



Pokemon Scarlet/Violet Jumpdoc by Kamico and Verbal Smacker

Welcome to the Paldea Region of Pokemon World! Full of different species of Pokemon, this Region is home to Naranja-Uva Academy, where people of all ages learn about Pokemon! This is a land of opportunities but even bigger challenges which may lurk behind every corner. Still, not all is good. The Region's League is relatively new and untried, and the mysterious Team Star threatens the peace by aggressively recruiting trainers - mostly fellow students of Naranja-Uva, but not exclusively.

You have 10 years in this world. Have +1000 Choice Points to spend.

Age and Gender:

Your Age is either the same as previous Jump or $1d12+10$.

You may pay 50CP to choose from ages 10 to 50.

Your Gender is the same as in the previous Jump, or 50CP to choose.

Location:

Free to choose, roll for +100CP

1. Paldea, Cabo Poco
2. Paldea, Mesagoza
3. Paldea, Medali
4. Paldea, Artazon
5. Paldea, Glaceado Mountain
6. Kitakami, Mossui Town
7. Unova, Terarium Entrance
8. Paldea, Area Zero

Origins:

Any Origin can be taken as a Drop-In.

Human Origins:

New Transfer

Oh! So you came from another Region? I know this might be a hard time to get adjusted to the new lands, new culture, compared to what you knew, but hey, a fresh point of view is always welcome.

Teacher

You used to be a Pokemon Trainer, till you took an arrow to the knee... In all seriousness, in your youth you were once a wandering pokemon trainer, battling others to prove yourself the best that ever was. Now, with age and responsibilities, you can't exactly go like you used to, but you got experience to share with the new generation and you'll be damned if you'll let it go to waste. Add 10 years to your Age in case you rolled it - can't be TOO young, right?

Team Star

Once upon a time, you were a victim that made a choice to fight back against those who bullied you... But like someone said, you lived long enough to see yourself become a villain. Not exactly a mustache twirling one, giving your camaraderie with your fellow members, but still a villain. Maybe it's not too late for you... but that's up to you to decide.

League Official

That super-scary lady, Geeta, one day showed up on your doorstep and beat you in a Pokemon battle, then decided that you were a good addition to her newly-established League... whether you want it or not. Now, you have an official position in the Paldea League, a salary, and a team of Pokemon of a type of your choosing. Maybe even a Gym of your own. Your position is very high, but that also means you're everyone's target. I hope you're up for it!

Pokemon Origins:

Any Pokemon can be a custom Paradox form, changing Type(s) and making the Ability be either **Protosynthesis** (Past Paradox) or **Quark Drive** (Future Paradox). You still have to pay the cost of your Stage - unless you have a previous Pokemon form, then Paradox Form of that is free.

Trainer's Pokemon

You got captured or given out at a Pokecenter to a trainer all those years ago... Not that you regret it. It sure beats fending for the food yourself, suffering from cold or stumbling across larger predatory Pokemon by accident.

- Free First Stage
- 100CP Second Stage
- 200CP Third Stage
- 300CP Legendary

Wild Pokemon

You're wild and free, and nothing beats freedom. Those pesky domesticated Pokemons would be too weak to survive in the wild anyway.

- Free First Stage
- 100CP Second Stage
- 200CP Third Stage
- 300CP Legendary

Perks: 100CP Perks are Free to corresponding Origin, the rest are 50% off

General Perks

- | | |
|-----|---|
| 100 | <p>All Ages Welcome</p> <p>You might have noticed that the Naranja-Uva Academy accepts students of all ages, from children to elderly. Now, you can take this acceptance to the rest of your Chain! No more questions like “aren’t you too young for this” or “shouldn’t you be in school”!</p> |
| 200 | <p>Your Hobby</p> <p>Choose a mundane skill. Now, you’re in the Top 10 in the world in the mastery of this skill! This Perk refreshes every 10 years or every Jump, whichever shorter, allowing you to pick more skill masteries.</p> |
| 400 | <p>Famous Ancestor</p> <p>Once per Jump, you can choose to be related to any famous person from the past, receiving fame, influence, finances and blessings based on your new Ancestor. For example, a Genghis Khan descendant would become a master horse rider, archer, warlord, unifier and lawmaker.</p> |

New Transfer

100 Fresh Face

It's always hard for a transfer to settle in a new place, And even harder is to make friends. But That's what makes it quite charming about you. With this perk, you won't have a hard time making friends and/or connections, no matter what place you might end up. It works on people, it works on pokemon. Some might need a long time to make this connection, but time is what you got in spades.

200 Gotta Find 'Em All

There are now more than one-thousand Pokemon species known, and you have what it takes to find and catch them all. By luck, by sixth sense, and by something approaching divine providence, your capacity to find, capture, trade and hatch new Pokemon is unparalleled.

400 Picnic Master

A big part of the Paldean experience is the picnics in the wilderness that you can have with your Pokemon. Not only are you a master of cooking, be it sandwiches, curry or whatever else, food prepared by you has wondrous qualities, such as quickening egg hatching time, making Pokemon (or other things) easier to catch and befriend, making Pokemon (or other things) easier to train, and many more. Also, you might find Eggs in your picnic basket, which might hatch into Shiny Pokemon with a roughly 1/500 chance.

600 Champion Aptitude

In Paldea, a 'Champion' is not the pinnacle of Trainer might, but it's still close. And you, Jumper, have what it takes to become one! Be it leveling up Pokemon, EV training or even luck with IVs, you and your Pokemon are the pinnacle of their species, capable of fighting even Legendaries on even ground.

Teacher

100

Teaching Aptitude

Well, you need to teach *something*, otherwise you'll be fired rather quickly. With this, you are in the top 5% in an area of expertise, as well as capable of imposing your knowledge upon students with a 99% certainty.

200

Crouching Incineroar, Hiding Dragonite

You're a Jumper, so badassery is a given, but can you hide this behind a non-threatening mask? Now you can. Be it via mastery of acting or merely via your usual character, people will be made to underestimate you until faced with the undeniable truth of your power and/or aptitude.

400

Mechanical Pokemon Creator

Perhaps you had been studying under Dr. Kaminko of the Orre Region, so you're capable of making robots that possess abilities and moves of real Pokemon. For the best functionality, they should be shaped as Pokemon you base them off, but with practice, you can overcome this limitation. Also, the Hadron Engines and Quark Drives are in your capabilities to build.

600

Terastal Phenomena Researcher

Area Zero has a lot of secrets, and you seem to know them all! Be it about the phenomena of Terastallization, creation of Time Travel machines or AIs of any types, or Legendary/Mythical Pokemon locating, you know these things and more. The secret and known Pokemon techbase is in your hands!

Team Star

100 Just Another Grunt

This perk allows you to avoid the harsher kind of ass whooping you would receive if you were higher in hierarchy. Sure you did all those things, but you were just following orders, it's actually your boss' fault.

200 Friends in Low Places

You know a guy that knows a guy that... you know the drill. Being a part of the underworld means you have to know who to ask for the things you need on the less than legal side. With this perk, you'll be able to establish a set of such contacts both here and any universe post this jump.

400 Achird Squad Leader

Despite the Cassiopeia Constellation being said to have only the five stars, you happen to be the sixth - perhaps, the one to control all Grunts outside the five bases in a spymaster-like way. You have the wits, the knowledge, and the power to enforce rules and inspire loyalty, as well as power to stay unnoticed and unknown to others.

600 Team Founder

You're the Godfather. You're the one who started it all alongside others when you took an oath to never be a victim again. That oath now took it way further than one originally intended. You have the power and the muscle to shake the region as you see fit. Maybe you want an out like some of your friends do, or you fully intend to enjoy the spoils of war. Either way, You're the Big boss and everyone shall fear your wrath. This perk also gives you a great boost to your charisma, knowledge and instincts necessary to lead, as well as the mindset of a leader.

League Official

- 100 **Type Aptitude** (purchasable up to 18 times)
With every purchase of this, you become proficient and capable of bringing out the best out of Pokemon of a single given type. Moreover, if you have Aura or some sort of other elemental things, this chosen Type can now be applied to it.
- 200 **Work-Life Balance**
Working a few jobs and yet having enough time for hobbies is easy for you, as if your day consists of more than 24 hours. Be it because you don't need to sleep, or because you actually have more time to indulge in your favorite things per day, you never have to sacrifice work for fun, or fun for work.
- 400 **Adaptability**
You didnt come this far without the ability to make plans on the fly. This mental Perk can help you see forward in time: Any decision you make will now show any possible consequences that can happen - up to you to choose which one you want.
- 600 **Elite Four**
You're a real deal now. Being one of the Elite four is a badge of Honor that most Trainers dedicate their lives to. Your Battle experience as well as your bond with your Pokemon is on a level honed through years of travels. You're able to think of strategies on the fly and your Pokemon follow your orders by instinct.

Trainer's Pokemon

100 **Trainer's Bond**

You know your trainer and they know you. The Bond you have forged is like no other, it's so strong one would think you can understand each other. This Perk allows you to synchronize with your trainer on and off the Battlefield, to know their thoughts without need for cues or telepathy, and

200 **Meowth! That's Right!**

Who said that only Mewoth can talk? Now you can too! You can now speak perfect Human as a Pokemon, while retaining the ability to understand and be understood by other Pokemon.

400 **Ancient Power**

It just so happens that you have descended from a Past Paradox Pokemon, granting you access to the powers your Ancestor had: the Protosynthesis additional Ability and capacity to learn moves of an additional Type.

600 **Stellar Tera Type**

Your Trainer got you a real neat ability: Thanks to a special item, you can now activate the Stellar Tera Type mode. It gives you a 50% damage boost to moves of the same type as the base type, as well as a one-time 20% damage boost to moves of the different type as the base type. It also boosts Tera Blast's power and deals super-effective damage on Terastallized Pokemon, but lowers Attack and Special Attack per use. It also retains the base type's weaknesses, resistances and immunities.

Wild Pokemon

- 100 **I'm a Survivor**
You have that animal instinct which shows you which food, place or Pokemon are safe, dangerous and any potential troubles to avoid.
- 200 **Primal Yell**
You can release a yell that always works to intimidate your foes, and causes them to run away from you.
- 400 **Follow the Leader**
You got that Alpha behavior, something that others see worthy to follow. Depending which Pokemon you are, with that perk you're guaranteed to get some notoriety among your fellow Pokekin. But be careful, as easy it is to climb that mountain, it's easier to fall off!
- 600 **Wild Terastallization**
You have taken and tamed the power of this strange land, resulting in being able to Terastallize yourself! Not only does this allow you to Terastallize independently from any trainer, you may change your Tera Type (except to Stellar) when resting.

Items: 100CP Items are Free to corresponding Origin, the rest are 50% off

General:

50 **Portable Wardrobe**
A bigger-on-the-inside bag, full of Naranja-Uva uniforms and multitude of accessories. It weighs nothing and can be added/Imported to any other bag you have.

50/100 **Travel Pass**
Want to explore? With this Item, you may use any local (for 50CP) or international (for 100CP) transport free of charge.

New Transfer

100 **Rotom Phone**

It is a smartphone that is enhanced after being possessed by a Rotom. You can access the Map, Pokédex, and even your profile from the Rotom Phone menu. Additionally, should you fall from a great height, you can hold onto their Rotom Phone to slow your fall before impacting the ground.

200 **Picnic Necessities**

During long adventures, it's a given to go hungry after long days of travel, Human and Pokemon alike. But don't worry! This Picnic Basket contains all the necessities you ever need: utensils, blankets, plates, enough wood to start a fire, and all kinds of sandwich fillings that replenish themselves.

400 **Synchro Machine**

A device that synchronizes your mind and feelings with your Pokémon's, so that you can work as one. It even allows you to see through your Pokemon's eyes via its small screen! Though, it's still a prototype - hence its unrefined appearance.

600 **Jumper's Home**

There's no place like home, and this one is yours. Placed somewhere safe and quiet in the world, this is a two-story house equipped with all necessities and luxuries you need, from electricity and running water to subscriptions to streaming services and self-replenishing pantry.

Teacher

- | | |
|-----|---|
| 100 | Teaching License
Like a psychic paper, this item is accepted in any place of learning, showcasing your ability to teach... whatever. |
| 200 | Scarlet-Violet Book
A book detailing strange creatures, from savage beasts to futuristic robots from Area Zero. In future jumps, it will auto-update to include information on far future and long past creatures, as well as information where to find them in your current time period. |
| 400 | Poke-Academy
A fully operational academy for you to pass that Poke-knowledge to the next generation. It comes with the teaching staff as well which will follow you post jump as Followers |
| 600 | Time Machine
Unlike the canonical one, this Item is capable of transporting you to and back from the past/future. However, it requires a lot of support machinery, so it is stationary AND rather big. |

Team Star

- | | |
|-----|--|
| 100 | The Outfit
Because you got to look the part. Standard issue Team Star Grunt outfit, with a white helmet and star-shaped goggles, as well as several star-shaped patches. |
| 200 | Grunts
What good does being a bad guy do if you don't have your minions to do your dirty work? You get a hundred of Grunt Followers. They respawn monthly. |
| 400 | Starmobile
Your own mode of transport and a mobile base, this Pokemon, Revavroom, is modified to be of your preferred Type and to have a different from normal Ability. |
| 600 | Team Star Base
A fully operational Team Star Base. Hidden at any spot of your choosing, it's full of Team Star people, whether it's guards, brainy guys, or just grunts. It has spaces for sleepovers, training grounds, a War Room, a Game Room, a few vending machines, and so on. |

League Official

- 100 **Gimmick Outfit**
Your very own customisable outfit, because as a gym leader you got to stand out. Never gets dirty or sweaty, summonable and unsummonable at will, this is a trademark of your style!
- 200 **Advanced Pokeballs**
Being experienced has its perks. That comes with having advanced Pokeballs: Ultra Ball, Dusk Ball, Quick Balls, you name it. As long as you need one, it will appear in your pocket.
- 400 **Item Printer (Master)**
What is this? It's an invention from Blueberry Academy, made to create various items from Pokemon materials! However, it has a very big downside - the item created is chosen at random from a fairly big list, with rarer items having less of a chance to be produced. Still, if you roll it long enough, even elusive Master Balls and Golden Bottle Caps might be produced!
- 600 **Jumper's Gym**
A place to live, to battle, and to keep your Pokemon. While it is a standard-issue Paldea Gym, it comes with a customizable challenge course for those on the Gym Circuit.

Trainer's Pokemon

- 100 **A Sweet Memory**
Something that your Trainer gave you as a gift that you always hold on to it. It's a little thing but little things sometimes give you a strength to push through even the toughest of battles, dispelling things like Poison, Paralysis, Burn and etc, as well as letting you land critical hits easier and withstand blows that would make you faint.
- 200 **Food Supply**
A satchel of your favorite foods that always replenishes when you aren't looking. This food has a miraculous property of healing you when eaten, as well as
- 400 **Exp. Candies**
Another satchel, replenishing weekly, this time of blue-colored candies of differing shapes, from hundred and sixty little pyramids to ten big octahedrons. Consuming them allows you to instantly grow in power and experience! Just, don't eat them all in one sitting, or you'll get a nasty tummyache and a sugar rush at the same time.
- 600 **Your PokeBall**
Your home where you rest. Inside it's like your own personal reality that you can customize to suit your needs. Post Jump It will work for you even as a human.

Wild Pokemon

- 100 **Held Item**
Some kind of an Item that provides you with bonuses in battle. Which one it is, is up to you, but it must be an Item available in Pokemon SV (so no taking Arceus Plates). Cannot be stolen and cannot be Knock Off'd, Trick'd and returns immediately upon impacting the foe upon being Fling'd. If it is a Consumable, it restores itself when the battle where you consumed it ends.
- 200 **Medicinal Herbs**
Not that you are a herbivore, or maybe you are. But during your travels you discovered that these specific types of herbs have medicinal properties. They're, however, terribly bitter. Comes in patches around your den or anywhere else hidden you might have access to.
- 400 **Your Pack**
A group of 10-20 Pokemon of your type, that follow you loyally and obey your orders. They all count as Followers, and actually have the 100, 200 and 400CP perks of Wild Pokemon origin.
- 600 **Your Own Sanctuary**
The Grounds with terrain of your choosing that you call home. No one can hurt you here, food replenishes fast and water is always fresh. Whenever you sleep here, you always wake up fully rested and clean of any ailments.

Companions: Each imported/created Companion gets 600CP to spend and an Origin

Free	A Partner Import/create 1 Starter Pokemon (plus Pichu and Eevee)
100CP	A Team Import/create 8 Companions
400CP	A Gym Import/create as many different Companions as you want
50CP	A New Friend Recruit a canon character, no questions given
Free	Nemona Ever since you came to town, she had her eyes on you. One would think “Ooh she looks out for the noobs, so cute” Oh well... Underneath that sunny persona, hides a battle junkie borderline Yandere, who, on the day she saw you, claimed you as her rival to be. She will challenge you at any time, just to keep you up on your toes, and if she ever finds out about your true nature... She will follow you. She won't just let you go that easily.
Free	A Lost Ko/Miraidon This is a Paradox form of a common Cyclizar, a Pokemon capable of giving you a lift. You'll have to feed it different Herba Mystica to unlock other features, like dashing, jumping, swimming, climbing, gliding, and even flying.

Scenarios

They're optional of course, but if you choose to accept it, there can be some promising rewards for you.

Scenario #1 : The Hidden Treasure of Area Zero

Within the Area Zero, a facsimile of Professor Sada/Turo is waiting for you. Defeat the AI Professor and capture the other Ko/Miraidon and Terapagos in Area Zero

Reward: After your return from said Jump, you'll find out the Area Zero had became a Warehouse Attachment, back to 100% functionality to what it was before the Accident, with its machinery intact. What's more is depending on whom you fought, the android Professor Sada/Turo shall accompany you on your journey forward.

Scenario #2 : The World is Yours

Everyone wants to rule the world. For you, just the Paldea Region might do nicely. Your task is to take over Paldea and to hold it for ten years in order to win this scenario. Take over the Paldea Region with Team Star as your army or alone, it doesn't matter...

Reward: To the Winner goes the Spoils, and it seems the entire Paldea region is your reward to take. You can place it in your next jump or it can be your Warehouse attachment. Team Star shall also join you as Followers.

Scenario #3 : The G.O.A.T Mode

During your exploration of Paldea, you've stumbled across an abandoned arena. It would've looked like any ordinary one if not for the AI that, upon your arrival, activates itself with a pop-up:

Welcome to the Arena, Jumper. Here lies a great challenge before you: You will face the greatest Pokemon Trainers in History. All of them are in their Prime and their Pokemon are in peak condition, so it won't be easy. So if you're ready, get to your starting position and wait for your first opponent

Between each battle you'll get a chance to catch a breather and for your Pokemon to get healed up.

Reward: If you managed to stay on top, it is obvious that you should be bestowed with the GRAND CHAMPION Title. The moniker shall stick to you across universes, making people respect you. Plus you'll get a Mirage AI Core: it can replicate any Pokemon and use their attacks to their maximum efficiency. This AI counts as both as an Item and a Companions, as well as not taking up a Companion slot.

Scenario #4: Kitakami Troubles

Welcome to Kitakami Region! Here, to win this Scenario, you'll have to both defeat all Trainers and capture the Legendary and Mythical Pokemon: Ogerpon, the Loyal Three and Pecharunt. However, it is not easy, as the Kitakami Trainers are very strong, the Legendaries are sneaky, and the Mythical Pokemon - capable and not afraid to use special mochi to (reversibly) turn people into mochi-crazed zombies.

Reward: If you manage to do all of the above, the Kitakami Region shall follow you on your Chain, be it as a Warehouse Attachment or placed somewhere on the map.

Scenario #5: Blueberry Academy Championship

The Blueberry Academy of Unova is an elite place of learning, with the Tera Crystals from Paldea allowing Terastal Phenomenon to be executed so far away from Area Zero. This place has its own Champion and Elite Four, and your task here shall be to defeat both them and the Secret Boss - the Headmaster of the Academy.

Reward: You probably guessed that, but Blueberry Academy and its Terarium is now yours, as a Warehouse Attachment or as an owned landmark.

Drawbacks

- | | |
|---------|--|
| +0 CP | Continuity Toggle
This is a Toggle to add other Pokemon Jumps and properties to this one. Be it previous Jumps, Paldea Wings, manga, or the new anime, it can be added to your Jump Experience! |
| +0 CP | Protagonist
With this, you take the place of Florian/Juliana in the plot. How it works in Origins other than New Transfer? That's up to you to decide. |
| +100 CP | Either Scarlet or Violet
Did I say Naranja-Uva Academy? Now it's either Naranja OR Uva. And the Pokemon variety certainly took a hit with you taking this Drawback - with the Version Exclusives of either Scarlet or Violet being removed from the world. |
| +100 CP | Weirdo
It might be a verbal tic, it might be a strange fashion sense, it might be a behavioral weirdness - in any case, expect people to think of you as "mildly weird". |
| +200 CP | Battle Junkie
The fight, the adrenaline, the clash - you are thoroughly addicted and cannot live without that! By taking this Drawback, you must have a Pokemon Battle at least once per day, or become depressed. |
| +200 CP | Bad Reputation
Well, this is awkward. Your reputation across the Pokemon World has taken a sharp nosedive for some reason. It'll take a lot of work to make it at last neutral, not to speak of turning it positive. |
| +400CP | Salaryman
Grueling hours of unfulfilling work, little free time... this and a small salary is your reality now. Hope you are ready to spend ten years of this Jump like that, as reality would conspire to make your schedule like this. |
| +400 CP | Tera Calamity
This Drawback makes it so that the danger caused by Terastal Phenomena is amplified tenfold: the Tera Dens and Wild Terastallized Pokemon appear tmore frequently, and Paradox Pokemon have already escaped Area Zero, causing mayhem across Paldea. It might or might not have caused the world government to lock down the regions with Tera Crystals present. |

+600 CP

Glitches, Glitches everywhere

Well, now you'll have to deal with glitches. Sometimes your legs shall grow to inhuman sizes. Sometimes you could walk through things, sometimes you could sink through the ground. Sometimes items shall multiply - but the beneficial glitches are a lot harder to get to work. Also, if you trigger too many glitches, it'll crash the world, causing a Chain End.

+600CP

Terapathy Infection

Did you think Tera Crystals were safe? With this, they are more like certain black rocks from the certain kemonomimi gacha game: while highly useful, they're also terribly dangerous, by transforming energy and matter into more of itself. And your body is not excluded from this!

Day 0, you start already exposed to Tera Crystals, on the Early Infection stage, with Cell-Tera Crystal Assimilation of 5% and Blood Tera Crystal Density of 0.2 u/L. More exposure to Tera Energy and Tera Crystals, as well as simple march of time, will progress your Infection. This Infection also has a 100% lethality rate and will resist any outside-Jump treatments. While, if you're careful, this infection won't kill you in the 10 years you have in this world, but if you use Terastallization or go to Area Zero, it will rapidly advance and kill you. Hope you have 1-Ups, as death would revert you to your Day 0 Infection state.

Ending

After 10 years, you have 3 choices

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life in the Pokemon World!

Go back

Tired of your travels and want to rest back home? Then, this is for you, grab this ticket back to your starting point and go see old friends.

Changelog:

- v1.1:
- Fixed some wordings of Perks and Items.
 - Added Grimms-VI's suggestions:
 - Added General Perks: All Ages Welcome, Your Hobby and Famous Ancestor;
 - Added General Items: Portable Wardrobe and Travel Pass;
 - Added Drawbacks: Continuity Toggle, Protagonist, Weirdo, Bad Reputation, Tera Calamity, Salaryman.
 - Added Sillywickedwitch's suggestions:
 - Added Paradox Pokemon Forms in Origins;
 - Changed Battle Bond to Ancient Power.