


# Pokemon Scarlet/Violet

by nvzblgrrl
(Ver. 1.0)

Hello and welcome to the world of Pokemon! Again, more than likely, though I imagine this is your first trip to Paldea, where you'll be enrolling in the local Academy!

Which 'version' you're in is mostly an aesthetic matter, though you will have to choose at the start which you'll be sticking with - no-one can cross the streams of Past and Future with impunity, so whether you wish to attend Naranja or Uva Academy, you should decide now - and no, you can't pick and choose different bits from the different versions… though you can make the choice not to be an actual student at the school, though it can work to open a few doors for you down the line.

Instead of **Origins** (as the Academy is open to students of every background), there's instead different '**Tracks**' you can specialize in which will decide your discounts further down.



# Academy Tracks

**General Studies -** a more generalist education with a greater focus on battling, which would otherwise be a lighter field of study for other students. Focuses on teamwork, training, and connecting with others.

**STEM -** The science-y side of things, covering chemistry, mathematics, physics, biology, statistics, and computers. Not just for nerds, even if you'll find most of them there!

**Humanities -** Where you'll find the art, literature, cooking, history, philosophy majors. Underestimate them at your own risk - they're the ones who'll be writing your story down in the end.

**Age -** 10 + 1d8 or 15 + 1d12, according to your preference. You can choose your gender for free. And here's your 1000 Choice Points to get started!

# Pokemon

You can’t have a Pokemon game without Pokemon, after all - or at least, not without a Pokemon to start with. So let’s get you started with your first partner!

**Starter (Free) -** While your usual choices would be between Sprigatito, Quaxly, and Fuecoco, you are free to pick from any of the main line games’ starter selections if you like. Regardless of who you choose in the end, they’ve all got solid (if not perfect) IVs to build on and are looking forward to being your partner on your Pokemon journey!





**Hisuian Zorua (Free)** - a mysterious gift! While the usual version would be to give you a fully grown Hisuian Zoroark, we're going to start out small so you can work on thawing out the heart of your new friend from a frozen land while they're still small and (relatively) harmless. At the very least, their Ghost/Normal typing will make them a very interesting addition to your team. Comes knowing the move Happy Hour and has a Dark Tera-typing.

**A Lucky Coin (Free)** - You just found this on the street on the way to your first day of school - ah! And there's a Gimmighoul attached. Unlike most that run away when they get spotted by a human, this one refuses to give up their last coin, so now you've got a Roaming Form Gimmighoul on your side… not as a battler (at least, not until you collect enough coins to qualify as a proper hoard), but just as moral support. Good for finding loose change that's managed to roll into odd places… though don't expect to get any of those coins unless the little Ghost-type doesn't see any value in adding it to their own collection. After Gimmighoul evolves, the coin collecting will continue but with more being donated to your personal accounts, since Gholdengos tend to be generous souls.





**Shiny Riolu and Growlithe (Free) -** an interesting pair, though perhaps it shouldn't be that surprising to see these two as friends with their matching color schemes. Riolu comes knowing Ice Punch while Growlithe has brought her own set of Safety Goggles. Both seem to have the potential to become world champions… along with a more immediately relevant taste for Nanab Berries and bananas… count as separate Pokemon for the sake of Perks and importing.



**Raidon (300 cp, Free with 'The Way Home' Scenario)** - your very own Miraidon or Koraidon, depending on the version of events you're in. While they'll be weak when you first meet, they

can slowly be restored to full strength - with the capacity to become a battler at the very end of their recovery process - even without use of the Herba Mystica, but it will take years of time and effort on your part. Even if you didn't take 'The Way Home', this will not impact the protagonist's journey - after all, more than one Raidon came through the Area Zero time machine in the original story, so what's one more? If you would like a discount Raidon that doesn't come with world-saving responsibilities, I suppose I can offer you a **Cyclizar** for **100 cp**, though they can't fly/glide and don't have the raw strength potential of their ancient/future relatives.

**Starmobile (300 cp)** - technically, this Ride is a small team of Pokemon (a Revavroom, two Varoom, and either a Ceruledge or Armarouge, according to which version you're in) working together, where the Revavroom acts as the primary battler while the rest function as supporters. While a Starmobile isn't the most agile of rides, it can still carry many people and puts on a hell of a show whenever you show up to an event, and depending on how you customize them, they can have massively different Types and Abilities compared to the Pokemon powering them, along with protecting said Pokemon from status conditions and ensuring that Revavroom never runs out of energy except through knockout. Also, it's just fun to roll around in a neon-lined performance-platform tank pre-equipped with disco balls and a wall rattling sound system. The Starmobile is self-repairing with an automatic escape function for the Pokemon inside should it break down (theft or complete destruction will see it restored to perfect condition in your Warehouse within the week) and you can let the Pokemon team that run it out for a break whenever you like, though without extreme customization, they'll need to return to the Starmobile to make it functional again.



# Companions

Well, while this adventure is entirely feasible as a single-player experience, you can import Companions if you like - they'll cost **50 cp** for a single import while a group import of 8 will set you back **200 cp**. Each imported Companion will receive **600 cp**, a **Starter**, and a **Academy Track** with all the relevant discounts.

Canon characters can be asked to become a Companion for **50 cp** apiece, unless you get the option of recruiting them for free via Scenario Rewards.

# Perks

The usual rules about perks being discounted for the corresponding character background stands, with 100 cp perks being free and the rest being 50% off for the same track.

## General Perks

**Music Talent (100 cp)** - Well, aren't you a delight for the ears! You have the skills of a first rate musician as applied to one instrument of your choosing, making you a natural shoe-in for the Academy music club, should you want to join - and they'll definitely be trying to get you to. Your skills are so good that your playing can calm angry Pokemon - but only so long as you keep playing and don't push your luck on a capture or battle, given that your hands would already be occupied with your instrument.

**Newshound (100 cp) -** Man, you've got a hell of a nose for a scoop don't you? You have a real talent for finding out the latest information - not that it exists (usually you'll overhear that bit), but going out and getting the real dirt is where you shine. And once you have that dirt, you're also really good at picking through it for the real shiny parts to get people's attention. Ethics? Tact? Oh those parts are optional. You're also a pretty fast typist, on a conventional keyboard or touch screen. You don't necessarily have to turn this skill towards being a reporter - you can also be a first rate gossip monger! Or spy, I guess, if you have to be serious about it.

**Photography (100 cp) -** What is this, Pokemon Snap? Well, I suppose that being able to take a good picture is a universally useful skill, especially in times when social media is such a big deal. You're a top tier photographer and videographer, being able to get all the juicy shots and angles when there's pics to be got. And you're pretty good at editing as well, picking out the right color adjustments, filters, and cuts to make your final product utterly mesmerizing. You also know and can share all the poses from the games, just so you can make sure your subjects are shining their best when you take their picture.

**Teaching Assistant (300 cp) -** Oh! So you're not a first year but a near (or actual) graduate, *with* honors! Well, then we definitely need to recognize your achievement! Not only do you have

the door opening power of being affiliated with the Academy, you're also an authority figure to the students and a near-peer to the actual professors at the school (and a shoe-in for an actual teaching position before too long as well), with an actual talent for passing on your various skills - including non-inherent supernatural abilities. This 'work history' can follow you to future Jumps (with a few edits to adjust for a setting's weirdness tolerance) and allow you to get a shoe-in for future teaching positions. It also makes people in general respect you as an experienced adult in your field and potential leader. Your age can be rerolled as 20 + 1d12 or as 25 + 1d12 both here and wherever you like in the future, barring age based Drawbacks. Capstone booster.

## General Studies

**When Stars Align (100cp)** - You have a particularly odd form of luck, don't you? Where most people might like to think about lottery numbers or Critical Attacks, your luck tends towards chance meetings with the right people at the right time… even if it doesn't always feel like it's all that important at the moment. But believe me, even if it may just looks like a giant lizard stole your lunch and wandered off, it'll probably pay off in a plot-relevant way sooner than later.

**Befriending (200cp) -** a little kindness really does go a long way! You have a natural talent for making friends (with Pokemon and people), usually because your first instinct when meeting new ones is to help them with something, like giving them your lunch or picking up a special item that they've managed to drop. This may seem to count as little more than a good introduction in most cases, but if you make a good one, it'll definitely be remembered and serve as a very strong base to build on and often ends up paying greater dividends than you'd expect for the level of effort at the start. You also have gained the talent of being able to calculate the friendliness level of Pokemon on sight.



**Teamwork Makes The Dream Work (400cp)** - the bonds you form with others bring actual dividends with unexpected bursts of strength and breakthroughs so reliable that someone might assume that it's a legitimate superpower - but no, it's just the Power of Friendship. Pokemon that have been successfully befriended can regularly shake off status effects and knock-out blows, drawing strength from their bond with you, while human friends might find that kernel of strength they didn't know they had hiding inside at the moment when you both need it most. And no matter how far you go, you can rest assured knowing that the connections you have forged with others will stand the test of time.

**Ace Trainer (600cp) -** As a General Course student, your main strength is finding the middle grounds between the facts of the sciences and the heart of the arts while adding in a bit of the free spirit that comes from being an outdoors spirit, and nothing quite encapsulates that as much as being the best Pokemon Trainer you can be. You're great at training your Pokemon (and other creatures of similar intelligence) on both a technical and emotional front and finding that fine line of leadership between being too hands off and too hidebound in your techniques; boundaries are important to respect, but you also need to know which limits need to be pushed to grow and which ones need avoided to prevent breakdowns, be they emotional or physical. With this kind of boost on your side, it would be weirder if you *weren't* able to assemble a team capable of taking on the local League.

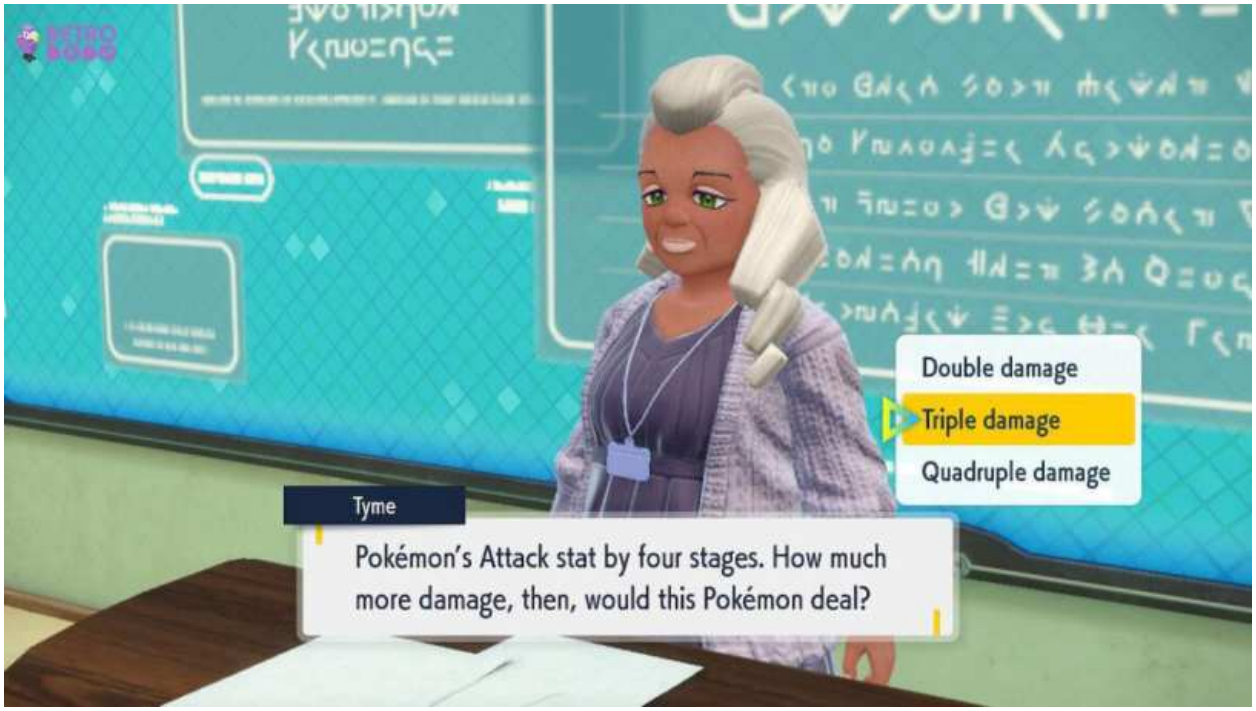



**Capstone Booster - Student Council President**

Well, maybe not *officially*, but you have all the necessary skills to play the part to a T; all of those skills that made you a great trainer are now just as easily applied to humans and in greater numbers than before, allowing you to help the next generation rise to their potential at a meteoric rate. Depending on how you play your cards, you may find yourself a natural shoe-in for the next League Chairman or Chairwoman, with all the management and supervision skills that entails… and you'd probably have a better relationship with your workers than Geeta does.

## STEM Course

**It's All Numbers When You Get Down To It (100cp) -** Bookkeeping, hit percentages, algebra, the calculation of physics, type-match ups, STAB - all of it comes naturally to you, so you can expect an easy pass in your Math related classes, because you're never going to miss an equation ever again. Your love for numbers has even managed to nudge the odds of luck a bit in your favor as well, especially when it comes to scoring critical hits… not enough to be as blatant as the use of Loaded Dice, but consistently enough where a consistent observer might realize that fate itself seems to hold you in its favor.




**Star Hacker (200cp) -** While you might not necessarily be the best at smooth talking people, the same can't be said for code! You are a master cracker, capable of getting into most systems given a little bit of time and focus, even when they've part of a hyper advanced lab or have been built with the resources of an official Pokemon League! It should be noted that, despite your skills, haking is not an entirely risk proof activity, as depending on who you're hacking and what you're doing while in their systems, they can potentially catch your patterns and catch you in person. You can also create Rotom Apps very easily, if you're interested in more honest work.

**Tinkatech Mechanic (400cp) -** Oh, you are *good* with those tools, to the point where you could literally make a car (admittedly, one that has a team of Pokemon hiding out under the hood to make it go) if you wanted and that's just with the scrap you've collected! You have a natural inclination and understanding of the technology available in the Pokemon world, from Pokeballs, Rotom tech, and PCs to (at least the beginning principles of) warp panels, hover platforms, and other less-immediately Mon focused technology. You may not be a master immediately, but you're definitely well on your way.

**Practically A Professor (600cp**) - Recreation; if you can study it, you can remake it… in time and with enough resources, but it's never quite as impossible as some people might want to say it is. This can run from anything from the fragmented DNA contained within an ancient fossil to the mysterious Tera crystals previously believed only capable of growing in two select locations in the entire world. Or you can settle for something simple like studying Pokemon ecology - you'd still be catching onto the patterns on what makes them tick easily enough, but whichever end to which you focus this skill, you can always expect some sort of results! Though you might want to make sure that you know exactly what you're chasing. It'd be a bit embarrassing if that fancy ultimate Pokemon you were trying to make had a meltdown and tried destroying your facility five minutes after gaining consciousness.



**Capstone Booster - Research Team Leader**

Congratulations on your collection of assistants! Now you really know that you're a Pokemon professor (the other hint was all the paperwork…). You'll find that your team is great at following your directions, even when working remotely, matching your capabilities and increasing the speed of developments tenfold even as discoveries you didn't even expect to make follow in your pursuit of your original goals. Expect a lot of familiar names from your team to end up as groundbreaking scientists in their own right in the future, often with a mention of you helping lead them to that point.

## Humanities

**'Ello, 'ello, hola! Ciao and bonjour!** (100cp) - Really, the greatest power of all is communication - and the most basic form of communication is language! You now have a talent for learning languages, with two real world languages (besides any you already may have come in knowing) now firmly under your belt and your mind almost perfectly tuned to learning new languages. You're also good with Pokemon languages - not to the point of full fluency or on the level of a psychic, but you definitely can catch the general meanings of their body language and cries a lot faster than the average person. Never live in fear of the Duolingo Rowlet again!

**Masterful Stitchery (200cp) -** Do you know what's the most important thing as a Trainer? What? Teamwork? I mean yes - but I meant PRESENTATION! If you want to make an impression on people, you need to look the part, and you, my dear Jumper, have the means to tailor your image as much as you can… well, literally, at least. You now have the kind of costuming prowess that'd make you an automatic shoe-in for the theater club's costuming division, being able to turn mundane materials into fancy clothes and masks with a bit of time and effort without much risk of failure beyond that which was already a risk with the materials. Maybe you'll learn a bit from Atticus and make boots that don't force the wearer to take big, slow, careful steps if they want to get around…




**Supreme Chef (400cp) -** People underestimate how important cooking is to their daily life; it's just food after all, right? Wrong! And you know how wrong they are, being an expert in mundane

nutrition and general gastronomy. Even unfamiliar ingredients only need a look, touch, sniff, and lick to figure out how you can and should put them to use, though learning their more obscure qualities might take a bit more work - but you'll be the first to notice them, because your cooking style has a way of bringing out the benefits to the max! Besides being great health restoratives and boosting people's mood, you also receive Meal Powers based on your creations - but don't ask why Pokemon that haven't partaken in your meals are affected by this too hard. They probably just smelled your delicious cooking and were drawn in by that.

**Ruin Seeker (600cp)** - People forget that the humanities covers the concrete realm of history alongside the arts and ethics. But you haven't. You haven't forgotten *anything* - and as a historian in Pokemon, you're more than likely also an archeologist and lorekeeper, given the massive amounts of overlap between history, myth, and Legendary Pokemon, making you a top authority on such subjects whenever they inevitably come up. You also happen to possess that paradoxically rare skill of being able to find and uncover your ancient artifacts *without* destroying the place you found them in, allowing actual solid discoveries to be made about their age and origin to be expanded on in a reasonable and responsible manner, rather than leaving everyone else to shift around through the powdered remains of what were once fabulous one-of-a-kind ruins.

**Capstone Booster - It Belongs In My Museum!**

If you're too busy to go out and go looking for things yourself, you can turn over your information to a student or intern and set them out on a quest to do it for you - and the great part is that it won't turn out to be a terrible idea, as their chances of success will be nearly as good as yours would have been and they'll probably learn something important along the way. It might be a bit of a wrestle getting the prize if what they found is a Legendary Pokemon or something of the like that they've befriended, but you at least will be their first choice for rehoming if they figure that they're actually *not* the best person to be taking care of a physical god. Regardless of if you get the prize, you will get an amount of research credit from your minio- er, *intern*, even if they did most of the legwork.



# Items

The usual rules about Items being discounted for the corresponding character background stands, with 100 cp items being free and the rest being 50% off for the same track. You will also be given a 500 cp Item Stipend to spend as you like in this section.

## General Items

**Starting Kit (free) -** 17 Pokeballs, 6 Potions, and two Full Heals. And a Premier Ball, to celebrate your first day. Non-replenishing, so enjoy them while they last.

**A Foxy Soundtrack (free) -** a full collection of songs from Pokemon Scarlet/Violet and their DLC, on any medium you like, besides the copy that exists in your mind that you can play any time around you. Also comes with a Shiny Nickit who loves to dance and yap- er, *sing,* on top of insisting that he's actually a (annoying) dog. No good for battling, sadly, though he has a tendency to louse up people's - not just yours, even if it is *mostly* yours - plans and strategies and… 'borrow' important items, but he doesn't count against your party limit and is a highly capable DJ and game programmer with full access to all soundtracks you own, so I… guess it works out?

**School Uniform (free) -** well, technically it's a small closet of them; you have eight uniforms, two for each season, along with a number of spare socks (in two color variants) and tights, shoes, gloves, two different hats, and a protective helmet good for both bicycle and Pokemon riding. All are self-repairing and self-cleaning - all you need to do is put them away and they'll do their thing while you're not looking. You can also mix and match the different uniform parts between each other as you please and they'll still pass the school dress code.



**School Backpack (free)** - a nice leather backpack, perfect for carrying all your necessary items… and I do mean ALL of them. Effectively limitless internal storage space (so long as an item is something you're capable of picking up in the first place) and self-organizing, along with being self-cleaning. Can alternate appearance between one of two Academy-focused designs by default… but if you buy any other bags, it can take that bag's exterior to add to its repertoire of transformations. So much easier than transferring all of your belongings to a new bag every time you need to coordinate an outfit!

**A Sandwich From Home (Free)** - Nothing fancy, but it's healthy, made with love you can taste, and big enough to share if you like, so it has a way of revitalizing your spirit along with your body, even if there's no active stat buff in play. Reforms in a paper wrapper in your bag every morning and what kind of sandwich it is will change to suit your appetite the moment you unwrap it.

**A Room Away From Home (Free for duration of Jump, 100 cp to keep after) -** oh, your dorm room? It's nothing fancy - it's a studio apartment set up with a twin-sized bed, a bathroom, a small kitchenette, and enough space for a desk and some other furniture, but it has all your utilities available and is right on campus, so there's nothing to complain about really. You're also free to decorate it to your heart's content. If you really like it, you can pay to keep it for future Jumps, leaving you with a small apartment entirely in your name that will always have heat, water, internet, and electricity alongside being within walking distance of your primary place of work or education.



**Rotom Phone (Free for duration of Jump, 100 cp to keep after)** - Has unlimited calls, data, and text, on top of a map (certain locations may not be listed in its system), a Pokedex app, and a Profile app that will be serving as your Trainer card for the duration of the Jump. Can also catch you if you fall from a high place. Rotom might not be a battle buddy (at least not until post-Jump), but they're very much still looking out for you! You can also have this fine selection of alternate cases for free. If you purchase your Rotom Phone to keep, your plan gets upgraded to free multiversal roaming. You may still have problems with the maps, however.

**Musical Instrument (50 cp, one free with Music Talent)** - A top tier instrument in your favored style, complete with a protective case customized to your taste. Can be played even when partially disassembled (if it can be disassembled) and will always find its way back to you and its case within the day if lost or destroyed. If you picked Music Talent, you get one of your chosen instrument for free.

**Pre-Order Bonus (50 cp)** - what. What kind of gift is this? You- you have received 120 Potions, 200 Pokeballs, 11 Luxury Balls, 10 Potions, 10 Antidotes, 5 Full Heals, 5 Fresh Waters, 5 Soda Pops, 5 Lemonades, 3 Revives, 3 Ethers, along with (takes a breath) one each of a Timer Ball, Heal Ball, Dive Ball, Timer Ball, Net Ball, Dusk Ball, Cheri Berry, Chesto Berry, Aspear Berry, Pecha Berry, Persim Berry, Rawst Berry, and a Gold Nugget. And take this Soothe Bell as well, since I know *my* blood pressure needed a bit of that after reading that list. At the very least, it's a lot of fairly useful stuff for a low price, but… for going through all this trouble, it still feels a bit *cheap*. Non-replenishing, but if you lose the Soothe Bell, it'll reappear in your Warehouse after a few days.

**Poke Materials (100 cp) -** No, not the sort of bits you'd need to make a Pokemon Frankenstein - that's a Galar thing. These are natural Pokemon sheddings - bits of fur, feathers, baby teeth, slime, and other detritus you'd find while walking around or after a battle, which are used to create Technical Machines - and you have a steadily accumulating supply of every kind, all neatly sorted for your convenience. You could also use them for other things, given that Skarmory feathers are often turned into high quality cooking knives and some Pokemon fur is legendarily soft and plush, so it'd be fantastic for pillow stuffing… probably not the Stunky fur though.




**Outfits (200 cp)** - Oh, so you're a regular clothes Horsea, are you? Well, with this purchase, you have now received a bigger-on-the-inside walk-in closet, complete with a copy of every piece of clothing (and accessory, including contacts) seen in the games, be they the outfits of other characters or stuff you could buy yourself at the various fashion outlets around Paldea, always magically sized to suit you. Like your **Uniform** collection, they all are fiat-backed, self-repairing, and self-cleaning - all you need to do is put them away and they'll do their thing while you're not looking. You can store any other clothes you may have in the closet for the repair and cleaning qualities, but they do not gain any other supernatural quality from that. And if you feel that 200 cp is a little rich for your blood, I'll point out that just buying the non-specific items from the outlet stores themselves would set you back almost six and a half *million* Pokedollars, even without the perks added to them from purchasing them here - and that's not counting the ones you need to complete certain quests to earn.

**Pokemon Storage (100/200/400 cp)** - well, you were likely to end up catching more than just six Pokemon over the course of a ten year journey. The first rank gives you eight boxes with a capacity of 30 Pokemon per box, for a total of 240 Pokemon. The second rank doubles this

amount of storage to sixteen boxes (a total of 480 Pokemon), while the third doubles that again, giving you room for 960 Pokemon. A bit excessive, but possibly necessary for those looking to assemble a living Pokedex - though you'll be paying out of the nose for it, given how much food and care is needed to support such a massive number of Pokemon. Can combine with any other Pokemon storage item you may have at no cost.

**Airship (400 cp) -** Wait, what? Are you sure - oh right, airships were all over the place in the anime going back to the earliest movies, weren't there? Well, now you have one of your own, built to be a regular home away from home and kept up through… I'm not exactly sure. It's all very technical and might involve steam powered anti-gravity, but you can rest assured of its reliability and function, as it is more than capable of traveling around the world fairly fast. Like the Brave Olivine, your airship has all the amenities to comfortably host ten people and their Pokemon permanently, including a Pokemon battle platform that can transform into a set of semi-decorative 'wings' for your vessel when not in use. It's crewed by a small team of Pokemon more than happy to keep the old girl aloft and ship-shape whenever you're busy with other things; though none of them are true battlers, they'll do their best to defend your ship from anyone who may seek to hijack it to their own ends. Aesthetically, it can take the form of a copy of the Brave Olivine to a slightly smaller version of the Plasma Frigate or any other airship seen in the franchise or even a custom design, so long as it's the proper size and has all of the base features listed.



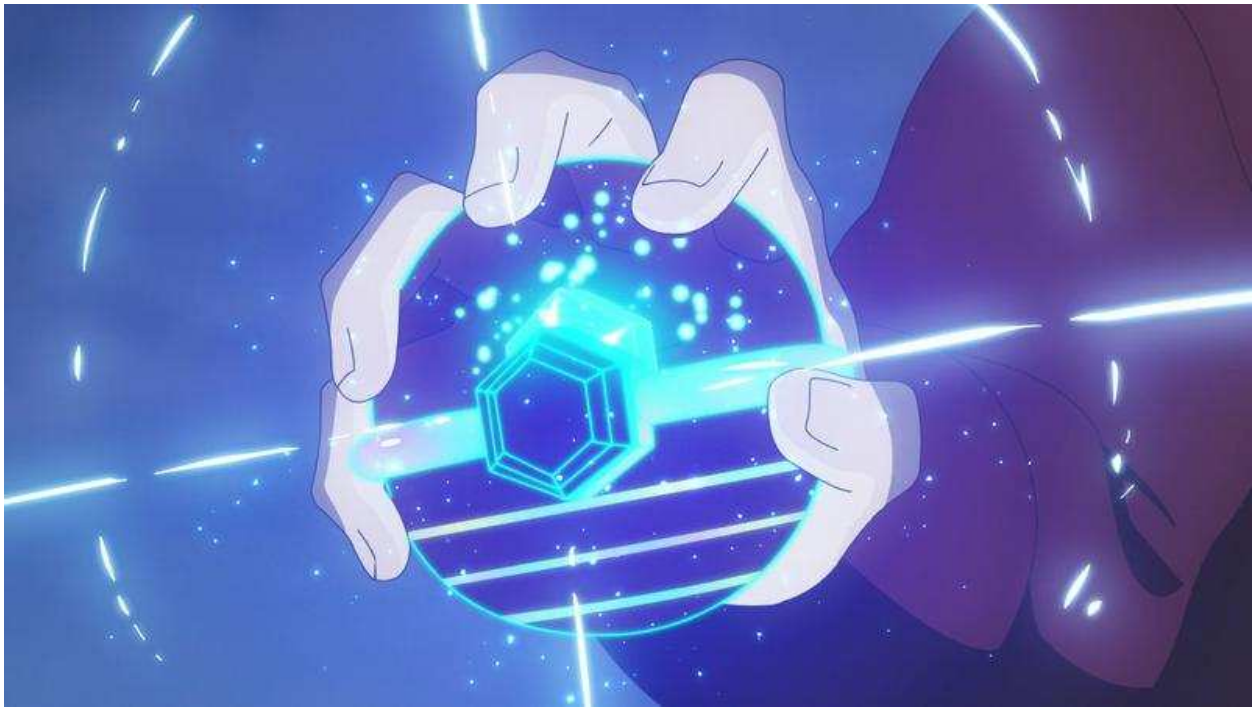

**An Academy Of Your Own (500 cp)** - Well, now you have a school of your own to run. While the campus is pretty solidly built, with enough dorms for a few hundred kids, a few dozen classrooms, a top-tier cafeteria, and a high quality Pokemon battle arena, there's nothing truly stand out about it at the moment… though it can and will be changed by a few later purchases

in this section. Comes with fully trained staff and faculty for all your regular subjects (including an assistant principal that will take over if you're busy elsewhere) and doesn't need any fundraising to afford property taxes, utilities, or to maintain its normal activities - your Followers and Companions can be added to the staff at will. You may design the building as you wish to start with, and any modifications you make to it over time will become a permanent Fiat-backed part of the structure.



## General Studies

**Tera Orb (100cp)** - the key to Teratallization! While you could have applied to have one on a temporary basis with the Academy, this one is now yours in perpetuity, with all the perks there implied; you can never permanently lose it (as it will find its way back to your Warehouse within three days if you do) and it will find a way to pull Tera energy even if you're not in Paldea or near any other compatible source of Tera energy. Still requires an hour or so of recharge time after each use.



**Tera Shards (200cp)** - A large, organized stock of Tera Shards of all types (including the rare Stellar-type). You have fifty of each type, which will replenish on a weekly basis, and the means to use them to change a Pokemon's Tera-Type without need of going to Medali's Treasure Eatery… though you have a permanent door to the place in your Warehouse if you'd like to go and get lunch. You can also use the shards for art projects as well, I suppose…

**Tera Seed Crystal (400cp) -** People forget that crystals don't just come out of nowhere; they need some kind of 'seed' to get them started. And now you have some! Well, one seed per year, at the current replenish rate, but considering that all you need is that one seed and that year gap between the next one to make something like the Crystal Pool on top of Oni Mountain, it's quite a lot of bang for your buck. The crystals that grow from these pools emit Terastel energy, allowing you to potentially use them as materials in technology - both as parts and as an energy source in and of itself. A fully mature Crystal Pool can also provide clean drinking water, though there's a unique 'tingle' to the taste that you might want to test a few times before you start bottling and selling it...

**Tera Firma (600cp) -** It's… well, I suppose if nobody was supposed to go in there, it does count as 'free' real estate. You now are the master of a massively sprawling wild local, full of wildlife and greenery and magnificent sights… and a mystery at its crystalline core that draws in Legends and makes breaching dimensional barriers much easier than it might be elsewhere, for better or worse. It's your choice if this takes the place of a cave riddled mountain or a cavernous crater (the 'core' will be at the highest or lowest point respectively), but both options roughly have the same massive amount of 'area' to them. All Pokemon within this space will respect you as a natural feature of it and not attack you unless you attack them first. And if you're worried about uninvited guests, the whole place carries the aura of the forbidden, either thanks to long folkloric influence or just detectable dangerous vibes, pushing away the risk of casual intruders into your space without an express invitation on your part… though you still might find a few especially determined types poking around. This property will expand over time from the influence of any 'crystal', 'cavern', or otherwise hidden natural properties, though you might want to make sure that you're pruning the potential of it. Just to stop it from eating nearby civilizations. The abandoned lab network of Area Zero is not included in this package, so if you want rest stops or a fast travel option, you'll have to install them yourself.



If bought alongside **An Academy Of Your Own**, your academy will be upgraded to be a proper Battle Facility on par with all the greats around the Pokemon World. Would-be challengers and participants need to present their qualifications at the door, while a Battle Point System allows for the distribution of various prizes based on their success in battle - of which your facilities can host many different kinds, from Singles and Doubles to Rotation and Sky battles… even Tera Raids, which would seem like random circumstance, are something you can arrange regularly! On the educational side of things, your school will be highly renowned for its Pokemon focused education, with all other classes being attuned to supplementing the goal of pushing everyone

to become the best Trainers, Breeders, and Coordinators they can be. On a more mundane side of things, you'll find that the wild Pokemon within your **Tera Firma** are much better behaved with your official guests, while more than happy to play the part of hired muscle when it comes to your uninvited ones… as will the high level trainers in your facility.

## STEM Course

**500,000 League Points (100cp) -** *uh.* Are you supposed to have this many-? Well, no matter. LP is a digital form of currency used in Paldea - typically for completing certain challenges or tasks assigned by the League, though a few talented hackers have exploited this system for their own ends. They have a one-to-one value with the Pokedollar… so long as you're working with a business that will accept it, which is everyone but the few old fogeys still holding on to 'cash or check only' in this modern era. Acts as a catch-all secure digital wallet in all future jumps, with automatic no-cost conversion between currencies and eternally fair adjustment for inflation, though the same weakness against 'cash or check only' remains.

**Rotomi (200cp)** - you wouldn't download a Carbink- oh. Oh you would, would you? Well, instead you can have this old familiar face from Galar instead, now adapted to a portable Laptop Form. This computer will not only serve as a general use PC, but also has all the function of Paldea's Technical Machine Machine, where you can feed materials shed by Pokemon into it to make Technical Machines, and it has a full library of every single TM ever made as well, so it's not as if you're short of options. If you have a Pokemon Storage System on hand, Rotomi can also link themselves to that as well - and they're guaranteed to get along well with your Rotom Phone. Can print off seven TMs without material cost per week. Team Star decals optional.

**Gem Grown Labs (400cp)** - this… isn't typically how construction projects are meant to go, I think. But hey, it is convenient for when you need to set up a series of labs in hostile territory too mean for your average building contractor to handle! You now have a replenishing collection of hexagonal 'seeds' that, when planted, will quickly grow into a small outpost building with all of the (bare) necessities needed for work, including medical equipment, ventilation, computers, two storage areas, and a cot in the corner to sleep in. And all of it is powered by Tera crystals, so it's clean unlimited energy! As an additional bonus, once you've planted more than one of these labs, you'll find that there's a 'warp' system linkage system between them that allows you to travel between them instantaneously. You will gain one new 'seed' every year, while every ten years will see you get a larger one that will spawn either a high tech security overlook - taking advantage of the network of smaller labs to grant security and communications coverage over the area - or a larger, more involved lab capable of supporting much more advanced technology than the smaller 'field' seeds.



**Terarium (600 cp) -** an untold (but definitely massive) amount of money, time, effort, and research went into Blueberry Academy's Terarium; an artificial area containing multiple different types of biomes for Pokemon (or other creatures) to grow in so that you can study them in a controlled environment - and now you have a perfect copy of it for yourself. Sealed within a massive dome strong enough to take the pressures of being completely submerged under the ocean, a huge glass orb hangs from the ceiling, providing all necessary (good) radiation so that everyone within can function healthily. Great for preservation work and education! Starts out with four unique biomes (Canyon, Polar, Savannah, and Coastal) but can be expanded with more areas using future property purchases with a training or 'small piece of nature' theming. Larger properties (such as entire islands, countries, or planets) will see a small pocket version of their biome added without you losing the original larger version. Each added area will come with rest stops and healing centers for any students or visitors to relax in between classes/projects.



If bought alongside **An Academy Of Your Own**, your academy will be noted as one of the most advanced learning institutes in the world, right alongside Unova's Blueberry Academy, producing many of the great minds of tomorrow on a regular basis. Your facilities are always at the bleeding edge of what is possible in whatever world you bring your Academy to, and you will always have the option of maintaining that edge or blunting it as to not blow the minds of the locals too much. It will be a rare day when another institution is able to rival your advancements, both in terms of technology and of your students' successes in their preferred areas of study. On a more mundane level, your Academy has the ability to become a completely sealed, sustainable environment at will, able to resist almost any natural disaster any given world could throw at it.

## Humanities

**Picnic Set (100cp) -** comes with a table, chairs, lantern, tablecloth, plates, silverware, a basket - not for your ingredients, but for any surprise Eggs that your Pokemon might wish to turn over to your care - and a number of toys for everyone's enjoyment. You can change the color and theme of your Picnic Set in part or all together at will to any of the ones available in the game. If you lose it or any of its parts, it will return to your Warehouse after a week and the parts will return after a day.



**Ingredients (200cp) -** a collection of all the materials you need to make sandwiches… and other food things, I suppose, if you don't like sandwiches. Has fifty units of each food item and condiment in the games, and your stock will be restored every three days. Comes in a convenient basket that keeps them all perfectly fresh and at their ideal serving temperature, with any fear of cross contamination or food poisoning. Does not contain any Herba Mystica, sadly, but you do have an unlimited supply of toothpicks, utensils, and a sandwich press. All ingredients can be modified at will to account for allergies, intolerances, and religious preferences at will.

**Sealing Shrine Posts (400cp)** - while the means used to contain the Treasures of Ruin were lost to the people of Paldea years ago, you have been granted these via a third party Game Geni- *cough* I suppose the source doesn't matter; you've been granted the means to seal away dangerous entities from the world, through the means of eight mystical stakes and a shrine tied to them. The stakes can be placed at random, so long as they are within the same general province as their door, and they along with the door will resist all natural erosion and disasters, along with the touch of most beings that might seek to move them… most, but not all,

as the pure of heart have a way around this protection. You may specify whether or not there's a bias towards those that can defeat the sealed entity or redeem them, but it's a small bias at best. Your supply of stakes will restock every year, you can stock them up if you like, and you can choose the color that they and their shrine take at the time of placement.

**Library (600 cp) -** the Paldean Academy's entry room is a massive, three-story library and study area with over eight hundred years of collected knowledge, and that's to start with, as your version will grow and expand to incorporate any other libraries, book collections, or individual books you pick up along your travels. While some of its contents might seem like crock on the surface - like issues of that Occulture magazine that seems to keep getting put on the shelves whenever you're not looking - even those oddballs will usually be able to drop some kind of lead for potential future adventures, even if you might have to do some homework to make full use of it. Well, if there's any place to hit the books, this is it! Comes with a free and eternally stable internet connection as well, though it only has the options of the Pokemon world's web, whatever internet is available in your current Jump, and whatever other fixed connections you may have yourself. Your book selection will also update with each Jump to add a similar massive variety of books on just about every subject that may be relevant to a place of learning for that setting.



If bought alongside **An Academy Of Your Own**, your academy will become one of the great historic institutions of its setting, on par with the Paldean Academy, drawing on centuries of rich history and success stories along the way, with many artifacts following that legacy - not just as books either. You'll find that many of your legacy students are willing to return to add to that history as well, either becoming teachers or simply helping out with events when they could theoretically be doing much bigger things out in the world… not that you're complaining about

having highly skilled staff willing to put their whole heart and soul into strengthening your academy. You'll also find that your academy's reputation is excellent for getting your foot in the door for various things; international exchanges, experimental technology, and even changing political policy in your area, if you can argue that it's for the benefit of future generations. On a more mundane level, you'll find that your academy seems to have grown a walled city around it, offering lots of local resources and support to your infrastructure as a beloved local institution.

# Major Scenarios

You may take only one **Major Scenario** unless you take the Drawback **What Are You, The Hero?** - whereupon the limit is rescinded. The Major Scenarios that you don't take will be resolved without your involvement, though you'll miss out on the rewards and the bonds you make along the way.

## Victory Road

Why give up the classics? You know the drill by now; start the Gym Challenge, get 8 Badges, take on the Pokemon League, beat the Elite Four, and grab that sweet sweet Champion ranking. Of course, just because it's not a complicated plan in terms of the steps doesn't mean it'll be a cakewalk to actually pull off; Gym Leaders actually work hard at their jobs, after all, and so do the Elite Four. And better yet, you'll have a **Rival** testing your mettle at regular intervals through the process; the other young Champion, **Nemona**, who's very excited about having a worthy challenger to go up against after so long spent steamrolling everyone else around her. She's almost a little too excited about the prospect, as she's been actively dogging your steps in order to rematch you between every other Gym challenge, but she means well.



(Incompatible with **Traveler To An Antique Land**, given that there needs to be the concept of a Pokemon Gym existing before you can take a Gym Challenge.)

**Rewards:**
Thanks to collecting all of the **Badges**, all Pokemon you catch or have traded to you will obey you as a Trainer, and flashing your Badges will get humans to admit to your skills, even if they

don’t always have the full context of what those Badges *mean*, though you are free to share that information if you like. I’m sure your adventures in Sunflora herding and timed giant olive pushing will be very interesting conversation topics.

You also gain the perk **Spirited Challenger** - anyone who you challenge to battle you will feel a strong compulsion to do just that and make it as honest a fight as possible. However, this compulsion will go up against their willpower and general nature, so what they qualify as ‘fair’ and the nature of that fight can be highly variable, as will be their willingness to accept your challenge.

You have also been gained a **Pokemon Battlefield** attached to your Warehouse that can be attached to any other Property you own as you will - it comes complete with seats for observers, lights in the event of night battles, and has a selection of automatic cameras so you can run through the footage of your battles after the fact to go them over play-by-play for educational purposes. This also comes with a **Healing Machine** where you can load up your Pokeballs and restore the energy of the Pokemon inside - good for a quick pick-me-up if you don’t have time for a long rest, though a Pokecenter visit should never be dismissed in the case of more serious injuries.

### The Path of Legends

There’s a lot of literature about impossible things in Paldea. Fantastically huge Pokemon, crystal caverns, ghosts, and - most relevant to this quest - a certain type of plant that can work as a perfect panacea; the **Herba Mystica**. A classmate of yours by the name of **Arven** is on a journey to find it - or rather, all five varieties, as there is a different Herba Mystica for the main flavor profiles of Spicy, Sweet, Bitter, Sour, and Salty - not for fame or power, or even because he thinks it might be tasty (though it probably is), but because of far more personal reasons. But he needs some help; the Herba Mystica is supposed to have very powerful guardians and… well, he’s a cook, not a combatant. So that’s where you come in; to help him get around the **Titan Pokemon** protecting the Herba Mystica so Arven can make the best sandwiches in the world! *Yes*, it’s worth it, stop asking him that.



**Rewards:**
The rewards here are pretty straight forward - you get a cut of the Herba Mystica in the form of a **Herba Mystica Garden**, a delicately unassuming herb garden that consistently grows fresh sprigs of the stuff in all five flavors - it will usually be found in your Warehouse but you can just as easily attach it to any home property you own as a window box planter or part of a regular garden. No matter how poor your gardening skills, you will never be able to kill these plants. You also have a few shakers of the herbs dried - they may a bit less potent than the freshly picked stuff, but they're also a bit easier to travel with.

You also gain the perk **Colossus Combat** - whenever you're fighting a being more than three times your size, you'll find yours and your teammates abilities boosted, particularly your evasive skills, luck, and speed. After all, the important thing when fighting a giant is being out of the way when they're swinging those huge attacks around, yeah?

You may also take this 50% discount on the **Library** item, as you've likely spent a fair bit of time there researching for this project. This discount stacks with any other discount you may have.

### ★ Starfall Street ★

Just like Victory Road, we're going to kick it old school - but with a remix on the old theme of the Evil Team, as instead of having a centralized tree of power and actual evil deeds you have to stop in their tracks, this Team is a five squads of delinquent students with an established system

for challenging them. And you've been brought in by their former leader **Cassiopeia** to do just that, because they've seen you handle a few **Team Star** members at the gate of the school and decided that you'd be the perfect person to help put to bed a Team that's starting to be a bigger problem than the one that they were created to resolve. So let's get to it - there's five squad leaders with five Star Badges to collect before you can officially disband Team Star and restore balance to the school!

Or maybe, just maybe, you don't want to beat them, but join them. Why not finish what Team Star started and set the record straight… because there's no way that *all* the data relevant to that case was destroyed. The Team Leaders are also curious about the fate of their disappeared friend, Cassiopeia…



(Incompatible with **Traveler To An Antique Land**, for similar reasons as Victory Road - you cannot disband a Team that won't exist for several centuries.)

**Rewards:**
Regardless of which side you've taken in this conflict, you have received a set of five **Star Badges** and **Team Star Outfits** (which are modified versions of the standard **School Uniforms**, with a specialized helmet, star-shaped goggle set, gloves, and shoe sets). None of it does anything (though they do come with the same self-cleaning and repairing perks that other **School Uniforms** and **Outfit** sets have), but it's a great reminder of the adventure you just went on.

If you have taken **An Academy Of Your Own**, your Academy has now acquired a series of five off-campus **Bases** for training and education. These will share whatever qualities and boosts your Academy has and make use of their natural environment, along with maintaining as secure a perimeter as possible with their level of technology.

You may also take this 50% discount on the **Library** item, as you've likely spent a fair bit of time there tracking down records and tracking down the backstory that motivated the formation of Team Star in the first place. This discount stacks with any other discount you may have.

**If You Disbanded Team Star:**
By sticking to the plan of taking down a truly massive team on your (practical) lonesome, you have earned two perks; **Shoot For The Stars** and **Beat Them At Their Own Game**.

What can one person do against dozens, if not hundreds of opponents? Well, you can do what you've always intended to do; **Shoot For The Stars**. This Perk will give you an edge against impossible odds, as the force of your will seems to push you through - almost as if the spirit of Zekrom itself is giving you strength to fight through the waves of foes battering you back. This power will falter if you find your ideals wavering - perhaps opening you up to a harsh awakening of what happens if you're not sure you're doing the right thing.

When dealing with a Team, it is often essential to **Beat Them At Their Own Game** - after all, how else would you expect them to accept their defeat in the end? If you're fighting against a specific organization, you'll automatically know all the necessary rules of engagement; not only to make sure that matters don't escalate far beyond what they've already become, but for them to gracefully accept their defeat when you take down their leaders.

**If You Joined Team Star:**
By demonstrating your dedication to seeing a difficult cause through to its end, you have earned two perks; **Truth Seeker** and **Team Star Player**.

When it comes to sniffing out conspiracies or fighting an unjust charge, **Truth Seeker** gives you an edge in finding that vital witness or piece of information that sits as a cornerstone of a case - almost as if the spirit of Reshiram itself is guiding you forward to bring the truth to light. This power will falter if you're out to silence the truth - and may even turn against you in such cases, revealing your deeds to others.

Being a **Team Star Player**, on the other hand, is just a necessary skill when you're part of Team Star; if you're part of a specific organization, you'll automatically know all the rules part of keeping it running, inside and out. That includes how and when to challenge other members, what to do with outsiders either looking to join or fight you, and also general team tactics like Star Barrages.

Well, this reward is one that you could have seen coming; instead of **Team Star** being disbanded or folded into part of the Paldean Academy's education structure post-Jump, they're now your Followers.

As an additional benefit for if you made their Leaders your Companions via **The Real Treasure Was The Bonds We Made Along The Way**, any Perks or skills their leaders are given (should you have them as Com will trickle down at one tenth strength to their underlings, allowing them to keep up with your adventures in the future.

### The Way Home

This is the road you've been walking down the whole time, wittingly or not, from the moment you crossed the path of the camera of the Professor's video call with the Raidon that helped so many pieces of this story into motion in the first place. Fate or chance, one cannot say, but no-one else but you could walk this path, which will eventually take you into the depths of Area Zero to put an end to the tragic dream of exploring either a past long gone or a future too far away. Restore the strength of your Raidon, enter the forbidden Area Zero, make your way down into its depths, and stop the time machine to save Paldea, if not the entire world - for the AI Professor waiting for you cannot do so alone. This task is a heavy one, however, and not one to be undertaken lightly… especially not alone. But nobody said you *had* to do it alone, did they?

(Mandatory for **What Are You, The Hero?**)



**Rewards:**

And in the end, you're left holding the **Colorful Book** that started this whole journey. No matter if it has a Scarlet or Violet cover, the contents are the same; a record of a journey into a mysterious land full of wondrous things, fantastic flora, and dangerous creatures, becoming increasingly strange the further you delve into its pages, before you run into the very last two pages - one which will be half-blotted out by the frenzied hand of a writer who could not wrap their mind around what they had just experience, even as the other gives you as clear a picture as they could manage to sketch out in that moment. This book will update with every new Jump, giving you the opportunity to find a new adventure every time, should you wish to chase it, with the previous versions being collected in your **Warehouse** or **Library**, should you want to look back and reminisce.

You may also take this 50% discount on the **Tera Firma** item (Crater variation), since you're one of the only people left alive to have explored its depths to this degree. This will modify it to incorporate the abandoned lab system, unmappable quality, and hidden areas of the **Great Crater of Paldea** essentially giving you the area of a small country to call your own - though, again, it's not much of a country without human residents. This discount stacks with any other discount you may have.

You may also choose to ask the **AI Professor** to become your Companion. While their focuses may shift depending on if they were based on Sada or Turo, they will still remain a brilliant scientist with a special affinity for the technology and study of Area Zero and the Tera Crystals - and rather, all things Tera - found within. Their robot body is also a work of art that allows them greater durability and strength than that of the average human - and now that Tera Crystals have become part of that construction, the power limitation issues that once trapped them within the Crater of Paldea are no more.

### The Teal Mask (DLC Scenario)

Congratulations! You've been chosen to go on the cultural exchange trip to Kitakami, a rustic region with a rich history and many Pokemon unknown to Paldea, just in time for its famous Festival of Masks. The two local students from Blueberry Academy assigned to help guide you and the rest of the visiting students may not be the most excited about foreign tourists, but hey - nothing should go wrong, right? …what do you mean, the story of the Loyal Three and the Ogre at the center of the Festival of Masks is based on highly distorted *facts*?

(Mandatory with **What Are You, The Hero?** If this Scenario was taken with **What Are You, The Hero?**, you may consider yourself as having taken two different purchases of the **Rival** Drawback - one Rank 1 and one Rank 3 - until the resolution of **the Indigo Disk**.)



**Rewards:**
In honor of your kindness and determination in putting a centuries long wrong to rest, you've earned the undying loyalty and friendship of **Ogerpon,** the Masked Oni Pokemon. She's a Lonely soul, but her special ability of being able to change types depending on which of her four masks she wears (along with the powerful Tera-typing boost associated with all of them) makes her a strong friend to have on your side indeed.

And, just to make sure that they don't get up to any mischief again, you've also captured and tamed the **Loyal Three**; Okidogi, Munkidori, and Fezandipiti. They're all rather devious sorts, but their strength and capacity for teamwork tactics is not at all in question and they are loyal to their master, who is now you. I'm sure that this won't lead to any other problems in the future.

You may also take this 50% discount on the **Tera Firma** item (Mountain variation), since you're taking its most famous resident along with you. This will modify it to incorporate the specific details and traits of Oni Mountain, along with a bit of its surrounding environs such as (the now destroyed) Loyalty Plaza, Mossui Town, Kitakami Hall, and the rest of the in-game explorable **Kitakami**. This discount stacks with any other discount you may have.

You also receive a selection of **Festival Masks** and **Festival Clothes** (a special bag, sandals, socks, and three sets of jinbei in green, dark blue, and off-white gray colors by default, though you may choose different color swapped versions), all with the same self-cleaning and repairing qualities that apply to your **School Uniforms** and other **Outfits** - and better yet, the fabulously fun Festival Masks will never impede your vision or fall off by accident (except in suitably dramatic moments).

## The Indigo Disk (DLC Scenario)

Some time after the events of the Kitakami trip (which, depending on if you took **What Are You, The Hero?** or not, may have been an event you were also present for), your name came up as a potential exchange student to visit the fabulous Blueberry Academy in Unova. This super modern place of learning has a high focusing on Pokemon battling - and most battles here will be Double Battles, a bit of a change from the Paldean preference for Singles, and the school has its own version of the Elite Four, who you may challenge if you like… but that's a different Scenario that we'll discuss later in more detail.

Near the end of your stay at Blueberry Academy, one of the teachers, Briar, will receive permission to go forward on an expedition into the Great Crater of Paldea and into the depths of Area Zero, going deeper than almost any explorer before. And you are invited to go along with them. And given what the interior of the Crater is like (just what you've heard, you'd *never* break the rules and go inside yourself, right?), you know it's going to be anything but a *dull* trip...

(Mandatory for **What Are You, The Hero?** If you did take that Drawback, this adventure will see your **Rivalry** with Kieran reach a breaking point and result in a high end boss battle against a fully powered **Stellar-Form Terapagos** - but it's a break that will help him grow past his fixation on strength before everything else.)



**Rewards:**
In the Underdepths of Area Zero, almost 3,300 feet beneath the surface, you ran into the Legendary Turtle Pokemon at the center of the Terastel phenomenon… and passed its vibe check. Congratulations on becoming the latest chosen human of **Terapagos**! See, it's already

given you a **Tera Crystal Pendant** to represent your bond - which will also serve as its Pokeball, as it doesn't really care for the manufactured kind.

You may now take a 50% discount on the **Terarium** item, with an upgrade to it and any other Tera related item you possess; speeding up the growth rate of Tera crystals, the recharge of Tera energy, and also, should you have purchased **Tera Firma** or the **Terarium**, adding an even deeper cave system to their structures, full of crystals with strange and powerful (and non-harmful to any visitors, thankfully) energy that you may harness for various means.

You will also find that you are **Tera Tuned** - Tera Energy or anything like it is now something you can sense at range, along with any energy you produce yourself, like Aura, taking on similar qualities to it (allowing you a greater range of Pulse typing options, for one), and your **Tera Orb** (should you have one) will now be permanently charged.

You may also choose to ask **Briar** to become your Companion. A specialist in all things Terastel, she's equal parts historian to explorer to scientist, having become the first person to ever create a stable source of Tera energy outside of Paldea and Kitakami - and that's just as a mostly regular person running on nothing but her ancestor's writings and an **Obsessive** focus on proving them true. Imagine what she might be capable of if you were able to turn that drive to other avenues of progress…

Regardless of if you ask her to join you or if she says yes or no, you'll receive a copy of **Briar's Notes** regarding your adventure in the Underdepths, of which you'll get a new edition of every time you chase down the adventures of the **Colorful Book**, allowing you to pair the mystery you chased with the answers you found on your bookshelves forever, regardless of if Briar joined you for any future adventures.

You also receive a full set of **Blueberry Academy Uniforms** - one for each season along with a tracksuit, a set of gloves, socks, shoes, and a backpack, all with the same self-cleaning and repairing abilities that apply to your ordinary **School Uniforms** and other **Outfits**.

**If taken with What Are You, The Hero?:**

Your rewards are increased again - you may now ask **Kieran** and **Carmine** to become your Companions, rather than as the **Rivals** who have been trying to compete with you this whole time. Both are highly capable battlers, with Kieran in particular showing a strong drive to improve himself as a Trainer in the face of every setback he's faced… which has mostly been losing to you so far. The siblings will share a Companion Slot and share Perks evenly between them.

You will also find that your copy of the **Colorful Book** has quite literally doubled - you now have its other counterpart, the Scarlet to its Violet or vice versa, which will allow you to pursue another mysterious adventure similar but separate to the one detailed in the other copy.

# Minor Scenarios

Can be taken without limit, though some may be linked to some of the **Major Scenarios** or blocked off by certain **Drawbacks**.

## The Real Treasure Was The Bonds We Made Along The Way

The Pokemon games have always been about friendship and love of the world you're exploring - But that's mostly focused on the Pokemon, with a few diversions into connecting with human characters. Now? The bonds between humans get a bit of a spotlight.

Some bonding paths will be directly related to some **Scenarios**, directly or indirectly, though few can be resolved solely through pursuit of said Scenario. You should also work on talking to these individuals outside of those contexts however, because friendship works best when you, y'know, actually talk to and help out the people you're trying to befriend.

**Rewards:**
Besides any gifts you may have received from your friends, any character you've bonded with can be offered a **Companion** slot. There is no limit beyond your actually having a bond with them.

If you bought **An Academy Of Your Own**, even if you didn't ask them to become your Companions, you'll find any people you bonded with taking up the position they previously held at the Paldean Academy - be it as teachers or students - as your Followers, allowing them to continue supporting you as you supported them.

**Canon Bonds (though these are hardly the limit)**

- **Nemona -** she might not be the best at social situations, but she does love a challenge and surpassing her own limits and thinks of you as her best friend thanks to your journey together.
- **Arven** - he's not the best battler and he's a bit too focused on food prep, but he's got a lot of spirit once he's got himself set on a goal - doubly so if it's somehow something he can cook up into a delicious meal after the fact.
- **Penny -** she may not be a particularly strong or skilled battler, but she's an expert hacker and technological expert with a lot of potential (just like her team of Veevees). How she evolves from here, you'll have front row tickets to see.
- **Director Clavell**
- **Teachers**
    - **Dendra, the Battle Studies Teacher**
    - **Hassel, the Art Teacher**
    - **Jacq, the Biology Teacher**
    - **Miriam, the School Nurse**
    - **Raifort, the History Teacher**
    - **Saguaro, the Home Economics Teacher**

- **Salvatore, the Language Teacher**
- **Tyme, the Math Teacher**

### Honor Student

While a lot of your time spent at the Academy would be dominated by flashier events like their famous Treasure Hunt, Gym challenges, Team Star shenanigans, and the general care and training of your Pokemon, it is still a school with classes that you are expected to attend - and exams you're expected to pass. A 60% correct score is enough to pass Academy midterms, while Finals require a 80% to pass - but what we're aiming for *here* are 100% all across the board for at least one of your years at the Academy.

However don't worry; none of the subjects are extraordinarily difficult, all of the teachers are great at communicating the nuances of their subject, and, should you fail an exam, you are allowed to retake them. Just remember that cheating isn't allowed - you'll automatically fail this Scenario if you do that, even if you don't get caught.

**Rewards:**
Regardless of if your success was based on careful study or dumb luck - though I'd hope that you did learn *something* at the Academy rather than just go off of gut feelings on every test question -, you'll find the former a lot easier to do in the future with this **Auto-Notes Book**. Deceptively slim on the outside, you'll find the inside full of far more pages than you'd assume from its external profile. Self-organizing and responsive to your thoughts, this helpful aid can act as a school aid or a quest journal, helping you keep track of any information you get along the ways of your travels. You may also let others borrow it should you like, allowing them to take advantage of your knowledge in your absence.

It also comes with a special set of writing implements (a pen, pencil, highlighter, and eraser), but their special qualities mostly lay in never running out of ink or lead and, in the eraser's case, erasing your pen or pencil cleanly without damaging the page. These, and the Auto-Notes Book, if lost, destroyed, or stolen, will reappear in your Warehouse after three days.

If you purchased **An Academy Of Your Own**, grade point averages for all your classes tend to tilt higher, even for your more averagely gifted students, and your reputation for academic excellence will be known far and wide. You must have hired some really fantastic teachers, right?

### Wondrous Sights

Paldea is home to many spectacular vistas, scattered across its sprawling territory - and some of them have been listed as absolute Must See locations, which you, dear player, seem to have taken as a challenge. Go and visit and photograph the **10 Sights of Paldea** and (should you have taken the Kitakami Trip) the **6 Wonders of Kitakami**, so that you may see if you can immortalize the moment forever - with Pokemon in frame if possible! Can't forget what this world is really all about, can we?



**Rewards:**
I guess that since you've managed to turn this Jump into Pokemon Snap for real (or at least, in part), you deserve a better camera than just the one that came with your Rotom Phone. While this high-end **Paldeasonic Camera** and this set of Lenses to go along with it - a **Scope Lens**, a **Wide Lens**, and a **Zoom Lens**, which I suppose you can use for other things besides lining up the perfect shot. The pictures you take with this camera will be automatically backed up to any computer you own of your choice once taken. All of these items, if lost, destroyed, or stolen, will reappear in your Warehouse after three days.

You will also know that you've picked up a knack for **Picture Perfect Timing** - you're great at catching candid moments and even your most off-the-cuff attempts at getting that perfect shot will give you something to work with, even if there's a bit of blur around the edges. While this is best aimed towards silly ends, I'm sure that you'll be able to maximize its potential elsewhere…

If you purchased a **Library**, you will find a new section attached that contains a fine collection of highly detailed, glossy paged **Coffee Table Photo Books** for each setting you have visited - each containing a variety of high quality shots detailing the large and small wonders you may have encountered on the way, regardless of if your camera was on hand or not to catch it at the time.

If taken with the **Teal Mask** Scenario, you may also choose to ask your fellow photographer **Perrin** to become your Companion once you help her out with her quest to photograph the famous **Bloodmoon Beast**. She's been feeling a bit out of sorts lately, trying to recapture her old passion for photography, so maybe seeing what lies beyond just this world might be just what she needs to get that back…

## Every Wich Way

This one is relatively straight forward; learn how to make and then eat every Sandwich known in Paldea! This accounts for 151 different Sandwich recipes, some of which are very simple and can be learned from books, but others may require first hand lessons, so don't think that this will be *too* easy!




**Rewards:** Get extra benefit from your sandwiches (and all your other cooking, to a lesser extent) in the future, as your hard earned cooking experience as the new **Earl Of Sandwich** (not an official title) shows you how to get the maximum effect from the ingredients you're working with.

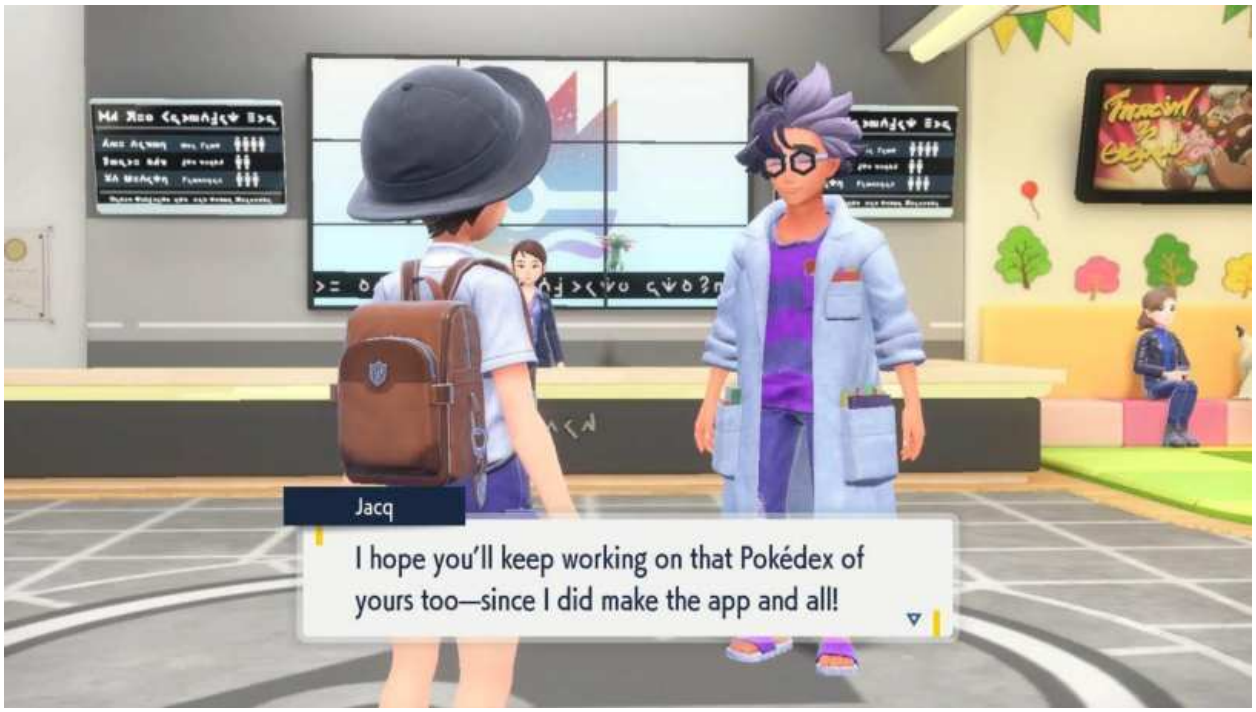
You will also receive your own **Sandwich Shop Chain**, which will act as a passive source of income while incorporating various recipes and ingredients you collect along your travels - which don't even have to be sandwich specific. They can do soups, pastas, salads, and other dishes as well as offering up kosher, halal, vegan, and gluten-free options, along with meeting the requirements of any other possible allergies, intolerances, and religious prohibitions.

If you purchased a **Library**, you will find a new section attached that contains a fine collection of highly detailed **Cookbooks** for each setting you may visit - all of their recipes will be clear and easy to follow, and any recipes you find or create will be added automatically with similarly detailed instructions on their preparation.

## Gotta Dex Them All

You've received a mission - along with the rest of your classmates - from your biology teacher Jacq; a request to help fill in his Pokedex app and show it as a viable route compared to the more dedicated technology of a separate designated Pokedex. This means capturing every Pokemon at least once - you may release them immediately after if you like and 'Version exclusives' are merely rarer encounters rather than impossible to find. You will get a (relatively)

small reward every 10 entries, alternating between one to three of the following items; Pokeballs of varying types, various Berries, Evolution Stones, held items, Experience Candy of varying sizes, and resaleable treasures, with the relative rarity and value increasing the further you progress.




**Rewards:**
Besides the progress related rewards, you have the opportunity to earn something bigger if you go for 100% completion in each Pokedex.

**For completing the Paldean Pokedex:**
You will receive a **Shiny Charm**, increasing the odds of running into Shiny Pokemon or, in other settings, rare coloration variants of creatures or items. It will also act as a mild Charisma boost for you or anyone you gift it to.

You will also have completed your bond with **Jacq**, allowing you to ask him to become a Companion if you so choose - if you have **An Academy Of Your Own**, you may also find him there as the biology teacher.

**For completing the Kitakami Pokedex:**
You will receive a **Sparkling Charm**, a special piece of Tera Crystal that will help increase the returns of all your Tera related items, along with reacting to any rare crystals you may encounter in future Jumps.

**For completing the Blueberry Pokedex:**

You will receive a **Mark Charm**, which increases the odds of special encounters in the future, swaying destiny to your side in matters of crossing paths with remarkable talents and unique personalities.

**For completing all three Pokedexes:**
You will receive the **Oval**, **Catching**, and **Exp. Charms**. The Oval Charm will increase the odds of you finding Eggs (and raise the success of other breeding related activities) in the future, while the Catching Charm raises the general success rate of Pokeballs, and the Exp. Charm increases the rate of growth your Pokemon (and other beings you may train) experience under your tutelage.

If you purchased a **Library**, you will find a new section attached that contains highly detailed **Bestaries** for each setting you may visit - most of their contents will be very accurate and helpful to tracking them down, but any observations you make of the creatures you've encountered will be added to their pages automatically.

If taken with **Traveler To An Antique Land**, the Pokedex must be completed in the style of Pokemon Legends Arceus; multiple captures of each kind of Pokemon, followed by an in-depth study of that Pokemon's various moves, their evolutions, and the various unique features each Pokemon have, all handwritten by you. And Arceus *will* know if you just make stuff up or copy down other people's work without double checking. Your main mercy is that the Blueberry Pokedex is no longer part of the challenge (though it is likely you'll be able to encounter a number of the Pokemon listed within during your travels), though you still will receive the associated reward if you complete both the Kitakami and Paldean Pokedexes.

### Treasure Hunter Of Ruin

In ancient times, a traveling salesman from the East came to Paldea with four magnificent treasures; a set of wooden tablets containing a forbidden history in their homeland, a sword that had withstood countless battles and ended hundreds of lives, an ancient ritual vessel, and a set of beads so beautiful that wars had been started over their possession.

The Paldean King, eternally yearning for more and more treasures to call his own, was more than happy to take them. But soon enough, the malice with which he treated the land and his people called out to the grudges carried by these four treasures, awakening their true selves as the **Treasures of Ruin**, who then began to run rampant over Paldea, causing much trouble and strife, until they were captured and sealed away. And there they have remained, for hundreds of years...

And that's where you come in! Because you just got the assignment from your History teacher, **Raifort**, to go find and break the ancient seals (which you must do by locating 8 different hidden markers and then the door that they keep locked tight) and capture the Treasures for her- your! Your own ends! Totally!



**Rewards:**
For accomplishing the dual task of not just finding but taming them, not only do you have the **Treasures Of Ruin** as yours to keep (along with the ability to shift into their **Treasure Forms** for easier transport/alternate use), you will also receive other great bonuses!

First, as you've proven by finding the scattered stakes and sealed doors, you are an expert at **Find and Seek** - whenever you go looking for something without a clear location, you can trust your gut to give you nudges in the right direction. It's no proper compass or map, but it's a whole lot better than nothing!

Second, you've proven something much more important - that you can **Tame An Ancient Grudge**. While it's hardly foolproof, you've got a talent for soothing the angry spirits and curses laid upon objects and places, as proven by the fact that you've tamed these four calamities when the best Pokemon Wielders of the past could hope to do was just lock them away. So long as you put in an honest effort, you'll always stand a good chance of being able to help these souls settle into a healthier existence.

Third, as you've managed to complete her bond via completing this Scenario, you've received the option to ask **Raifort**, former thief and current history teacher, to become your Companion! While she has some concerning interests when it comes to 'minions', 'dangerous historical items', and the forbidden in general, she does love history and is always ready to delve into a good mystery - the older, the better! And what better way to make sure she doesn't run out of those than to show her other universes? Just keep an eye on her hands and her pockets…

## Tackling Titans

Now, if you undertook the **Path of Legends** Scenario, you'll already be familiar with the **Titan Pokemon**; Pokemon of remarkable size and strength that defend the **Herba Mystica** that granted them their superior traits. You had to defeat them to get at the stuff, after all!

Now, you must undertake a different challenge - not just defeating the Titans, but catching and taming them! Which, fair enough, might be a bit easier than pounding them into submission, though they're very squirrelly sorts that won't give up that easily. So it might take a bit of doing - but I have full faith in your abilities!

**Rewards:**
Well, besides getting to keep the **Titan Pokemon** you've captured, the study of these Titans, you've gained the ability to make more of your own - though this **Titan Training** may require the use of a steady source of Herba Mystica and a vastly increased general food and care budget, there shouldn't be too many more logistical issues to deal with when… handling a Pokemon bigger than most domestic housing.

Hm.

Well, then I suppose I should throw in some of this **Minimize Spray** - a single spritz will temporarily bring your Pokemon (and other living, physical, non-cosmically powered beings) down to a more manageable size, while two might make them even smaller than your ittiest natural sizes for their species. However, before you think of using this as a means to solve all of your problems, the effects don't last forever and will wear off even faster if the subject is engaging in high activity levels or if they're returned to their Pokeball. At the very least, you'll never run out of the stuff and if you happen to lose your bottle, you'll find it in your Warehouse by the end of the week.

## Academy Ace Tournament

You heard it here; every year, the Academy holds a Pokemon battle tournament. Four rounds of battle against your fellow students, members of the Academy faculty, and even invited guests and potentially la Primera herself, if she happens to be available. And if you've taken any **Rivals**, expect to find them in the Finals or Semi-Finals.

**Rewards:**
In your Warehouse, you will gain a **Dream Battlefield**, to which you may summon any ally or previously battled opponent to face you again, regardless of where you last left them. This version of the Battlefield will also permit you to face off against friends, associates, and the occasional public figure who you have not met in physical or Pokemon battle before.

If you have taken any Tera related Perk or Item, you may also make the choice to have **Tera Raid Crystals** appear, either within your Warehouse or within the world you have entered. A single Raid Crystal will remain in place for three days at a time, though they will be marked on

your personal maps as soon as they appear. Higher rarity Raids will be increasingly rare, with Seven Star Raids being a once a year event with high odds of containing Legendaries or extremely rare Pokemon.

You also receive a **League Branded Sporty Cap**, with the same self-cleaning and repairing abilities that apply to your ordinary **School Uniforms** and other **Outfits**.

### Beat The Blueberry Elite Four

With its heightened focus on battling, it is only natural Blueberry Academy would have a Club dedicated to it - specifically, a **League Club**, featuring an **Elite Four** and a **Champion**. And you have been put in a position to challenge them all and throw the current Champion off his throne.

Not immediately, of course. Unlike the **Academy Ace Tournament**, where anyone could participate just by signing up at the front desk, here you'll be expected to complete tasks before facing each member of the Elite Four (though you've been given a small pass in being allowed to skip a few of the lower rungs of the later) - and the battles against them will be no small thing either, as each member of the Elite Four will require great skill, strength, and smarts to overcome.

But, hey, what's the point of playing without a challenge, right?

(requires the **Indigo Disk** Scenario be taken, mandatory with **What Are You, The Hero?** If taken with **What Are You, The Hero?** the battle against the Champion, Kieran will be increased in difficulty, as you will be facing a Rank 3 **Rival**.)

**Rewards:**
Woo! I knew you could do it! It might have been a hard earned title, but you can now wear the title of **Champion** with pride (even if you may have picked up another like it back in Paldea). Anyone who hears you addressed by this title or has a pre-existing knowledge of your reputation will understand the scale of that achievement, granting you a measure of respect on contact - though this same thing may draw future challengers to you. Of course, who would you be to turn them away, right?

In your **Warehouse**, you will gain a **Dream Battlefield**, to which you may summon any ally or previously battled opponent to face you again, regardless of where you last left them. This version of the Battlefield will also allow you to vary the type of Battles you partake in; be they terrain based such as Sky Battles, team exercises such as Multi Battles, or even Inverse Battles which turn type advantages on their heads.

Every opponent you face will give you a **Gift** after you defeat them a second time - sometimes this will be a consumable or resalable item, but should they gift you a held item, accessory, article of clothing item (typically within the theme of their style of battling, if not a copy of an accessory they themselves have), it will become fiat-backed, with clothes and accessories

recieving the same self-cleaning and repairing abilities that apply to your ordinary **School Uniforms** and other **Outfits**.

You will also gain a copy of the **League Club Room** to use as you wish - either keeping it in your Warehouse or attaching it to one of your various properties. This is a large space comfortable for up to twenty or thirty students to hang out in at a time, with a selection of exercise equipment and treats for humans and Pokemon and all the usual amenities of a school club space.

You may now take a 50% discount on the **Terarium** item if you so wish, which will also add the **Blueberry Quests (BBQs)** system to your version, allowing visitors (and yourself) to earn **BP (Blueberry Points)** for completing various tasks inside the Terarium such as battling, capturing different Pokemon, and walking a certain distance.

These points can then be exchanged for items at stores within the Terarium and with other Clubs in the system for things such as **Aesthetic Options** (the pink and frilly **Fancy**, the austere and gothic **Dark**, the wood-heavy archeology themed **Classic**, the hi-tech sci-fi **Futuristic**, the forest themed **Natural**, the black-and-white **Monochrome**, and the traditional Kitakami-modern fusion **Gorgeous**) for the League Club Room (which you may also apply to your Warehouse at will), adding certain Pokemon to your Terarium (such as Starters), and to upgrade the odds on your **Item Printer**, which can take random materials fed into it and turn them into different useful items, such as Tera Crystals, Potions, or resalable treasures.

You also will receive a set of **League Club Outfits** - a version of the Blueberry Academy tracksuit in black-and-gold and a copy of the Official League Club uniform, both with the same self-cleaning and repairing abilities that apply to your ordinary **School Uniforms** and other **Outfits**.

### Mochi Mayhem (DLC scenario)

Before your return trip to Kitakami, you received a strange package - a **Mythical Pecha Berry**! While you have no idea where it might have come from, you decided that was a problem to fuss over later, simply packing it amongst your things before heading to Mossui Town.

Perhaps, you should have questioned that package more, because it seems to have awoken a greater power than you could have ever realized… because it turns out that all those centuries ago, the Loyal Three did not come to Kitakami of their own volition… or alone. Their leader and master, the Poison/Ghost-type **Pecharunt** has been awakened again. Don't be fooled by its small size and cute demeanor - this master of poison chains and mind control mochi is not to be underestimated… as by the time you figure out what you're facing, it'll have taken over all of the local populace save for one other person.

Hope you can stop this whole mess before you too become part of Pecharunt's chicken dancing mochi mob!

(requires the **Teal Mask** Scenario have been taken and completed).

**Rewards:**
Thank you, hero, for capturing the petulant **Pecharunt** and releasing everyone from its spell! While this Pokemon is childish and badly behaved, it will now follow your lead from here on forth, using its Malignant Chains to great effect in combat… and its… *other* abilities outside of it, if you'll allow. Though considering how quickly it corrupted its previous human compatriots, maybe it would be best not to try any of that pink mochi it makes, no matter how delicious it's supposed to be…

At least, not without having your **Mythical Pecha Berry** on hand as a chaser, since its rare quality makes it the perfect anti-poison panacea, capable of removing even the most tenacious toxins from a person's body with a single bite. And this isn't even a one-use item - one week after this berry is consumed, you'll find a fresh Mythical Pecha Berry inside of its box. Should you lose the box, it'll be returned to your Warehouse after three days… though without its contents. Hey, that's what you get for taking your eyes off of such a valuable (and delicious) treat!

And as a final reward, you will also receive the **Flashy Jinbei Outfit,** which, while in the same general cut and style as the ones you received on your previous visit to Kitakami, is made out of fine silks in pearly white, jade green, and - as indicated by the name - flashy, *shiny* gold! Though it is supremely comfortable for its style levels and comes with the same self-cleaning and repairing qualities that apply to all other **Outfits**, it doesn't really have any other unique qualities.

…or maybe there is *one* more thing - if you purchased the **Tera Firma** item (Mountain variation) as modified by the **Teal Mask** Scenario, you will find that the destroyed **Loyalty Plaza** has been restored to its previous condition, along with the new additions of shrines to any other Legendary and Mythic Pokemon you may have now or in the future, as new ones will be added as needed. While the shrines may be humble things, they'll still be appreciated by the Pokemon in question, giving them one more place to relax when not traveling with you.

# Drawbacks -

No Drawback Limit, but some Drawbacks are incompatible with each other and certain Scenarios, while others compound their difficulty levels, so buyer beware.

**Your Phone Can Reveal Your Past Lives To Me… (+0 cp) -** I had a feeling you'd been to this world before - and now that I'm looking, I can find the marks you've left behind. The impacts of your previous visits to the world of Pokemon exist here, both on the historical level and the personal - though you might have to do a bit of traveling if you want to find any old friends, I imagine that the exchange student offer to go and study at Unova's Blueberry Academy might just be the thing for it...

**Widened Horizons and Rising Winds (+0 cp) -** the events and characters of Pokemon Horizons and Pokemon Paldean Winds are now optionally part of your story, though how much involvement you have in their tales - and how much impact they have on yours - is up to you…

**What Are You, The Hero? (+0 cp) -** congratulations on taking the role of the main character! Now the plot depends on you to resolve it safely… which is… a *bit* dangerous, now that you're thinking about it, given that this game has multiple deaths in the backstory. But it's too late to back out now; your fate is now entwined with that of Area Zero, and the rest of the world with it. You can also now take on every scenario, though people will remark on - and resent - your talent for finding yourself in the center of these situations. You also will be receiving Kieran as a Rival (ascending from a Rank 1 to Rank 3 Rival) for the duration of the Teal Mask and Indigo Disk DLCs for no points.

**A Full Spectrum (+0 cp) -** oh dear. It seems that what I said earlier about the streams of Past and Future not crossing seems to have been… a bit optimistic. Paradox Pokemon from both the potential future and the distant past are both materializing. Thankfully, they seem to be keeping each other in check, though they're still making the same negative impact on the ecosystem as they would have in their 'singular' format. Thankfully, temporal paradoxes seem to be off the table, as they seem to be covered under the 'alternate reality' clause at the moment.

**A Truly Open World (+100 cp) -** Pokemon Scarlet and Violet may be the first truly open world Pokemon games, but it's still scaled down for the sake of playability - it's possible to trek a full circle around the entire region on foot within the span of two hours, which doesn't even translate into two days in the in-game day-night cycle. Now? You're dealing with a region as big as the real nation it's based off of, with a rough area of 505,994 square km (195,365 square miles) to explore, with more towns and unique areas sprinkled in for you to see - not that you'll be having that much increased difficulty with that, given that you can still use your Ride Pokemon, Air Taxis, and other vehicles… unless you've also taken the **Raidon? No, Walkin'** Drawback, in which case… well, you better get started walking now if you want to get everywhere you need to go.

**Family Troubles (+100 cp) -** there's some… problems at home. Maybe your parents are being overbearing or emotionally absent, maybe you have a sibling who's pushy and unsympathetic to your situation… or maybe things are just happening all at once at the moment beyond your ability to handle like usual. Whatever it is, it's probably nothing truly life-threatening - well, not unless it turns out that the reason why your scientist parent hasn't come back from the lab in over eight years is because they *died* back there - but there's a low-lying tension constantly getting in the way of the rest of your life, tripping up your ability to connect with others and messing up your ability to focus on stuff like 'keeping up your grades' and 'winning Pokemon battles', which is in turn probably adding even more pressure you didn't need to the mix. A dedicated friend - human or otherwise - might be able to work their way through to your heart and help lighten the load, but you won't be making it easy for them to get there.

**Focused Energy (+100 cp) -** you have an endless amount of enthusiasm for a particular subject! Unfortunately, it's *just* for that subject, meaning that all other parts of your life become secondary focuses as you chase your love for battling, cookery, exploration, or whatever else you're after - which can make socializing difficult as well, because even other people who are into it aren't in as deep as you are. Concentrated effort can help you branch out to be better at other things (though it will never be as easy or natural as your Focused subject), but why would you do that when you could be putting your all into your passion?

**I Used To Be With It (+100 cp) -** and then they changed what 'it' was. Congratulations on escaping your Time Capsule! Now the only things that are fossilized about you are your idea of what's 'hip' - not that you're going to let that stop you from making such choices as styling your hair in a massive pompadour and using 'cheugy' in every context except the right one, because what is cool if not the will to pursue it relentlessly, regardless of if other people keep warning you about how silly you look? Even being a Twerp won't soften the social impact of taking this perk…

**Strict Dress Code (+100 cp)** - sure, there's a ton of great fashion outlets around Paldea. However, even if you have the money, you shouldn't spend it there - you're only allowed to dress in your assigned school uniform as worn to the letter (no Team Star-style modifications allowed), with your only choices being which of the two styles of uniform you've got to pick from (you can only pick whichever ones are 'in season') and if you're going to accessorize with or without the official school hat, helmet, or gloves.. And even then, you should only be wearing them outside. Your only reprieve is wearing your pajamas in your tent or dorm and you go on student exchange trips - and even then, you'll be wearing the 'uniform' given to you for that. You do have full control over what you do with glasses, contacts, and your hair though. We're not *monsters*.

**Twerp (+100 cp) -** oh! So you're a **kid**-kid. A baby even - well, perhaps not that far, but you still can forget all about that earlier age roll option - now you're rolling 5 + 1D6, where 11 is the absolute oldest you'll be starting out as. And believe me - people will *definitely* be making something out of that low number, often hovering around to make sure that you're not going in too far over your head and pushing you away from things 'too dangerous' for someone of your

tender years. You'll also find any powers you have weakened, as you need to grow back into their full power. Incompatible with Gen Wunner.

**Raidon? No, Walkin' (+100 cp) -** Paldea is a pretty big region - the first true open world game in the series, even if the previous Gen dabbled with realizing that dream. Why is this relevant? Because you're going to be exploring it. On foot. Even if you have rideable Pokemon - or even one of the box legendaries -, they'll refuse to play ball unless it's the most dire circumstances and even then, they'll usually end up *dragging* rather than carrying you to safety, making their help truly a matter of last resort. The only mercy you will get on this front is if you get to go on some manner of exchange trip - you'll get to fly economy class on Deoxys Airlines and in the seat right next to the bathrooms on a Boltund Bus, just to remind you of why it's best to stick to your own two feet.

**Rival (+100/+200/+300 cp - one 0cp purchase of first rank mandatory if you take the 'Victory Road' scenario)** - What's a Pokemon game without a rivalry? Well, now you have a rival - another person around your age and with a similar range in skills (starting out a bit ahead of you, so you don't get complacent) who has a habit of forcing themselves into your day regularly once they realize you exist - and you *will* be meeting them on your first day in Paldea - and challenging you to battle (usually of a Pokemon based nature but can branch out into any potentially competitive activity, like grades at school and sandwich making) almost every time you reach a new milestone in your life. They will always be adjusted to your relative strength as a Trainer and nothing you can do with your out-of-Jump powers can meaningfully slow them.

The first rank of this is pretty normal - they're a recurrent presence in your life, a regular - if intense - battle opponent who rarely crosses into the area of being a proper annoyance, even if you wish that some of their challenges were maybe a bit better timed than right before or right after you challenge the local Pokemon gym. It's almost as if they've got your schedule and travel itinerary in hand, even if you've just been winging it…

The second rank is where you run into the kind of rival most people think of; the one that people used to name rude things at the start of the game back when that was an option. This rival not just has a habit of showing up where you are at inconvenient times, they're out to be the inconvenience; insulting your team, stealing your lunch, scaring off or capturing that Pokemon you've been hunting for half the day, and screwing up your attempts at completing Gym Tests by heckling you on the sidelines… which, when it comes to events like Iono's livestream, might see other people take up the flag of your rival whenever you think you're free of their nonsense for a bit thanks to their antics going memetic. They'll still help out if it comes to something actually important like the end of the world, however. They live here too, after all.

The third rank… this is the one where things get dangerous. This is a rival who's going beyond being annoying and into being an actual physical threat… not to your career as a trainer, but to your *life*. While they might have camouflaged as one or even been one of the lower ranks earlier on, this is a rival gone off the deep end; this trainer can *sense* that you've got more going on than them and they are determined to prove that they're better than you, one way or another. If

that's by acting as a beef gate between you and the switch to turn off a doomsday device, capturing the Legendary you need to stop the region from exploding, or even pushing you off of a cliff or tower - and there's a *lot* of those around Paldea - they'll be there doing that, possibly while ranting about how they're the stronger ones and how they'll *prove* it, even at the cost of everyone's life. They won't accelerate to this level immediately, starting out as a rank two for your early interactions… but as soon as you start picking up unique Key Items and regularly defeating them in battle, get ready for the crazy to start coming out. And if you think you can game this by throwing matches… they'll *always* know. And your 'pity' will only accelerate their ride down the slippery slope.

You can take up to three Rivals if you like, but expect them to be annoying about it; Ranks 1 and 2 will befriend each other (either properly or as much more supportive rivals) and team up ~~to make your life more difficult~~ *to draw out your full potential,* while Rank 3's will go full Yandere about your split attentions… the brunt of which will be focused on you.

**Bullying Target (+100/+200 cp)** - in the official story, the Academy used to have a bullying problem so severe it took the formation of Team Star and a complete overhaul of the faculty to resolve, and even then, the whole thing got screwed up with cover-ups, finger pointing, and a rather severe case of 'those that fight monsters' on Team Stars part. And now you're another victim of that system; fresh meat in a school that still hasn't dealt with its bullying problem. For **100 cp**, this is relatively mild, if unpleasant, never escalating past the level of impersonal verbal abuse , social pressure, or exclusion interaction. For **200 cp**, you're on the end of targeted bullying so bad that nobody would judge you if you ended up becoming a remote learning student… if that was allowed at the Academy, anyway. Damn those mandatory attendance credits. Even going out on a Treasure Hunt around the region won't get you away from it entirely - after all, there's a lot of other students out and about as well, and you still need to show up to class in person every now and then. And, as many victims of bullying in real life may know, any retaliation against these bullies will see you punished rather than them.

**Gen Wunner (+200 cp) -** one of the features of Paldea's education system is that there is no time limit on when you can get an education! Though I imagine that certain students on the older end might find it a little embarrassing to be sharing a desk with Twerps just out of preschool… And, just like the Twerps, you can forget all about that initial age roll. Instead, you will be rolling a 40 + 1D20, just to make sure that you're around the actual age range of the real life players who would have started out on the Gameboy of the 90's. No matter how high or low you roll, you will be dealing with wrinkles, achy joints, shortness of breath, and all the other mild inconveniences of age - along with slightly dampened powers, should you have them. Incompatible with Twerp.

**For The Followers! (+200 cp) -** while you're no Iono, you are definitely following in her footsteps… which means you'll be sinking a *lot* of time into your Rotom Phone and the social media world contained within. You have a compulsive need to maintain your social media presence as a creator - whether that is as a competitive battler, a creative artist, or a commentary streamer, you need to keep racking up those views and subscribers, lest your

confidence take a hit. A real full time job, isn't it? And it will be, given that you cannot afford to miss uploading something every week at most, lest you see your precious numbers drop and your mental state drop with it. Not to mention that you're probably going to be a bit short on privacy, especially once your face and name start getting out there. At least you can rely on getting at least a bit of pay from donations and ads… Incompatible with 'Traveler To An Antique Land'.

**Obsession (+300 cp) -** You had a dream, once. It may have started out as a small thing - proving the dismissed theories of your ancestors, befriending a certain Legendary Pokemon -, but you've spent years stewing on it and the way that it was dismissed and laughed off by others and it's no longer quite the innocent thing it started out as. Maybe the fact that you gave a 'I'll show them, I'll show them all' type villain speech should have been a hint that things were headed down a darker, more dangerous road… not that you care that much anymore. The only thing you care about now is success and anyone or anything that gets in your way (be it random chance or even yourself) just makes it worse. Try not to do anything too drastic, please? Oh, what are we talking about, we're far past that point-

**Triple-Shifter (+300 cp) -** Sweet Sinnoh, are you alright? You look *awful* - your hair and your clothes make it look like you just rolled out of bed, not that the bags under those dull joyless eyes make it look like you got that much rest while you were there… and that slouching can't be great for your back either. But it's not like you have a lot of options, given how little free time you have between school and work. You could be accused of being a workaholic, except that it's unwilling on your part - your boss seems to have struck the perfect balance (for them at least) of making it so you can't quit school or either of your two jobs outside nor can do anything that would make any of them noticeably easier - and don't think you can slack off at any of them either, because they'll dock your pay if you 'waste' too much time on idle chitchat. At the very least this guarantees a stable paycheck… and it's compatible with For The Followers, but at what cost, Jumper?

**Just As Arceus Intended (+300 cp)** - Yep, it's your standard 'No Warehouse, No Outside Powers, No Outside Items' Drawback. You'll be working with your Body Mod and whatever Perks and Items you got from this Jump Doc, which is more than fair enough given that the spotlight for superpowers is supposed to be on the Pokemon after all. The same will apply to any Companions you bring in. And just in case you acquired any Legendary Pokemon during previous visits, they'll be unavailable for the duration of your stay as well, though you may access your Pokemon Bank to bring in other Pokemon you've had in the past after the five year mark, should you have them.

**Traveler To An Antique Land (+400 cp)** - You know how Paldea has a history going back several thousand years? How there's watchtowers and ruins all over the place? And how for over a thousand of those years there was a Paldean Empire? Congratulations; thanks to the time machine in Area Zero malfunctioning (again), you're in those times. While you can have the choice of if you're anywhere from 2000 years to 800 years before the plot of the games (potentially allowing you to be among the earliest class of Academy students at the cost of living

during the Empire's decline and collapse), you're still going to be in a dangerous era; after all, other regions in the world are still warming up to not treating Pokemon as weapons and war is a fairly constant presence… often with Legendary Pokemon brought into the mix, though you seem to have missed the events of the Darkest Day and AZ's Ultimate Weapon by a thousand years at least, even if Yveltal's whole 'suck the life out of the entire local area' bit, tussles between Kyogre and Groudon, and whatever fight is going on between Truth and Ideals is going on in Unova at the moment are still on the menu on 'what's ruining the globe today', not to mention the constant state of conflict and pressure that comes from existing in Paldea under the heel of a despotic dictator interested in conquering the neighboring kingdoms.

Also Pokeballs and indoor plumbing don't really exist. So that's a bit inconvenient.

On a more geographically immediate level of concern is that fact that, no matter what your skillset here, you're remarkable enough in some capacity to warrant the Emperor of Paldea attaching you to one of his many - and we mean 'many' - expeditions into Area Zero… which, according to the current history, all failed to varying degrees, mostly because of… well, the fact that almost everything in the Paldean Crater is *incredibly* hostile to human life, living or not. And if you manage to avoid or survive that… well, the Emperor you're dealing with will turn out to be the same guy who brought the Treasures of Ruin to Paldea just to let them run wild and threaten to sink the region into anarchy and chaos if nobody stops them. And since this is a time before competitive battling and training, nobody *but* you seems qualified. Just because you're lucky like that.

**A World Of Many Colors (+400 cp) -** A theme with recent Pokemon games is subversion of the evil Team expectation, with Team Skull being a union of Alola's outcast teens, Team Yelp just being a band of hooligans supporting a friend through her gym challenge, and Team Star being a bunch of well-intentioned kids who started out just trying to fix their school's bullying problem. Nothing truly evil, in the grand scheme of things. Well, now you're dealing with a different sort of animal; professional criminals who have very little problem with doing real harm. And instead of there being one big bad with a pack of minions beneath them, there's a whole *squad* of them.

Every main antagonist character from the games (main line mandatory, though you can mix in some extended media baddies if you feel like upping the challenge) has decided the answer to their problems is utilizing the Poke Portal to reform Team Rainbow Rocket - for the sake of World Domination, of course, though the problem of incompatible goals has been tabled for after they handle the real hurdles in their way; meddling kids like ***you***, with your petty little moral objections against their potentially world ending stunts. They'll be actively targeting League members and Gym Leaders as well, so you can't rely on them to handle things on their own. While they haven't taken over the region yet, they'll be trying very hard to do just that - and it's up to you to track down their Hidden Headquarters.

Also has opened up the risk of Ultra-Beast Incursions, given that these people have no issue with punching holes in reality for the sake of dominating multiple worlds. On the up-side, a few

characters from the ‘defeated’ worlds ruined by members of Rainbow Rocket can step in to assist you, though you’ll still be carrying the weight of resolving the story.

**…from A Broken Kaleidoscope (+500 cp, requires ‘What Are You, The Hero?’ and ‘A Full Spectrum’) -** … and now they’re not. Because now, if you cast your memory back to the intro of this jump, the key phrase we should have focused on was ‘with impunity’, because the dangers once presented by the professor’s malfunctioning time machine to the ecosystem are no longer its sole - or even *primary* threat. Temporal paradoxes are now entirely within the risks that you’ll be dealing with on a regular basis, with the question of if you’re a student of Naranja, Uva, Grosella, Toronja, or - well, you get the idea. And that will be the mildest of your problems; after all, what’s an inconsistent name and color scheme in the face of Space-Time Distortions, and Pokemon Professors who can’t figure out if they’re alive or dead or something in between? And it looks like you’re one of the few beings aware of just how far this goes… even before you get a text from a mystery number asking that you solve this problem before all of reality collapses in on itself. One of the few saving graces is that you’re one of the only people who have a perfect memory for what’s happening - most of Paldea’s population can only catch onto the vague feeling that something is wrong for a while, so you don’t have to worry too much about people running around in a panic.

# Outro

So you've made it to the end of your stay! While I'll spare you the Ed Sheeran song (unless you really want to listen to it), I'd like to commend you on your achievements while you were here - whatever they may have been. Whatever Drawbacks you took are now lifted from you, and, as you know by now, there's just one last choice that needs to be made.

**Post-Game Content:** You choose to remain in this world. Your chain ends here.
**Graduate To The Next Gen:** You choose to continue your chain. Proceed to the next jump.
**Drop Out:** You choose to return to your original world. Your chain ends here.

Regardless of your choice, thank you for riding with us for the duration! Let's sign off with one last Hasta La Vistar★!



# Notes

Special credit to my friend Fizzy for her input on drawbacks + age up options.

**'Ello, 'ello, hola! Ciao and bonjour!** can help you learn how to speak a magical language in later jumps but does not confer mastery over it or a greater inherent potency in the art - it just makes matters of pronunciation, meaning, and grammar easier to grasp.

**Ruin Seeker** was very much inspired by a personal beef against Heinrich Schliemann. RIP to the Professors Sada/Turo, but if *I* had a time machine, I'd be blowing up that guy with his own dynamite before he obliterated a few thousand years worth of ancient Troy. However, the Perk itself functionally just a jab at Indiana Jones.

The **Pre-Order Bonus** is all of the actual pre-order bonuses put out in honor of the games. Yes, everyone thought it was weird and a bit disappointing.

Your **Airship's** default crew is a Pikachu (Captain), a Charizard (engine room), a Metagross (repair), a Chansey (infirmary/cook), and a Drampa (lookout/security). You may modify this line-up according to your own taste, but remember that none of these Pokemon are active battlers, with your Security Pokemon being simply the strongest of the group, and replacing them with a human crew wouldn't alter their efficiency by much (except maybe giving you a more flexible chef in the kitchen).

The **Airship** does not come pre-equipped with any sort of in-built weaponry.

While the **Starmobile** and the **Airship** come with their own Pokemon crew, you cannot combine them. Nor can you combine a **Starmobile** with **An Academy Of Your Own**. That's why it's listed in the Pokemon section rather than the Items.

Yes, you can attend **An Academy Of Your Own** as a student. The headmaster (who counts as a semi-anonymous Follower unless specifically imported as a Companion or having a Companion imported as them and will step down to become an assistant if you decide to take the seat) does know that you're their employer and their office is open to you at (almost) all times, but they will otherwise not do you any special favors like fixing your grades or excusing you from any more classes than any other student would be allowed. For the sake of plot things to do with the Uva/Naranja Academy, you're an exchange student. Yes, this does mean that you can customize your Academy Uniform to your own tastes in terms of color and style, though they shouldn't be too dissimilar to what is available at the Paldean Academies or Blueberry Academy in terms of coverage. You will also gain a set of uniforms for whichever Paldean Academy you're attending as an exchange student, as the player in the games received a set of Blueberry Academy uniforms when they became an exchange student in the Indigo Disk DLC.

The 600 cp item modifications to **An Academy Of Your Own** are stackable if you're willing to pay the price for them (or pull enough Scenarios to have maximum discount). How they

combine and present is up to you to fanwank (like **Tera Firma** and the **Terarium** possibly combining to create a combination Battle Facility/Safari Zone), but none of them will eliminate each other's benefits.

You may combine your **Airship** with **An Academy Of Your Own** if you like - it'll increase the size of your Airship to be able to host a few hundred students and the staff required to work with them, though you'll need to get special permissions from parents and guardians for stuff like crossing borders into other regions (you'll have airspace rights from most governments by default). Like the 600 cp item modifications, you can fanwank how everything stacks if you've picked more than one.

Yes, you can stack **The Way Home** and **Teal Mask** discounts for **Tera Firma** - and if you further stack the General Studies discount on it, you can just have it for free (far more than 50% off at that point, but I'm not going to reconfigure the Jump Doc to account for a 75cp item shaking up the prices). You can also fanwank how their added qualities interact - maybe your Kitakami is inside the crater, maybe it surrounds the crater, maybe the crater has increased the size of and hollowed out Oni Mountain - so long as you don't break anything important, you can do what you like. The same applies to the **Path of Legends** and **Starfall Street** discounts on the **Library** if you've taken the Humanities discount with it and the **Indigo Disk** and the **Beat The Blueberry Elite Four** discounts on the **Terarium** with the STEM discount. The Tera Firma discount happened organically and… well, it was either get rid of those or give similar discounts to the other ones. And nobody's voted against it so far, so… yeah.

**The Real Treasure Was The Bonds We Made Along The Way** walkthrough for canon bonds is the same as they would be in the games -

- **Penny, Arven,** and **Nemona's** bonds are built up via their Scenarios.
- **Director Clavell** - your bond is developed over the course of dealing with the events of **Starfall Street** and becoming more aware of the problems that preceded his hiring to the Academy. Part of this will be achieved while Clavell is in… 'disguise' as mild-mannered student 'Clive'.
- **Dendra, the Battle Studies Teacher** - your bond is developed as you help Dendra realize that she doesn't have to force herself to learn a skill she has no talent for (sandwich making/cooking) to help her friends.
- **Hassel, the Art Teacher** - your bond is developed as you progress through your Art course and give Hassel feedback about his influence, giving him motivation to keep his teaching job rather than give in to the insistence of his family that he return home to lead their Dragon-trainer clan.
- **Jacq, the Biology Teacher** - your bond is developed as you work to fill the Pokedex app - see **Gotta Dex Them All**.
- **Miriam, the School Nurse** - you help inspire her to retake her certification exams so she can become a teacher at the Academy rather than being solely the school nurse.
- **Raifort, the History Teacher** - your bond is developed as Raifort sends you on quests to locate, unseal, and capture the Treasures of Ruin - see **Treasure Hunter Of Ruin**.

- **Saguaro, the Home Economics Teacher** - your bond would be built up by helping assuring that your teacher wouldn't lose the respect of his students if he challenged his masculine image by eating the sweet things he craves, and sealed via a gift of Sweet Herba Mystica.
- **Salvatore, the Language Teacher** - your bond is deepened by helping Salvatore with an injured Pawmi he found on school grounds, first by tending to its injuries, and then figuring out why and learning to accept the fact that it doesn't use its cry.
- **Tyme, the Math Teacher** - your bond is deepened as you help her pin down on why she is experiencing the sensation of being watched; rather than a Ghost-type Pokemon, it's a fan of her former career as a Gym Leader who's been too nervous to ask Tyme directly as to why she quit.

With regards to the **Oval Charm** reward in the **Pokedex Completion** Scenario, *yes*, it can work for sentient/human reproduction if you want.

Feel free to misuse the **Minimize Spray** for maximum hilarity. In fact, I am *begging* you to abuse it for such things.

Your relationship with your **Raidon** in **Raidon? No, Walkin'** isn't necessarily a bad one, they just really dislike having the weight of a human - half-grown or not - put on their back. This doesn't apply to just Raidons either - any Pokemon that could carry you (including the Starmobile team) will refuse to do so except in the direst emergency, and any vehicle you could take tends to work out similarly poorly save for the exceptions (and other public transportations of similar quality experience) listed. The only time you might be able to catch an Air Taxi is if it's being flown by a lunatic more interested in getting you to a hospital alive rather than in one piece - you'll get there, but the circumstances around it will definitely discourage you from making it a routine experience. Your **Airship** will be constantly suffering hiccups and technical difficulties whenever you use it, which will make what flights you do have unpleasant and also see your team force you off the ship (safely, they will not be throwing you out while in flight) in order to do repairs without you getting in the way.

**Triple-Shifter** and **For The Followers** will see your social media career as a fourth job behind your two paying careers and your school related work. You can possibly make something out of incorporating those jobs into your social media, but expect to have your boss meddling in the process at some point or another; either limiting how much you can do while on the clock or using you as a free advertisement platform, depending on the nature of that job.

Taking **Obsession** and **Rival** together will typically result in your rival playing the part of the hero trying to stop you from realizing your dream - and increasing their Rank raises the odds of them stopping you.

**Default Rainbow Rocket Team Members**

- Giovanni

- Maxie
- Archie
- Cyrus
- Ghetsis
- Lysandre
- Lusamine
- Rose
- Volo

If **A World Of Many Colors** and **…From A Broken Kaleidoscope** are taken together, the malfunction was caused by Team Rainbow Rocket and is much worse, bringing in parts of different Ultra Space worlds and even running the risk of dumping you into the Distortion Word. The paradoxes and 'glitches' in reality are infinitely worse thanks to their actions and the involvement of multiple captured Legendaries, and the weirdness censor that was preventing mass panic in **Kaleidoscope** is gone, allowing everyone to react with appropriate concern for the world ending situation that they're in. The one saving grace is that the members of Rainbow Rocket who weren't interested in causing the end of the world might be negotiable to helping you save it if you can convince them of the seriousness of the situation.

Adding in **Traveler To An Antique Land** to any compatible Scenario or Drawback raises the difficulty, as Wild Pokemon will be more vicious and less trusting of humans, humans will be less trusting of Pokemon and those that interact with them, and recreational Pokemon battling and care will be largely unheard of, so you'll be mostly on your own for emergencies. You should be careful showing off any technology you have on hand - especially stuff like the **Airship** or the **Starmobile**. Also, if taken with **…From A Broken Kaleidoscope**, beware of authority figures and local villages looking for suspicious individuals to blame for the strange events happening around them.

**Traveler To An Antique Land**'s impact on various scenarios;

**The Path Of Legends** would be much the same, save for the fact that a different character would be taking the place of Arven. They also may not have as benevolent motives for seeking out the Herba Mystica - however, the facts of the matter lay in how you'd write them.

**The Way Home** already involves a time machine - now it's simply managed to physically travel back to the era that you're stuck in. Whether you're trying to stop it from breaking the past further or if you believe its the ticket to you getting back to your era of origin, you can decide, but there's a lot less guidance and safeguards around it - though the Paradise Protection Protocol may still find a way to stand in your way.

**The Teal Mask** and **Mochi Mayhem** Scenarios would result in you interfering with the original conflict between Ogrepon, Pecharunt, and the Loyal Three rather than coming in late to the party centuries later.

**The Indigo Disk** would lack the portions spent at Blueberry Academy and instead see you placed with one of the many expeditions into Area Zero, bringing you into contact with Terapagos at that time. If these Scenarios were linked up with the **What Are You, The Hero?** drawback, Keiran would not be your **Rival** for that series of events, but another individual with similar issues with you would take his place.

**Obsession** plus **Traveller To An Antique Land**, **…From A Broken Kaleidoscope**, or **A World Of Many Colors** can have unexpected effects, possibly resulting in you being an extremist 'hero' still out to do good or as an opportunist trying to turn your dangerous circumstances towards serving your own ends. Regardless, you will be partaking in very risky behavior that will not be making you a lot of friends as you toy with the timeline and/or alternate dimensions.