to challenge the Gym, but its Leader, Burgh, is not present. Iris shows up. When Nate informs her that he is looking for Team Plasma, she gets an idea where suspicious people might be, and takes Nate to Thumb Pier. There is an entrance to the sewers here, and Iris suggests Nate might find suspicious people in there. Hugh shows up and rushes into the sewers, with Nate following after. They find and defeat a pair of grunts, who flee afterward. Before they further investigate the sewers, Burgh

arrives, and explains that he has already checked further in and no one else is there. Hugh thanks Nate for his help and gives him HM04 Strength. He leaves after saying he will never forgive Pokémon thieves. A strange man (Colress) appears from the shadows, and congratulates Nate on his performance before leaving as well. Burgh suggests Nate challenges him at his Gym. Nate does so, and earns the Insect Badge.

Nate meets Colress again in Castelia City. He formally introduces himself, saying he is a scientist, and the theme of his research is “Bringing out the power of Pokémon.”. He asks to look at Nate’s Pokémon, and is impressed with how much power Nate has been able to draw out of them with only three Badges. He asks to battle Nate on Route 4, in order to test a theory of his.

On Route 4, Colress uses an invention of his to awaken and energise a group of sleeping Crustle that were blocking the road. He says that Team Plasma claims that humans should recognise the potential in Pokémon and liberate them, but he think humans should be the ones to bring out the potential of Pokémon. Colress battles Nate. Afterwards, he says it is frustrating that no one can talk to Pokémon, before departing. Nate moves through Route 4 to Join Avenue, which he is suddenly asked to manage. After accepting, Nate continues to Nimbasa City.

In Nimbasa City, Nate meets Rosa (if the Player has chosen to play as a girl, they instead meet Nate), as well as the two Subway Bosses, Ingo and Emmet. Rosa asks for Nate’s assistance, as the bosses have agreed to a two-on-two battle. After the battle, the bosses invite them to try the Battel Subway sometime, and Rosa gives Nate a Vs. Recorder as thanks for his help. At the Musical Theatre, Nate is given a prop case by the theatre owner and invited to participate in musicals with their Pokémon. On Route 5, Nate meets Bianca, who gives him HM02 Fly, and shows him a hidden grotto on the route. Back in Nimbasa City, the Gym Leader is not present at the gym, and Nate is instructed to visit the nearby roller coaster first to find her. He does so, but manages to miss her. He returns to the Gym and challenges it, defeating Elesa and earning the Bolt Badge. Out in the city, Nate finds Hugh confronting some Team Plasma grunts. Nate helps Hugh battles the grunts. The grunts reveal that they are searching for something that will allow their secret weapon to use its true power, and then they flee. Hugh tells Nate that five years ago, Team Plasma stole his little sister’s Purrloin. He wants to get stronger so that he can get it back, and he wants Nate to get stronger, so he can back him up.

Nate moves through Route 5 to reach Driftveil City. He encounters a pair of Team Plasma grunts. One is wearing the current uniform, and the other is wearing the uniform from two years ago. The modern one is encouraging the old one to steal Pokémon, but the old one refuses, having learned that doing so is wrong. The Ex-Team Plasma members doesn’t want to upset N, who the active member calls a traitor and derides for running off somewhere. The conversation ends when Hugh arrives and chases after the current member. The Ex-Team Plasma member tells Nate that two years ago Team Plasma split into two groups, N’s group who want to save Pokémon, and Ghetsis’ group who want to take over the world. He suggests Nate comes to see his group at their base. At the base, Rood (a former Sage) tests Nate with a battle. Hugh shows up after, and Rood invites them both inside. Rood explains that his group of Ex-Team Plasma Members now take care of the Pokémon that were separated from their Trainers as a way to atone for their actions. Hugh gets angry and demands to know where his sister’s Purrloin is. Rood tells him that it is likely that the current Team Plasma still has it, and acknowledges that mere apologies won’t make up for what they’ve done. Hugh storms off to challenge the Gym. Rood says he can’t do anything to help, but asks that Nate look after a Zorua which used to be one of N’s Pokémon. Nate challenges the Driftveil City Gym, defeating Clay and earning the Quake Badge. Outside the gym, Nate and Clay meet up with Hugh, who had won the badge earlier. Hugh asks why Clay has forgiven Team Plasma, and Clay says that people always have room to grow and change. Clay invites Hugh and Nate to visit the

Pokémon World Tournament building. Clay arranges a Driftveil Tournament, and has the pair enter it. Cheren is present as well. Nate competes in the tournament, battling Hugh, Cheren, and finally Colress. After the tournament, Cheren praises both Nate and Hugh for their growth. They are interrupted by a Team Plasma grunt rushing by. Colress warns the others not to pursue, as it is too dangerous, but the three follow after the grunt.

The three arrive at a ship, the same ship that was at Castelia City. Hugh comments that the ship is surprisingly cold, and Cheren notes it is disguised as an old sailboat. A groups of grunts appear, and reveal that this is Team Plasma's base. The three face off against the grunts. After that, Zinzolin (one of the Seven Sages) appears. He says that once again Team Plasma will use the legendary Dragon-type Pokémon to rule Unova. He summons the Shadow Triad, who immobilise the three trainers and remove them from the ship. When they come to, the ship is gone. Hugh runs off, and Cheren comments that he is confused by Zinzolin's words, as he believes Reshiram and Zekrom are no longer in the Unova region.

On Route 6, Cheren takes Nate into the Season Research Lab. He tells Nate that Lacunosa Town experienced a sudden but brief drop in temperature recently. Similar events happened around Castelia City and Driftveil City. Cheren suspects that this is related to Team Plasma. He provides Nate with HM03 Surf, to help him investigate. Later, Nate briefly encounters Cobalion. Rood and an elderly man arrive shortly after, and explain it and the related legendaries Terrakion and Virizion to Nate. Rood suggests Nate try to befriend Cobalion if he can.

In Chargestone Cave, Nate meets Bianca, who teaches him how to move the floating stones in the cave to progress. Later, she explains that she is in the cave to research Tynamo at Professor Juniper's request.

In Mistraltron City, Nate meets Professor Juniper, who gives him a Master Ball. They are interrupted by Skyla, the city's Gym Leader. She reminds Juniper that she is giving her a plane ride to cross Twist Mountain, since she can't reach Opelucid city by foot. Juniper asks to put that on hold so she can check the nearby Celestial Tower. Nate travels to Celestial Tower on Route 7, where he has a brief conversation with Professor Juniper. Back in Mistraltron City, Nate battles Skyla at the Gym, and earns the Jet badge.

Skyla takes Professor Juniper, Nate, and Bianca to Lentimas Town by plane. Juniper tells Nate that she has been brought up to speed by Cheren. She repeats what he said, that the two legendary Dragon Pokémon should no longer be in Unova because each of them went with a hero (Hilbert and N). She asks Nate to head to Opelucid City, and ask Drayden, its Gym Leader (he is the Gym Leader in both Black 2 and White 2) for advice. Bianca heads out to investigate Reversal Mountain.

Nate makes their way to Reversal Mountain, where he meets Bianca. Bianca asks him to be an escort, since the Pokémon here are too dangerous for her. During their exploration, they find a place that Bianca suggests to be the origin point of the mountain, from which Heatran created it. They reach the exit to Undella Town, but Bianca chooses to stay behind and do more research.

In Undella Town, Nate battles Hugh, before moving on to Route 13. Nate can battle and catch Cobalion on this route.

In Lacunosa Town, Nate meets Bianca and Professor Juniper. Before progressing to Opelucid City, Juniper asks the pair to follow her. She takes them to an old lady who talks about the big hole behind Lacunosa Town. Bianca comments that extremely low temperature readings have briefly occurred around Giant Chasm. The lady says that long ago a meteorite crashed down and created

the hole. Inside was a scary Pokémon, which is said to freeze everything around and eat people and Pokémon alike. Bianca wonders if there is a connection between the scary Pokémon and the legendary Dragon-type Pokémon. Juniper says that the meteorite is similar to the Dark Stone, which Zekrom was revived from (in White 2, she instead refers to the Light Stone and Reshiram). Juniper suggests Nate bring this up to Drayden as well, and she and Bianca head off. Nate meets Hugh, who is looking for Team Plasma. Just then, Zinzolin and a Team Plasma grunt happen to stumble across the pair, who battle them. Zinzolin lets slip that a scientist told them something they are looking for is in Opelucid City. Hugh chases after the Team Plasma pair.

Nate moves through Route 12, Village Bridge, and then Route 11. Nate can battle and catch Virizion on this route.

In Opelucid City, Nate has a brief encounter with Iris. Nate challenges the Opelucid City Gym defeating Drayden and earning the Legend Badge. Afterwards, Drayden takes Nate back to his house. He tells him the story of Reshiram and Zekrom splitting from the Original Dragon. He also explains that another dragon Pokémon, Kyurem, came into existence during that era. Drayden says there is proof of this in a treasure kept in his family for generations: the DNA Splicers. Professor Juniper's research determined that the materials in the splicers date back to the same period as the materials used in building Dragonspiral Tower. Drayden wonders if Kyurem was a shell left over when the dragon Pokémon split in two. They are interrupted by a loud noise outside.

Outside, Team Plasma's ship arrives, flying through the air. It fires icy bursts from its cannon, which freeze much of Opelucid City over. Drayden has his Haxorus attempt the break the ice, but it doesn't work. Zinzolin arrives, flanked by two grunts. He says that the ice was created by Team Plasma's technology, and that as long as they have their secret weapon, this ice cannot be melted or broken. Zinzolin demands the splicers, but Drayden refuses him. Since the cannon needs time to recharge, Zinzolin and his men start searching for them instead of threatening Drayden further. Drayden and Nate pursue and defeat Team Plasma, with Nate defeating Zinzolin, who retreats, saying he will freeze the entirety of Unova with the DNA Splicers. Drayden collects the DNA Splicers and shows them to Nate. Suddenly, the Shadow Triad swoop in and steal the splicers, running off with them. Nate pursues and defeats one of the Shadows, but he isn't the one with the splicers, and escapes. Nate gets a call from both Cheren and Hugh. Cheren arrives shortly after. He explains that the coldest area in Unova right now is close to Humilau City, so he suspects that's where Team Plasma has retreated. Cheren asks Drayden to stay and protect Opelucid City, while he, Hugh, and Nate will go after Team Plasma.

Nate returns to Undella Town and heads through the Marine Tube to reach Humilau City. Nate finds the Gym Leader, Marlo, out swimming, and then challenges the Gym, earning the Wave Badge.

On Route 22, Nate sees Terrakion. Colress arrives, musing that Terrakion has appeared because it is looking for a Trainer that can stand up to Team Plasma. He gives Nate the machine he used to wake the sleeping Crustle, stating that although it doesn't work on battling Pokémon, Nate may still find it useful. He mentions that it may be useful in the Seaside Cave on Route 21, before departing. Nate can battle and catch Terrakion here.

Nate uses the Colress Machine to move a Crustle blocking his path in Seaside Cave, after which it breaks. Nate finds the Plasma Frigate docked, and Hugh catches up. Marlon shows up, and drops the ship's gangplank before leaving. Nate and Hugh battle through the ship. They find Zinzolin, who shows them that Team Plasma has captured Kyurem and is using its power for their ice cannon. They defeat Zinzolin, but he summons the Shadow Triad, who remove the pair from the ship. The ship

takes flight, leaving the pair behind. Cheren shows up. He says he suspects Team Plasma is heading towards the Giant Chasm. Hugh rushes off. When Cheren is told about Kyurem, he sends Nate ahead, saying he needs to find one of the heroes who have either Reshiram or Zekrom to match Kyurem.

At the Giant Chasm, Hugh and Nate find Rood and his Ex-Team Plasma members trying to talk sense into the current members, to no avail. A speech from Hugh motivates Rood and his side to fight. Rood tells Hugh that his sister's Purrloin is likely with the Shadow Triad. Rood and his side battle Team Plasma, allowing Nate and Hugh to move ahead. At the ship, Hugh holds off grunts to allow Nate to proceed. Nate makes his way through the ship, and once again encounters and defeats Zinzolin. Moving ahead, Nate encounters Colress. Colress explains that his goal is to bring out the power of Pokémon, and doesn't care whether that means via a Trainer's bond, through Team Plasma's technology, or even if the world is destroyed as a result. Nate defeats Colress, who approves of how strong his Pokémon have become. He repeats that he doesn't care what method is used to make Pokémon strong, and allows Nate to proceed, so that he can test his ideals against Team Plasma.

Nate finds Ghetsis, who reveals that he had installed Colress as Team Plasma's boss, whilst he controlled the group in practice. One of the Shadow Triad arrives to tell Ghetsis Kyurem has been moved as ordered. Ghetsis leaves the Shadow to deal with Nate as he head off. Hugh arrives and asks about his sister's Purrloin. The Shadow reveals that he stole the Purrloin, and it has since evolved into a Liepard. Nate defeats the Shadow, and then the other two Shadows that arrive afterward. Liepard is returned to Hugh, the Shadow saying that with what Ghetsis has planned, they have no need of it. The Triad leave.

Nate pursues Ghetsis into the Giant Chasm, where Kyurem has been moved. He explains that from here, Kyurem will be able to freeze the entire region. He has Kyurem attack Nate. Suddenly N arrives on Zekrom (Reshiram in White 2), and fends off the attack. Ghetsis says that this is part of his plan. He uses the DNA Splicers on Kyurem and it fuses with N's legendary dragon. In Pokémon Black 2, it becomes Black Kyurem, whilst in White 2, it becomes White Kyurem. Nate does battle against Kyurem, and defeats it – causing it to separate. Nate battles Ghetsis, defeating him as well. Ghetsis rages at his second defeat, until one of the Shadows comes to take him away. N thanks Nate for his help, and says that Kyurem will return here once it has been able to recover. N suggests that Nate challenge the Pokémon League, and leaves. Hugh arrives, and is told the situation. He agrees that Nate challenging the Pokémon League is a good idea, and says he will return the Liepard to his sister.

Nate moves through Route 23 to reach Victory Road. Here, N provides Nate with HM05 Waterfall, and further in Nate defeats Hugh in a battle. Hugh thanks Nate for helping him accomplish his goal, and tells him to become Champion.

Nate takes on the Elite Four at the Pokémon League. The Elite Four are unchanged (Shauntal, Grimsley, Caitlin, Marshal), and they can still be done in any order. After, Nate takes on the Champion, Iris. He defeats her, becoming Champion.

After becoming Champion, Nate can battle Alder, and can battle N. After defeating N, he will be given Zekrom (Reshiram in Pokémon White). After receiving Zekrom/Reshiram, he can catch Kyurem, which still has the DNA Splicers with it.

## -Changelog-

0.1
Created the jump.

1.0
(i) Clarified availability of Fairy-type Pokémon in the **Pokémon species** option. (ii) Minor typo fixes.

1.1
(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.

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