



Pokémon Scarlet & Violet

A Jumpchain CYOA by WoL_Anon

Ver. 1.3

Paldea is a sprawling region bursting with lush nature and magnificent landscapes. It is also, of course, home to the mysterious creatures known to us as Pokémon. They reside here in great numbers, in fact. Pokémon can be found living all over: in the seas, in the skies – even in our cities and towns. We humans coexist with Pokémon, as we both help one another to live and thrive. [The] Academy is here to help you learn even more about these precious partners. Within our halls, people from all regions gather to study together. And as Pokémon Trainers, they have their Pokémon do battle, growing alongside them... while our robust curriculum of coursework helps our students draw forth their fullest potential. It is within these halls you will find your friends, your Pokémon, and your true self. We, the faculty and staff at [The] Academy, can't wait to welcome you with open arms.

-Director Clavell

You arrive in this world the same morning that the protagonist receives their first Pokémon. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.



-Version Choice-

Before anything else, you must determine which version of this setting you will be visiting. There are two options:



TAKING LESSONS FROM TRADITION –

GROWING STRONGER AND GREATER

In this version of the world, the dominant learning institution of the Paldea region is known as Naranja Academy, Arven's known parent is Professor Sada, and Pokémon of the ancient past will be pulled into Area Zero via the time machine.



LEADING THE WAY INTO THE FUTURE –

WHILE VALUING OUR INDIVIDUALITY

In this version of the world, the dominant learning institution of the Paldea region is known as Uva Academy, Arven's known parent is Professor Turo, and Pokémon of the distant future will be pulled into Area Zero via the time machine.

-Age and Gender-

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

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

-Species-

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

[Free] Human

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

[Varies] Pokémon

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

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

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

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

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

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

If you purchase the *Living Paradox* perk, then you may choose a Paradox Pokémon for the cost of its current day counterpart. You cannot use the import option below to avoid paying this cost.

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

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



-Background-

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

New Student

Requires the Human species.

Whether you are a new arrival in the region, or you have just come of age, you are soon to be admitted into either Naranja/Uva or Blueberry Academy. Should you decide to take this Origin as a Drop-In, you will arrive in this world with a standing invitation to one of these two schools, chosen on selection of this Origin.

Existing Student

Requires the Human species.

You are a student that is already enrolled at Naranja/Uva or Blueberry Academy. Should you choose to take this Origin as a Drop-In, you may optionally decide to have your information registered for one of these two schools; fortunately, you won't have to worry about any truancy that might have occurred before you arrive at your chosen school for the first time.

Veteran Trainer

Requires the Human species.

You already have experience as a Pokémon Trainer, and have either graduated from a school, or elected not to attend. Whether you pursue a Pokémon-related profession, or something more mundane, is up to you. If you like, you may work for either Naranja/Uva or Blueberry Academy in some capacity, likely as a teacher. Those who take this Origin as a Drop-In can have such a role lined up for them already on their arrival if they so desire.

Pokémon

Requires the Pokémon species.

You are but one of many Pokémon that can be found in this world. You may choose to be a wild Pokémon, or work alongside a human in some capacity.

-Location-

Roll 1d8, or pay 50cp to choose. Alternatively, you may choose to begin in a specific place for free, determined by your species choice and Academy alignment. Pokémon who roll or pay for their location may choose to arrive at a nearby area of wilderness instead of the location they end up with.

[1] Mesagoza

The largest city in the Paldea region, and home to its premier learning institution. It is located in the South Province.

Humans who have chosen to be students at, or work for, Naranja or Uva Academy may choose to begin here for free.

[2] Levincia

A city located in Paldea's East Province. It's Gym Leader, Iono, is a famous streamer, as well as an Electric type specialist.

[3] Medali

A town located in Paldea's West Province. It is close in proximity to the Zero Gate; the entrance point to the Great Crater of Paldea. Medali's Gym Leader, Larry, pulls double duty as a member of Paldea's Elite Four. Quite the hard worker, wouldn't you say?

[4] Montenevera

The only settlement in Paldea's frosty North Province. It's Gym Leader, Ryme, is a rapper, and specialises in the use of Ghost type Pokémon.

[5] Area Zero

Found within the Great Crater of Paldea, located at the centre of the region. This area is off-limits for most; if you aren't a Pokémon, you'll have some explaining to do if you are discovered to have visited. You are free to begin anywhere within Area Zero, excluding the Zero Lab and the Underdepths. If you really wish to visit those areas, you'll have to put in the effort to do so.

Pokémon may choose to begin here for free.

[6] Kitakami – Mossui Town

Oh, you aren't arriving in Paldea after all? In fact, you are starting in Kitakami. This location will be visited by students from both Paldea and Unova, and has a rich local history. Perhaps you'll stick around for the Festival of Masks?

[7] Blueberry Academy – Entrance

Another option outside the Paldea region, Blueberry Academy is actually located in the seas of the Unova region. The school boasts an impressive Terarium: an underwater artificial habitat for many kinds of Pokémon.

Humans who have chosen to be students at, or work for, Blueberry Academy may choose to begin here for free.

[8] Free Choice

Lucky you! In addition to any of the above seven locations, you may also choose to begin at: Cabo Poco, Los Platos, Cortondo, Alfnada, Artazon, Zapapico, Cascarrafa, Porto Marinada, or up on Glaseado Mountain near the Gym.

-Perks-

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

New Student Perks

[100cp, Free for New Students] Itemfinder

It's a big, open world out there. That means plenty of goodies to grab. But how will you find them> That's where this perk comes in.

From now on, small items of value to you will twinkle if left unattended on the ground, alerting you to their presence. Items stored in containers that are meant to be taken, such as treasure chests, will release a red beam of light into the area, so you definitely won't miss them. Especially valuable items that you absolutely wouldn't want to miss, instead release a larger beam of yellow light, so you know to focus on them. These indicators do not occur for items that already have legitimate owners; this is meant to help you find unclaimed treasures, not steal from others.

You can toggle this perk on or off as you please, handy if you just want to wander about without hunting for items.

[100cp, Free for New Students] Trip Taker

Well, aren't you a lucky one? Whilst you remain the student of a school, you will be selected for all school trips and student exchange programs that you are even remotely eligible for. It doesn't matter whether the decision was made by lottery, by merit (even if you were actually well below cutoff), or chosen by a principal's whim (even if they didn't know who you were), you'll be invited.

If possible, this perk will add you to the students participating rather than replace an existing student, however if there is a strict limit on the number of students for a reason other than resources, it will do so. The school and those partners it works with will never lose out by you being

forced in; budgets will somehow be made up without anyone noticing the sudden extra resources. Should you not wish to participate in such events, you'll also find that you have the opportunity to politely decline these offers without offending anyone.

Students from Blueberry Academy can look forward to a trip to Kitakami, and Naranja or Uva students will not only have this opportunity, but also the chance to spend some time at Blueberry Academy as an exchange student.

[200cp, Discounted for New Students] Materialistic

From now on, when you (or someone fighting under your direct command) defeat a Pokémon in battle, it will drop one or two special items related to its evolution line. This could be tufts of fur, a piece of claw, or something else entirely. Items generated in this way do not harm the Pokémon in any way, but you may only claim these items from that same Pokémon once per day. This means if you want a lot, you will have to battle against hordes of the same species of Pokémon.

Additionally, should you visit a wild area where Pokémon live, you will often encounter these same special items lying around on the ground. The items you find in this manner depend on the species that live in that area. You won't discover these items in civilised areas, or areas that are intentionally kept clean.

In the Paldea region, you will find these items are quite useful. They can be sold for LP, or used to create TMs. Rumour has it that there may be an additional use for these items in Blueberry Academy. Or will be, eventually. Perhaps you'll discover your own uses for them?

Post-jump, you can collect these kinds of items from all sorts of fantastical creatures, not just Pokémon, though they will never be significantly more valuable or useful to you than the ones you get from Pokémon.

[200cp, Discounted for New Students] Student of the Game

You are an exceptional student, Jumper.

You find it easy to focus on the matter at hand, even when you find the particular matter to be quite boring. You are able to take organised notes, and find it easy to recall information you were taught when you need to. During academic tests, you remain cool under pressure, and can quickly calculate and budget your time during exams in order to maximise your potential score.

Additionally, any teacher that has you as a student will warm up to you much faster than they otherwise would. Perhaps they have a few secrets to share outside the classroom?

[400cp, Discounted for New Students] Legendary Trainer

In the world of Pokémon, there is a category of Pokémon so powerful and rare that they are truly worth the title 'Legendary'. These Pokémon often choose to hide away from humans for one reason or another.

Thanks to this perk, you have increased luck in finding these kinds of Pokémon. Rarely, one may even stumble on to you without any effort on your part. Additionally, your first meetings with Legendary Pokémon generally go better than they otherwise would. This is not an absolute effect, and won't stop mischievous or mean Pokémon from acting against you.

In future worlds, these effects will also apply to other kinds of fantastical creatures that choose to hide themselves from the general public.

[400cp, Discounted for New Students] Three Cheers for Jumper!

Words matter, and few know this more than you. By cheering during a battle, you can provide support to any nearby allies. You have three different kinds of cheers at your disposal:

- "Go all out!" causes your allies' attacks to deal half again the damage they would ordinarily. Rarely, it will instead cause your allies' attacks to deal double damage. This buff will disappear at the end of the battle if not removed in some other way. It cannot stack with itself.
- "Hang tough!" multiplies your allies' durability by 150%. Rarely, it will double their durability instead. This buff will disappear at the end of the battle if not removed in some other way. It cannot stack with itself.
- "Heal up!" will provide a moderate healing effect to your allies, as well as cure any undesirable "status conditions" they may be suffering.

You will only be able to use this ability three times during each battle. These uses can be split across the three cheers in any manner you like. Merely saying the cheer doesn't activate it; you must intend to use this ability for it to trigger. In order for an ally to be a suitable target, your voice must reach them, though they don't actually have to hear you.

[600cp, Discounted for New Students] Academy Ace

You have a truly exceptional amount of aptitude as a Pokémon Trainer. With it, becoming a Champion-ranked Trainer is definitely in the cards, and ruling your school as the best of the best may be possible as well.

This aptitude manifests in various ways. First, you can quickly build rapport with Pokémon that have only just joined your team. A very useful benefit when you consider Drayon's Elite Trial.

Second, Pokémon that you play a hand in training will grow much faster than they would ordinarily, such that the kind of growth that would normally take a lifetime of hard work may be achieved over the course of a single regional journey. With Naranja/Uva's school study project, the Treasure Hunt, you'll probably have the opportunity for such a journey very soon as well.

Of course, merely having strong Pokémon does not make one a good Trainer. Fortunately, your ability to actually intelligently command them in battle has grown by leaps and bounds as well.

With some effort, you can even learn to adjust these advantages in order to train and command other kinds of creatures with similar levels of success.

Existing Student Perks

[100cp, Free for Existing Students] *Let's Have a Fruitful Battle!*

People like what they like, and you've learned that there's no shame in that.

From now on, no matter how many times you do something, you will still be able to enjoy it as much as if it was the very first time. This doesn't stop you finding new things to enjoy, nor does it put a cap on your enjoyment if your first time was simply a bad experience.

Be careful not to let your own enjoyment bother others; just because the 100th battle is as fun to you as the first, doesn't mean your opponent will be happy to stick around and fight you over, and over, and over...

[100cp, Free for Existing Students] Throwing Style

You have an excellent throwing arm, allowing you to pitch balls and ball-like objects quite the distance, and an aim to match. Very helpful when you are trying to catch Pokémon.

Additionally, you have learned an array of different "throwing styles", allowing you to express yourself when sending out your Pokémon. Inventing new styles will also come easy to you.

Maybe the Baseball Club is taking new members?

[200cp, Discounted for Existing Students] Delinquency Leniency

A lot of slack was thrown the way of Team Star. Now, you'll find a lot of slack thrown your way as well.

From now on, you will never be penalised for skirting any dress code or uniform rules your school or work have in place. If you want to dress up like a professional wrestler and dye your hair, go for it.

You'll also have increased leniency when it comes to no showing. For work, as long as you are generally doing your job, not showing up to work on the occasional day will not be held against you, even if you gave no notice. When it comes to truancy in particular, you can go over a year without attendance and your school will still try to find reasons not to punish you, or to only give you a slap on the wrist if you do.

[200cp, Discounted for Existing Students] Lifelong Learner

Paldea's dominant learning institute accepts students of any age. Going forward, you will find this level of acceptance everywhere you go.

From now on, your age will never make it unacceptable or inappropriate for you to be in any kind of education. This applies both to entrance requirements and to the opinions of those around you.

This perk does not influence other entrance requirements that must be met to enter education. Should you elect to enter education well below your capacity, others are still capable of recognising this, and may encourage you to seek higher education – though if you chose not to they wouldn't hold it against you any more than they would hold it against someone of the "correct" age deciding to stay at the same level of education.

If you like, you can choose to toggle the opinion aspect of this perk. You can make it so only certain people are/aren't affected, or generally turn it on or off.

[400cp, Discounted for Existing Students] Meal Power

Beyond mere cooking, you are able to imbue various special effects into your meals, depending on the ingredients you put into them. This is a choice you must make when cooking your food, and you can always choose not to if you'd prefer.

These effects from your 'Meal Powers' include: causing Pokémon of a certain type to be drawn towards the consumer, causing special variants of Pokémon (such as shiny Pokémon) to be drawn towards the consumer, causing the consumer to have increased luck when it comes to finding items, and causing the consumer to benefit from an increased rate of growth from their training. The potency of these effects again varies by ingredient – you'll have to experiment to discover what works best.

All of these effects last for 30 minutes, and there's nothing stopping you from consuming your own meals. While the Pokémon related effects typically lose value outside of this setting, in settings where other kinds of fantastical creatures are commonplace, you can cause these effects to instead apply to those creatures in the closest applicable manner. This decision is made when choosing to imbue Meal Powers into your cooking.

[400cp, Discounted for Existing Students] Veevee Virus

You are an extremely competent hacker, on par with Penny. This means that prior to her recruitment by Geeta, getting into the League's system and cheating yourself as much LP as you want, or unlocking additional TM recipes at a TM Machine, is a piece of cake for you. If you came to Geeta's attention before her, you'd almost certainly have a job lined up for.

You can also hack into the phones of those nearby, allowing you to call them without knowing their number, and without being traced.

In future worlds, you will find that your hacking expertise will quickly adapt to the technology and systems that you come across.

[600cp, Discounted for Existing Students] Your Greatest Treasure

You have a strange knack for drawing in strong, or potentially strong, allies. This effect is strongest in times of need, be they a powerful enemy guarding something you need, an enemy you cannot face yourself for personal reasons, when suffering a lack of purpose due to being without a strong rival, or something entirely different.

This perk does not create people, merely draws them towards you by circumstance, so these allies will never exceed the scope of the setting you are visiting. However, the same circumstances that bring you together will generally put you in a good position to form a deep and genuine friendship.

Finally, this perk also ensures that your allies will somehow manage to find additional time in their day to help you out when you need it. For example, a Champion in the making will be able to take a detour to help you cure your sick Pokémon, and this won't prevent them getting through the Gyms or training their Pokémon as they would have been able to do without helping you. This includes those times when you don't actually realise you need help, such as if you've suffering from personality or mental health issues and need someone to talk to, or to talk to you. You are all but guaranteed at least one ally (that can meaningfully contribute) will find time to help in each case, and for each additional ally there is a decreasing chance that they also find this extra time. Naturally, if you have no allies that can meaningfully contribute, then this aspect of the perk fails to do anything.

Veteran Trainer Perks

[100cp, Free for Veteran Trainers] A Matter of Time

Time is a precious resource, as anyone with a full-time job will be quick to remind you.

Fortunately, you are now very skilled at scheduling your time effectively. This will help you maintain a serious hobby whilst keeping up with your work, or even maintain multiple jobs if you are the workaholic type, all while finding the occasional downtime to go on a trip, or hang out with a friend.

[100cp, Free for Veteran Trainers] 'Ello, 'ello, hola! Ciao and bonjour!

Language comes easy to you. You are able to quickly learn new languages, and speak them in a manner that doesn't give away you aren't a native speaker if you wouldn't want to – assuming you are physically capable of speaking the language in the first place.

You also have a knack for smashing different languages together into quirky, but technically sensible, sentences. A way to help those you are teaching, or a gimmick to keep people engaged in your content? You decide!

[200cp, Discounted for Veteran Trainers] Terrific Teacher

Naranja, Uva, or Blueberry Academy would be lucky to have you!

You have gained incredible expertise in the realm of teaching. Provided you understand the course material yourself, you find it easy to present it to others in an easy to understand and engaging manner. If you maintain a fixed class for an extended period of time, you'll naturally pick up on the individual strengths and weaknesses, and will be able to provide good feedback on how they can improve in your chosen subject (assuming that there is room to improve in the first place).

Additionally, as long as you remain reasonably fair and even-handed, your students will find you likeable. Some may even go out of their way to do you favours.

[200cp, Discounted for Veteran Trainers] Side Gig

Most of Paldea's Gym Leaders have something other than Pokémon battles going on. Like them, you have now gained incredible proficiency in one mundane skill or hobby of your choice, be it snowboarding, streaming, cooking, or something entirely different. You cannot choose teaching, fighting, raising/training Pokémon, Pokémon battles, or some derivation of these for this choice.

You may purchase this perk multiple times, each time choosing a different hobby or skill. Additional purchases beyond the first are not discounted.

[400cp, Discounted for Veteran Trainers] La Primera

When you set out to be recognised in some field of work, you will find that developing not only a powerful, but also a positive, reputation comes much easier than it otherwise would.

This works by drawing large amounts of attention to your positive accomplishments. For example, a streamer might have clips of their best work shared widely, thus drawing more eyes to their streams. It also lessens, but doesn't completely remove, the impact of negative reputation causing moments, whether it is scandal, or losing in high profile events. This will even extend to contemporaries; a Pokémon Trainer that doesn't lose in an overwhelming manner might find that their opponents still rate them higher, and chalk up the loss to fluke or extenuating circumstances.

A lesser version of these effects will extend to organisations that you are in charge of, which will be very helpful to any prospective Director or League chairperson.

[400cp, Discounted for Veteran Trainers] Mask Maker

Like a certain figure of legend, you are able to craft masks utilising Terastal crystal, as well as repair them.

Masks of this nature are attuned to one of the eighteen traditional Pokémon types. While wearing a mask a Pokémon will gain that respective typing if they don't already have it (for Pokémon with dual typing, this replaces their secondary typing). Should a mask-wearing Pokémon Terastallize, instead of developing a large ornament on their head, the mask itself will grow significantly and float in front of them. The type of the Terastallization will match the mask's type instead of the Pokémon's natural Tera Type.

These kind of masks are especially valuable here, so in addition to providing useful diversification of your team's talents, you can also make yourself a pretty penny.

With time and effort, you may be able to develop masks that utilise other kinds of special crystal that you find in your travels in similar ways. And of course, you can always just make mundane masks for fun if you wish.

[600cp, Discounted for Veteran Trainers] Mother of Invention

You'll be more than worthy of the title of 'Professor' thanks to this knowledge!

With this knowledge, you are able to create Tera Orbs, AI Robot Duplicates, and even Time Machines that can send creatures to, or receive them from, the distant past or far future. These creations typically requires the use of extreme amounts of Terastal energy, though with sufficient time and study you'll be able to adapt them to achieve the same result with other kinds of energy you have access to. With your understanding of the underlying principles at play, you may even be able to take these ideas and develop them further, or in new directions.

You also understand the technology that goes into Poké Balls. Not only could you create such devices yourself, but you are able to develop and utilise electrical signals that "lock" Poké Balls, preventing the Pokémon inside from being sent out by their Trainer. You can set these signals so that specifically include or exclude certain IDs built into the Poké Balls; this means in most Pokémon settings you will be able to control which Trainers can send out their Pokémon and which can't.

Pokémon Perks

[100cp, Free for Pokémon] Tera Type

Every Pokémon has a Tera Type, which influences how they change when Terastallized. With this perk, you can designate the Tera Type of each and every one of your Pokémon forms, whether you have them now or acquire them in the future. Your chosen type must either be from the eighteen traditional types present in Pokémon Scarlet & Violet, or be the Stellar Type.

Aren't happy with your chosen Tera Type? No problem! As long as you are outside of combat, you can change any of your Pokémon forms' Tera Type. Each form has a 24-hour cooldown between changes. You are still limited to the same selection of types for this.

[100cp, Free for Pokémon] Heavy is the Head

You are quick to adapt to changes in your form, and you will no longer need to worry about unwieldy proportions hindering your movement or upsetting your balance. As long as it is part of your body, you can always handle yourself just fine.

A handy skill to have for one wishing to battle with a giant jewel sticking out of their head.

[200cp, Discounted for Pokémon] Jumper Blast

A battle technique, seemingly designed for you in particular.

This single target attack can either be performed as a physical or energy attack. When you attempt to use it, you will automatically be aware of which method you will get the most mileage out of. By default, this attack is not aligned with any particular element (in other words, it's a Normal type move). However, if you are strongly attuned with an element, you can choose for it the technique to share that element when you use it. Should you Terastallize, the attack will instead adopt the same typing as your Tera Type for the duration of your Terastallization (this is not optional).

This attack is quite powerful, comparable to Pokémon moves such as Shadow Ball. Whilst more powerful moves are out there, your Jumper Blast lacks the drawbacks these moves often possess, such as lower accuracy or a recharge time, making it a generally reliable battle technique under most circumstances.

[200cp, Discounted for Pokémon] Out and About

Whilst inside a Poké Ball, or similar device, you can always choose to maintain a general awareness of the situation outside. In the case of Poké Balls specifically, you will always be able to leave your Poké Ball as you please – even when it has specifically been “locked”. For similar devices, you will always be able to leave unless specific countermeasures exist that would prevent that.

Additionally, while this won’t prevent you getting caught in the first place, you are able to ignore when a Poké Ball you are linked to tries to pull you back in, and can do so even on Master Balls. When doing so, you can optionally cause the Poké Ball you have resisted to be broken, severing your link to it.

[400cp, Discounted for Pokémon] Wild Tera Pokémon

In the Paldea region, wild Pokémon will sometimes spontaneously undergo Terastallization. You can now take a similar phenomenon with you going forward.

From now on, you are capable of Terastallizing yourself without the use of an outside aid such as a Tera Orb. You may do so once a day. If you do have access to a Tera Orb or similar aid, the use of these items will not count towards this daily use.

This perk will even allow you to Terastallize in non-Pokémon forms. These forms are always treated as possessing the Normal Tera Type by default, but if you possess the *Tera Type* perk, you can change them just as you could for a Pokémon form. Regardless, any Terastallization you undergo can only be to a single Tera Type at a time.

Additionally, should you be defeated in battle whilst in a Terastallized state (regardless of whether it was granted via this perk or from some other source), you can choose to cling on to consciousness. This will still end your Terastallization, and you will not be able to Terastallize again during the same battle.

Lastly, as a side effect of this phenomenon, you can now cause your body to glow on command. This is primarily an aesthetic change, but might be useful for standing out in a crowd, or for having a light source at night time.

[400cp, Discounted for Pokémon] Memories Grant You Strength

Memories can be a powerful thing, a fact you will soon discover for yourself.

Up to three times in each battle, you may draw upon the power of memories you consider precious to you. This will completely restore your health, and cure you of any unwanted ‘status conditions’, such as paralysis or sleep. If you possess the *Wild Tera Pokémon* perk, this restoration will reset your ability to Terastallize, even allowing you to Terastallize multiple times during the same battle.

You must draw upon different precious memories each time you use this, but this resets at the start of each battle. When you use this ability, not only will your opponents be able to recognise your recovery, but they will also get a vague sense of the memories you chose to draw upon.

While this ability serves as an excellent means of sticking it out in tough fights, you may need to actually change up your approach if your opponent was able to put you in a tough spot in the first place.

[600cp, Discounted for Pokémon] Living Paradox

Strange Pokémon, pulled from another time, have arrived in this world. Emulating this bizarre occurrence, each Pokémon form you possess is now capable of two special transformations. This includes forms you might receive in the future, so it may be of value even if you haven't collected one yet. These transformations are decided now for forms you already possess, and then immediately upon receiving each new form in the future.

The first transformation makes your Pokémon appear as though it has come from the distant past, whilst the second seems to be from the far future. For each form, you can decide whether to use the current form of the Pokémon as the "base" of the design for these transformations, or to model them off another Pokémon in the same evolution line. If a Pokémon already has a 'canon' Paradox counterpart (whether for it directly or for another stage in its evolution line), you may use that as the transformation. If your base Pokémon form is already a Paradox Pokémon, then one of the transformations will instead be into the current day counterpart of that Pokémon (if there are multiple "appropriate" counterparts, choose one).

Each transformation changes the typing of the Pokémon, and while the overall power level remains the same, that power may skew in a different direction (being superior in special attacks at the cost of physical attacks, for example). Transformations provided by this perk cannot evolve under any circumstances, even if they are for a current day counterpart that would normally be able to.

Maintaining these transformations is effortless, but you can only enter or leave them outside of battle.

General Perks

[100cp] Celestial Chorus

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

Never forget your time in Paldea, Jumper!

-Items-

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

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

New Student Items

[200cp, Discounted for New Students] Dorm Room

Your very own dorm room! If you've decided to attend Naranja, Uva, or Blueberry Academy, it will be located there. Otherwise, it will be connected to your Warehouse, or attached to another property you possess.

The room is impressively sized, and comes with a small kitchen, a bathroom, and a large bed. All bills that would come from the room, such as electricity or water, are automatically covered.

At the start of each new jump, you will have the opportunity to move this room to your Warehouse or to a property you possess. Post-chain, you will receive this opportunity every ten years.

Should your room be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer available, it will instead be moved to your Warehouse.

[400cp, Discounted for New Students] Technical Machine Machine

This strange machine now sits in your Warehouse, or on a property you possess.

By providing it with the right materials, as well as a small amount of currency, it is able to produce single-use Technical Machines (TMs), which can teach Pokémon how to perform various moves.

Your TM Machine already has every single TM recipe that can be found in Pokémon Scarlet & Violet (including DLC) unlocked for you. Should you come into the possession of any other TM or TR in your travels, the machine will automatically add a new recipe, allowing you to produce your own.

However, new recipes will always be for single-use TMs, even if the TM in question could normally be used as many times as you like.

Post-jump, your TM Machine will include alternate recipes for the TMs it can make, which utilise materials taken from any fantastical creatures present in the current setting (if there are any). This does not cause it to lose access to the Pokémon material-derived recipes.

This item also comes with blueprints for making more TM Machines. Each machine will sync with the others, so that they all can produce any recipe you have found. If you like, you can allow others to choose the machine, and may limit which TMs are available to them when doing so.

Should the initial TM Machine provided by this item be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. Should the blueprints be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp, Discounted for New Students] Item Printer

A wondrous machine, which vaguely resembles a large Master Ball, now sits in your Warehouse, or on a property you possess.

By providing it with materials from Pokémon, as well as a small amount of currency, the Machine will create various helpful or valuable items. There is no “recipe” to this; you can think of it as a sort of lottery.

All sorts of items can be acquired from this machine. Healing items, evolution items, training items, items meant to be held in battle by a Pokémon, and even just plain valuable items that ought to be sold. Occasionally, the machine will enter Double Item mode, which guarantees that the next time you use it, you will get twice the amount of the items you would normally get. Also occasionally, the machine will enter Poké Ball Lotto mode, which ensures the next use will result in various kinds of Poké Balls. Even Master Balls may be obtained through this mode if you are lucky enough.

With any sense, a Trainer will be able to generate extreme levels of profit from this machine, as well as gain access to the kinds of items that money couldn’t buy in the first place.

Post-jump, the Item Printer will accept materials collected from other fantastical creatures in addition to Pokémon. This does not impact its output in any way.

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

Existing Student Items

[200cp, Discounted for Existing Students] Starmobile

A vehicle, stage, and secret weapon all-in-one.

The Starmobile functions with the assistance of two Varoom, which act as rear wheels, and one Revavroom, which sits in the hood, acting as its engine and controlling it. You optionally receive these three Pokémon as followers for free with this item, but even if you do so it is a simple matter to swap them out if you have a different Varoom or Revavroom you’d prefer to utilise.

On purchase of this item, you must choose one of the 18 traditional Pokémon types. This affects the design of the Starmobile. More importantly, while a Revavroom sits in the hood, its type becomes that chosen type, and it gains a powerful move of that chosen type as well. Regardless of the type choice, the Revavroom experiences a large boost in durability during these times.

In addition to moving around and empowering a Revavroom, the Starmobile boasts a large stage and speaker set up, from which a person could perform or give out orders.

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

[400cp, Discounted for Existing Students] Letter of Recommendation

Can't get enough of the student life? Not to worry, this item has you covered.

Simply present this letter at any school, and you'll be able to slot in to your preferred course, regardless of qualifications, and with no questions asked. You'll also be provided with a full ride: food, board, uniforms, and any necessary materials will all be provided to you, free of charge. Don't fear though, your chosen school will somehow manage to make up for the loss of these resources and will come out of it no worse for wear.

While this letter can get you into any school you like, it won't stop you from being expelled for legitimate reasons (such as going to a school for supernatural powers without any of the needed powers). If you do complete your study, you will automatically receive a new letter ready for use. If you are unable to, you will have to wait until the start of the next jump for one. Post-chain, this becomes ten years after the use of the previous letter. You can't have more than one of these letters at a time.

[600cp, Discounted for Existing Students] Jumpberry Academy

This grand learning institution has come under your ownership. You can decide whether it is out in the world, either on land or on the water, or connected to your Warehouse by a special gateway. In addition to large classrooms, the building has high quality dorm rooms, facility rooms, club rooms, and a cafeteria. It is run by competent teachers and support staff, who count as followers. Despite your ownership of the place, attending classes as a student will never be perceived as odd by anyone, whether they are sourced from this item, or you have allowed them to attend as well.

Of course, the real draw for this place is the massive Terarium under it. On purchase, choose four different environments – each will be represented by a Biome, and populated with different kinds of Pokémon appropriate to that environment. These Pokémon will never be Legendary or Mythical Pokémon. These Pokémon will not be able to leave the Terarium unless they become followers or companions, however they are all eligible to be imported as companions in any future jump. Unless you take deliberate, meaningful efforts to disrupt the ecosystems present in these Biomes, each will self-regulate and repopulate; even in the face of large scale catching of Pokémon, new Pokémon will suddenly appear as needed to maintain a level of balance. The Terarium boasts a large, upgraded Terarium Core, which ensures that Terastallization can occur inside the Terarium, as well as the academy, but also that Stellar Pokémon can appear amongst the wild Pokémon population. Various battle courts and Pokémon healing machines can be found around the Terarium as well, making it an excellent place to catch, train, and battle with Pokémon.

Your inactive companions will even be able to stay here, provided they remain inside the academy or attached Terarium.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

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

Veteran Trainer Items

[100cp, Free for Veteran Trainers] The [Colour] Book

This special book is full of information on local legends, supported by detailed sketches of the alleged occurrences and involved figures.

While the contents of the book are not always entirely accurate, they nonetheless will point you in the right direction when it comes to determining the veracity of these legends for yourself.

For each future world you visit, the book will automatically update to incorporate information from that setting's legends and myths, with the same level of dubious accuracy. Despite this, the book will never appear to get any larger or heavier, and you'll never have any difficulty finding the page you want.

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

[200cp, Discounted for Veteran Trainers] Jumper's Channel

This is your own channel for streaming, all set up for you. If you use it, you'll quickly find mods of a disposition you agree with to manage the chat in a manner of your preference. You'll also find that your channel cannot be banned and your streams/videos cannot be taken down by the site owners for any reason, though your viewership can still decline if you act in a manner that is detestable to others.

In future worlds, you will receive an equivalent channel in all settings that are set up to host streaming content. This defaults to the dominant streaming platform in the setting; if multiple compete for that position, you'll get one for each, and if a new site is introduced and rises to that level during your stay, you'll get a channel there as well.

[400cp, Discounted for Veteran Trainers] Small Business Gym

This dual-purpose building is perfect for the aspiring Gym Leader.

The first purpose of this building is to act as some kind of small business, such as a restaurant or bakery. You can decide what kind of business this is on purchase of this item, as long as it remains within the same scope, and makes sense within the Paldea region. Allowing the business to operate out in the world will provide you with a tidy profit.

The other purpose of this building is to act as a Pokémon Gym. Somewhere on or in the building is a battle court intended for this purpose. If you like, you can even hide it and utilise a special mechanism to transform part of the building in order to bring it out.

On purchasing this item, you must choose whether the Gym is considered an official part of the Paldea League. This item comes with an unending supply of Gym Badges, which match the general aesthetic of the Paldea League's Badges but are otherwise of your own design. If you have elected to be part of the League, these Badges serve as proof of victory, and while a Trainer will still get serious interviews with eight Badges, yours can serve as an alternate pathway to that eight. Please note that your place in the League may be stripped of you if you don't pass Geeta's occasional evaluations.

This item comes with a small group of human followers, who will run both the Gym and the business on your behalf, but they won't take your place as a Gym Leader. A couple of the human followers possess a handful of Pokémon each; these Pokémon have been trained for battle, but are not especially powerful, and are also treated as followers. These Trainers are more useful for wearing down Trainers, possibly as a punishment for failing aspects of your Gym Trial.

All of the associated expenses related to this building are covered, including property taxes, water and electricity, the supply of the basic tools and materials needed for the business itself, and reasonable wages for the human employees, all without any hassle on your end.

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

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

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

[600cp, Discounted for Veteran Trainers] Time Machine

A strange device sits in the centre of this large crystalline chamber.

Using this device, you are able to pull creatures from the distant past or the far future into the present day. Doing so at random is relatively simple, whereas trying to lock onto specific species is harder, and specific individuals harder still. The machine can also be used to send individuals to these time periods, although as stated, bringing them back will prove much more challenging. If you have a supply of Poké Balls, or of a similar device, you can set up the machine to that it attempts to catch the summoned creatures with them. You can even set up the machine to attempt to pull creatures from your designated time at regular intervals automatically.

Typically, a machine like this will depend on the special energy of a certain Pokémon, however this particular machine will never run out of energy, ensuring you can use it as often as you like.

You may decide whether the chamber is placed out in the world in an appropriate location, attached to another property you possess, or connected to your Warehouse. Whilst the chamber is connected to your Warehouse, the time machine may not function correctly. In consideration of this, you may freely move it to another property you possess, or place it out in the world whenever you like, though it becomes fixed once placed (essentially, you can defer its placement in the world proper until you are ready). At the start of each new jump, you can make this choice all over again. Post-chain, you get this opportunity every ten years.

For the purposes of your chain, being sent forward in time by the time machine does not add to your total time spent in a jump, and being sent backwards does not grant you additional time.

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

Warehouse (if so, you cannot place it out in the world again until you would normally get the opportunity).

Pokémon Items

[Free and Exclusive to Pokémon] Your Poké Ball

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

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

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

[100cp, Free for Pokémon] Deployable Platform

This is a large buoyant platform, which you can retrieve from seemingly nowhere whenever you need it, and you can likewise put it away even when you don't appear to have anywhere to store it.

The platform is always large enough to fit you comfortably, and regardless of how heavy you are can always support your weight without sinking into water.

A perfect tool to give non-Water types a fighting chance when battling it out on the water's surface, and to ensure evolutions that occur out on the water don't lead to unfortunate accidents.

[200cp, Discounted for Pokémon] Clear Amulet

A small charm. The holder of this accessory cannot have their capabilities reduced by the powers and abilities of others. This does not prevent other unwanted status conditions, such as paralysis, nor does it prevent the holder from taking damage or being injured. It also does not prevent loss in capabilities resulting from the holder's own powers and abilities.

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

[400cp, Discounted for Pokémon] Tera Raid Lair

A small, crystalline den. Surprisingly, it is much bigger on the inside, making it a suitable battle arena.

Allies who are capable of Terastallizing may do so freely, and as long as they stay inside the lair, Terastallization does not have a time limit (they may still be "knocked out" of the state by being defeated in battle). Terastallized allies are able to generate a barrier around their body, which greatly mitigates damage from non-Terastallized opponents. These barriers will dissipate after receiving a decent amount of damage, and each individual may only create a barrier once per combat encounter.

If your opponents are utilising Tera Orbs, they will find that their orbs require additional time to charge before they can use them; this change to their orb only persists whilst they remain in the lair. Additionally, if a combat encounter continues for an extended period of time, you can cause the lair to immediately eject all opposing forces. Defeating opponents will shorten the amount of time required before you can do this.

In future worlds, you may choose for your lair to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location.

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

[600cp, Discounted for Pokémon] Herba Mystica

You have acquired a supply of five special herbs, known as Herba Mystica.

Each of the herbs has a different curative effect when consumed. The sweet tasting variety is good for the gut and stomach, digestion, curing stomach aches, and stimulating the appetite. The bitter tasting variety helps the blood circulate around the body. The salty tasting variety helps aching hands and feet, and can be used to treat numbness. The sour tasting variety helps with exhaustion. Finally, the spicy tasting variety boosts the metabolism, and flushes toxins from the body.

Additionally, if all five varieties are consumed within a relatively short window of time (such as over a few weeks), then the consumer will be cured of any diseases they possess. As a special consideration, you can be assured that the herbs you purchase here will provide these health functions safely to any species that consumes them, and that you can also choose to retain specific diseases (such as in the case that they are beneficial to you).

Finally, when Pokémon consume large amounts of these herbs, they may grow tremendously in size. These “Titan Pokémon” are more powerful than usual, but this size and power are dependent on regular consumption of the herbs; they will return to normal if they go without them for too long.

For each type of herb, you have enough of a supply to guarantee a Pokémon can become titanic. Each supply replenishes each week, ensuring that a Pokémon can maintain their size, as well as their health, without concern.

General Items

[Free and Exclusive to Humans] Rotom Phone

A smartphone which has been specifically designed to house the special Rotom that possesses it.

The phone comes pre-loaded with some helpful apps. First is the Map app. This app contains a complete map of the Paldea region, minus the mysterious Great Crater of Paldea. During your stay in this world, you can use this app to connect to the Flying Taxi Service. Doing so will allow you free transportation across Paldea, but only to Pokémon Centers and other landmarks that you have previously visited (the app will track this for you). Similar services can be found in Kitakami and at Blueberry Academy.

Next is the Pokédex app. This app serves as a Pokémon encyclopedia. As you catch or otherwise acquire Pokémon, the app will automatically update with a detailed entry on each. Don't stress too hard about filling it out; at the end of the jump the app will automatically fill with entries for all Pokémon that can be found in Pokémon Scarlet & Pokémon Violet. While Pokédexes from other regions are valid import choices for this item, as a special service you can also simply choose for this app to automatically fill with the entries you have obtained on other Pokédexes, without having to import them.

The phone has your information on it, allowing it to serve as a regional ID. It has League Points and Blueberry Points accounts already set up, allowing you to accumulate, spend, and trade LP and BP as you like.

The device has a high-quality camera, allowing it to be a useful streaming tool, and, being a phone, it can send and receive calls and texts. Your phone will automatically hook into existing infrastructure (both internet and phone services), it will never run out of power, and you will never need to worry about any bills related to it.

The Rotom possessing the device provides it with some additional advantages. First, you can use the device hands-free, as the Rotom can freely fly around as needed. Second, while the Rotom is not strong enough to carry humans over long distances, it can briefly hold humans in the air, allowing it to catch you should you fall off a cliff, preventing injury. The Rotom that comes with this phone is not battle trained, and it is noted that the Rotoms used in these phones are special and typically do not attempt to enter other electronics. It is however, extremely loyal to you and has a personality that is compatible with yours.

In consideration of certain plot events, you can (on purchase of this item) decide whether or not any hacking protections this device may have will specifically allow the mysterious entity known as Cassiopeia to hack your device anyway. This voluntary weakness will only last for this jump.

Should your Rotom Phone be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Somehow, the Rotom (or similar entity if changed by imports) will be the same one as before.

If importing an item into this option, the Rotom will somehow be able to control the device just fine. If this item is imported elsewhere in the future, the Rotom will somehow gain the capacity to control the resulting item.

If importing a sentient item into this option, you may choose for the sentience to become a Rotom itself, or to simply gain the level of control over the device and ability to fly that the Rotom would have. In either case the item will not gain an additional Rotom that was not already part of it beforehand. As sentience that becomes a Rotom in this way will not have their personality changed or gain loyalty to you as part of the import.

You cannot import the same individual both as a companion, and into this item, even if they qualify for both.

[Free/200cp, Exclusive to Humans] Tera Orb

A special item, similar in shape to a Poké Ball, and utilising Area Zero-derived technology.

When thrown at a Pokémon, it will cause them to temporarily Terastallize, generally long enough for them to finish up a battle. This uses up the power from the Orb. Recharging the Tera Orb can be done a few ways in this region. Most commonly, it can be recharged at any Pokémon Center, however touching it to crystals containing Terastal energy will also recharge it. Should you somehow make your way into Area Zero, the ambient energy there will also regularly charge your Tera Orb, allowing it to be used every battle. Post-jump, your Tera Orb will also recover its power 24 hours after its last use.

For an additional 200cp, your Tera Orb has undergone a change after exposure to the energy of Terapagos. Whilst it can still only be used once per battle, it will now automatically and immediately recharge the moment you are no longer battling.

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

[Free] Beginner's Allowance

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

If you also possess an appropriate electronic device, this item also comes with a small, one-off, sum of League Points (LP), and of Blueberry Points (BP), two types of digital currency used by Trainers in the Paldea region, and at Blueberry Academy, respectively. As with the Pokédollars, they will not replenish if used.

[Free] Beginner's Item Set

This set of items includes 5 Potions, and 15 Poké Balls. These items will not respawn, so think carefully about their use.

[50cp] Pokémon Scarlet & Violet Game Bundle

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

- A 2022-era television.
- A Nintendo Switch, with Joy Cons, dock, and all needed cables.
- A Nintendo Switch Pro Controller.
- Either a physical or digital copy of Pokémon Scarlet & Pokémon Violet. This can be the same or different for each. If both are physical, they can optionally come in a shared steelbook case.
- Permanent access to all Pokémon Scarlet & Violet event distributions, as well as downloadable content. Receiving the same distribution multiple times will require starting a new save file.
- A lifetime subscription to Pokémon Home's premium plan.

- A lifetime membership to Nintendo Switch Online.

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

[50cp] Potion Set

This is a small supply of recovery items, perfect for when you just can't wait until the next Pokémon Center.

Each purchase of this item provides you with 10 Potions, 2 Super Potions, 1 Hyper Potion, 1 Max Potion, and 3 Full Heals. Once a week, you will receive a replacement for any item you have lost, destroyed, or used.

[50cp] Poké Ball Set

For those that would rather buy their Poké Balls here rather than at your local Poké Mart.

Each purchase of this item provides you with 10 Poké Balls, 2 Great Balls, 1 Premier Ball, and 1 Ultra Ball. Once a week, you will receive a replacement for any ball you have lost, destroyed, or used to catch a Pokémon.

[50cp] Rotom Phone Accessory Set

A bundle of items for those that love their Rotom Phone!

First, you receive a single copy of every single Rotom Phone case that canonically appears within Pokémon Scarlet & Violet. This includes cases found in downloadable content, received in event distributions, or that require save data from other games. You also receive a custom case featuring a single design of your choice, chosen on purchase of this item.

In addition, you receive a Roto-Stick, essentially a selfie stick that is designed to be used effectively with Rotom Phones.

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

[100cp, Free for New and Existing Students] School Gear

You receive four school uniforms for Naranja, Uva, or Blueberry Academy, one for each season. You also receive a hat, bag and set of gloves based on your chosen school. These are all self-cleaning and self-repairing, ensuring you can wear them every day.

Your bag is quite sturdy, and has an immense storage capacity, far more than one might initially suspect. Despite this, it doesn't get much heavier even when full to the brim with hundreds of

different items. It features many different pouches and pockets, making dividing your items by type a snap. Not that that will present much of a concern anyway, as you seem to be able to quickly retrieve anything in the bag almost instantly if you are meaning to pull it out.

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

-Companions & Followers-

[Free] Starter Pair

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

A Trainer might consider a starter Pokémon, as well as one well-suited to be a mount. Companions cannot use this option.

[50cp per.] Import

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

[50cp per.] Create

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

[50cp per.] Recruit

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

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

[50cp per.] Pokémon Recruit

For 50cp each, you may take any Pokémon you or your companions have bonded with or captured along on your journey as either a companion or follower (if the Pokémon bonded with, or was

captured by, a companion and not you, it must be as a follower). Each purchase of this represents a 'slot', and you are free to change your mind on which Pokémon fill these slots right up until the end of the jump.

[Free] Gift Pikachu

If you'd like, you may collect this special Pikachu as either a companion or follower (if claimed by a companion, it must be a follower). This Pikachu is able to Fly, a very rare talent amongst its kind. It also possesses the Flying Tera Type, which is similarly rare for its species.

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

[200cp/300cp/400cp] Pokémon Storage

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

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

The Pokémon Storage System is divided up into 'Boxes'; each can hold up to 30 Pokémon. For 200cp, you receive 8 Boxes (240 slots). For 300cp, you receive 16 Boxes (480 slots). For 400cp, you receive 32 Boxes (960 slots). In order to send additional Pokémon here beyond this, you must 'release' an existing Pokémon stored in the system. Such a Pokémon will be lost to you, and will be unreachable until post-chain.

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

In addition to the computer provided to you, you will be able to access this system from any computer, smartphone, or sufficiently advanced device, after some initial set up. The power of science is amazing!

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

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

If you already possess a similar Pokémon Storage System, you may instead add additional slots to that system, equivalent to the amount of slots you paid for here, and enable it to link up with other devices just as this option typically would (if it couldn't already). All other parts of this option are ignored.

-Drawbacks-

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

[0cp] Jumper History

Have you been to the Pokémon world before? Well with this toggle, you can import the events of any previous Pokémon jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail however.

[0cp] On the Other Game Card

Are your favourite Pokémon on the version of this world you aren't visiting? No problem!

By taking this toggle, Pokémon from the other version will appear in the world, in the places they usually would. This does not mean existing Pokémon species disappear from the setting, it only adds to them. In the case of Paradox Pokémon, whilst specific story encounters are not replaced, the opposite time period Paradox Pokémon, including a single Koraidon or Miraidon, can inexplicably be found in Area Zero; this won't be commented on by other characters unless you bring it up, and will not put Paldea in additional danger.

[0cp] Protagonist Selection

Cannot be taken with Protagonist Replacement.

A number of details regarding the protagonist are still up in the air. Using this toggle, you may determine the protagonist's name, gender, general appearance, as well as the kinds of Pokémon they are likely to use. You can even determine the general kind of order they will attempt to complete their various stories in – though you cannot use this to stop them from completing them; if you pick something they aren't able to do on their first try, they'll go back and do some easier things first instead of giving up altogether.

[0cp] Protagonist Replacement

Requires Human species. Cannot be taken with Protagonist Selection.

With this toggle, you have taken on the role of protagonist yourself. Your starting location is fixed to the protagonist's house in Cabo Poco.

You will not have access to your Rotom Phone or Tera Orb immediately (if you chose to acquire them from this jump); instead, you will find them in the same places the protagonist canonically received them. Should you somehow miss them, not to worry – they will appear in your Warehouse at the end of the jump if you did not collect them. Despite these items being made and presented to you during the jump, imports are still okay, and no one will notice the extra functionality or complete change of forms of these items from what is typical unless you point it out to them.

[+100cp] *I absolutely love Pokémon battling!*

For the duration of your stay, you will be regularly bothered by Nemona, who will insist in engaging in a Pokémon battle with you. For Humans, this will be against your team, and for Pokémon, this will be against you directly.

Unfortunately, Nemona will never take no for an answer, and has a habit of showing up when it is quite inconvenient for you.

If you aren't sick of Nemona by the end of your stay, you can choose to take her as a companion at the end of the jump for free. She will choose six of her Pokémon to join her as followers.

[+100cp] Brace Yourself

One of your limbs has been permanently damaged, largely impeding its use. For humans, this is your dominant arm (your choice if you can use them equally). For Pokémon, it varies by species but typically will be an arm injury.

This injury cannot be healed, and requires you to wear a brace. If you change forms, your new form must have an appropriate limb, which the injury will transfer to. Otherwise, you cannot undergo such a transformation, whether it is via a special power, evolving, switching alt-forms, or some other method entirely.

If your species choice means you don't have a limb to be injured in the first place, you cannot take this drawback.

[+100cp] Gimmick-Free

Are you a purist, Jumper?

For the duration of this jump, you are unable to Terastallize Pokémon under your command, and are unable to Terrastallize yourself either. This will give you a bit of a handicap in serious competition, but not an insurmountable one.

[+200cp] Mental Block

At some point in the past, you suffered a massive defeat. This has caused you to put a 'mental block' on your fighting ability, and if human, also your ability to command Pokémon in battle. This mental block significantly limits how effective you can be in these areas. In emergency situations, you will find that you are able to fight through this block partially, but not completely, and the block will return afterwards.

If you wish to regain your ability during this jump, you will have to locate the source of your defeat: a powerful Pokémon located somewhere in the Paldea region. Then, you must re-challenge this Pokémon, and draw upon the encouragement of your allies to break through this block.

[+200cp] Ogre of an Outcast

Whether it is due to an unusual appearance, a reputation built from past actions, or some other cause, humans you encounter during your stay in this world will fear and distrust you.

This does not apply to humans you are bringing into this world, such as companions and followers. It is also possible for you to overcome this prejudice, though you'll have an easier time doing it at the individual level, and perks and powers you possess that would make such a process easier fail to do so.

[+200cp] Game Freak Quality

During your time in this world, you will regularly encounter strange 'glitches', with individuals clipping through objects, or seeming to lag or stutter. Most of the time these will be annoying, but not harmful. Occasionally though, these glitches will negatively impact you, such as by causing a group of wild Pokémon to suddenly appear around you, or making you suddenly slow down at a crucial moment. Rarely, the truly bizarre will occur, such as a person bending and morphing into a freakish shape for a short period of time.

Only you will notice these glitches.

[+300cp] Jumplocke

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

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

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

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

[+300cp] Paradise Protection Protocol Problem

Oh dear, it seems that the Paradise Protection Protocol has gone completely haywire. It has overridden the AI Sada or Turo, and has begun flooding Paldea proper with berserk Paradox Pokémon.

If you wish to resolve the threat, you'll have to make your way to the Zero Lab and confront the AI Professor directly. Be warned, the Professor has combat strategies from various Champion Trainers,

a team of powerful Paradox Pokémon (including either a Koraidon or Miraidon), and is able to lock down Poké Balls, preventing Trainers who have not sent out Pokémon from even challenging them in the first place.

If you don't wish to resolve the problem, you'll have to navigate an increasingly dangerous world. Paradox Pokémon will even make their way to Kitakami, Blueberry Academy, and the wider Pokémon world, so don't think running away will keep you completely safe.

[+300cp] A Ruinous Drawback

Halfway through your stay, you will suddenly be sealed somewhere in the Paldea region, and will not be able to escape under your own power, or communicate with others.

In order to be free, someone with a pure heart must find eight stakes hidden around Paldea, and pull them out of the ground. You are free to tell anyone you like about this condition prior to being sealed, but if you remain sealed when the jump comes to an end, you will fail your chain.

If you've taken *I absolutely love Pokémon battling!*, Nemona will not be able to remove the stakes under any circumstances, and will redirect her focus towards anyone trying to find or remove them whilst you are sealed.

-Ending-

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

Choose one of the following three options:

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

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

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

-Notes-

Thank you to everyone who assisted in making this jump.

What is Terastallization?

Terastallization is a special transformation that Pokémon can go through due to energy present in the Paldea region, as well as in Kitakami and at Blueberry Academy. The *Wild Tera Pokémon* perk, as well as the *Tera Orb* and *Tera Raid Lair* items provided by this jump will continue to work in other regions, and even other settings, without issue.

When a Pokémon Terastallizes, their body becomes crystal-like, and a large crystal ornament adorns their head. This ornament indicates the Pokémon's Tera Type, and thus how the transformation affects their body. There are 19 Tera Types – the 18 known Pokémon types, as well as the Stellar type, which behaves somewhat differently.

For the traditional types, Terastallizing causes the Pokémon to be treated solely as its Tera Type for defensive purposes, ignoring its other typing. Offensively, the Pokémon gains the Tera type as an additional typing for the purposes of STAB (Same Type Attack Bonus). If the Pokémon already had that typing, the STAB for that type is enhanced (from 1.5x to 2x).

Defensively, the Stellar type does not change the Pokémon's typing in any way. Offensively, the Pokémon receives a boost in attack the first time it performs a move of a given type during that Terastallization. The boost is stronger for types the Pokémon possesses (2x for original types, 1.2x for all other types).

Stellar type moves hit super effectively on Terastallized Pokémon.

Terastallization typically lasts only a relatively short period of time; long enough to finish a battle, but certainly not for extended periods of time.

What is the Stellar type?

The Stellar type is a unique type that is related to the power of Terapagos. No Pokémon possesses it as a base typing, though some are capable of Terastallizing into it.

Moves of the Stellar type (which are currently only accessible by a Stellar Pokémon utilising Tera Blast or Terapagos's Tera Starstorm) are super effective against Terastallized Pokémon. Technically, no traditional type is super effective against the Stellar type, although practically the Stellar type is, as one must Terastallize in order to reach it.

On Ultra Beasts & Paradox Pokémon:

For the purposes of this jump Ultra Beasts and Paradox Pokémon are considered to be Legendary Pokémon. They are similarly costed, and disqualified in the same places Legendary Pokémon would be. Ultra Beasts do not appear in Scarlet & Violet, but Paradox Pokémon play a prominent role.

So, what exactly happens here, anyway?

The story begins with Koraidon (in Pokémon Scarlet), or Miraidon (in Pokémon Violet), flying over the Paldea region, before crashing into a beach.

The protagonist is in their room. Heading downstairs, they briefly chat to their mum before the doorbell rings. At the door, they find Mr. Clavell, director of Naranja Academy (in Pokémon Scarlet), or Uva Academy (in Pokémon Violet). He is here to deliver enrolment documents to the protagonist's mum, and something else. The protagonist gets ready for school whilst their mother and Director Clavell have a chat. Returning to the pair, Director Clavell realizes that he had forgotten the other reason for being here: to present the protagonist with their first Pokémon. Director Clavell has business at the neighbour's house, so he allows the protagonist to go on a brief walk with the three starter Pokémon: Sprigatito, Fuecoco, and Quaxly, before they make their decision. The protagonist's mother also provides them with a Rotom Phone.

The protagonist meets their neighbour: Nemona. She is a Champion-ranked Trainer that also happens to be attending the Academy. After the protagonist chooses their first Pokémon, Nemona asks Director Clavell if she could have one as well; apparently, she never received a Pokémon from the Academy when she enrolled, as she was focusing on raising other Pokémon at the time. Director Clavell allows it, and she chooses a Pokémon (she always chooses the Pokémon with a type disadvantage to the protagonist's choice). Nemona challenges the protagonist to a battle behind her house, though Director Clavell reminds her to hold back since her opponent has no experience. After, Nemona wishes to battle again right away, but Director Clavell stops her. Nemona adds the Pokédex app to the protagonist's Rotom Phone. Director Clavell has other errands to attend to, so Nemona agrees to take the protagonist to the Academy. The protagonist is given a sandwich from their mother before leaving.

On the way to school Nemona teaches the protagonist how to catch Pokémon, and provides them with some Poké Balls. Nemona suggest they make their way to a nearby lighthouse, however on the way they hear Koraidon/Miraidon's cry and investigate. The protagonist notices the Koraidon/Miraidon fending off some Hourdours on a beach, but falls off a cliff due to the Koraidon/Miraidon's shout. Their Rotom Phone prevents them from being harmed, but they are separated from Nemona. The protagonist approaches a clearly weak Koraidon/Miraidon, and offers them the sandwich their mother had made for them. This restores the Pokemon somewhat, and the protagonist follows them through a nearby cave. Nemona is at the far exit, and tries to lead the protagonist through. On the way, Koraidon/Miraidon are ambushed by a swarm of Hourdour and a Houndoom, but Koraidon/Miraidon manages to get both of them to safety. This causes Koraidon/Miraidon to use up most of its power. Nemona comments that Koraidon/Miraidon looks similar to a Cyclizar. She swaps phone numbers with the protagonist in case they get separated again.

At the lighthouse, the protagonist, Koraidon/Miraidon, and Nemona encounter Arven, another student and son of the Pokémon researcher Professor Sada (in Pokémon Scarlet), or Turo (in Pokémon Violet). Arven seems to know Koraidon/Miraidon, and is annoyed that it ran off. Arven notices that Koraidon/Miraidon is in a weakened state, and the situation is explained to him. After battling the protagonist to test their worthiness, Arven gives them Koraidon/Miraidon's Poké Ball, allowing them to take Koraidon/Miraidon with them. Arven takes off, whilst Nemona shows the protagonist a view of Mesagoza, where the Academy is located, from the top of the lighthouse. Nemona and the protagonist make their way to Mesagoza, stopping at Los Platos along the way, where the protagonist is first introduced to Pokémon Centers.

At the entrance of Mesagoza, Nemona challenges the protagonist again, this time using two Pokémon. During the battle, she demonstrates the Terastal phenomenon by Terastallizing her Parni. Afterwards, she realises that the protagonist can't Terastallize their Pokémon yet, and promises to take care of that for them (if the protagonist loses this part of the conversation doesn't happen, but this doesn't change the story). The pair split up, so Nemona can take care of some things whilst the protagonist can have a look around Mesagoza. Approaching the Academy, the protagonist stumbles across a pair of Team Star grunts pressuring another student into joining them. The protagonist steps in to help. After defeating the first grunt, Nemona appears. Although she initially misunderstands the situation, she is quickly brought up to speed. She hands the protagonist a Tera Orb that she had acquired for them to use, and instructs them on the Terastal phenomenon. The other grunt is made to battle against the protagonist in order to practice this. The grunts are driven off, and the other student thanks the protagonist and runs off.

In the Academy, Nemona shows the protagonist around the entrance hall before Director Clavell shows up. After Nemona explains the Team Star situation outside, Director Clavell says that the other student must have been Penny, before sending the two off to class. After introductions, the protagonist later meets Arven in the cafeteria, who asks for their help in finding special herbs known as Herba Mystica, so he can make health food for Pokémon. These herbs are guarded by strong Titan Pokémon, so he requires someone good at Pokémon battles (like the protagonist) to assist him. Arven doesn't ask for an answer at the moment; he just marks the location on the protagonist's map app for them. In the staff room, the protagonist comes across Nemona talking with an unknown woman, who Nemona refers to as "La Primera". Nemona suggests that the protagonist try to reach the Champion Rank by challenging eight Pokémon Gyms, and taking on the Champion Assessment. Nemona explains that she did this last Treasure Hunt: an annual school event where students are encouraged to go on a journey of self-discovery across the Paldea region. Nemona saves the Gym locations in the protagonist's map app, and asks the protagonist to consider it. After one of these encounters, the protagonist gets their phone by an unknown person, calling themselves Cassiopeia. Cassiopeia request the protagonist's assistance to taking down Team Star, a group of troublemaking students, calling the plan Operation Starfall. They also don't want an answer right away. Director Clavell arrives soon after this and asks the protagonist to keep their voice down when making calls in school.

After these three interactions, the protagonist is called to the director's office. There the protagonist receives a video call from Professor Sada/Turo, out of Area Zero in the Great Crater of Paldea. After confirming that the protagonist has Koraidon/Miraidon with them, they reveal that Koraidon/Miraidon was once in their care. As they are no longer in a position to do so, they ask the protagonist to continue looking after Koraidon/Miraidon on their behalf. Nemona arrives and takes the protagonist to their dorm room.

Some time passes. Director Clavell holds an assembly, announcing the beginning of the year's independent study, the Treasure Hunt. Students are free to explore Paldea as they like; though the Great Crater of Paldea remains off-limits. Once again, the protagonist is asked to challenge the Gyms by Nemona (the Victory Road story), to search out the Titan Pokémon by Arven (the Path of Legends story), and to take out Team Star by Cassiopeia (hacking their phone again and putting the Team Star bases on their map app) (the Starfall Street story). Koraidon/Miraidon encourages the protagonist to jump on its back, and from this point the protagonist can ride it around whenever they like. Going forward, the protagonist can take on the three stories in any order, can move between them as they please, and can also take on different parts of the same story in the order they like (such as

challenging a tougher Gym first). For convenience, these stories are separated and ordered from weakest to strongest.

Victory Road:

Before tackling the first Gym, the protagonist meets Nemona, who explains that each Gym has an associated Gym Test that must be completed before you can challenge the Gym Leader.

The Cortondo Gym Test is to take on the Olive Roll, a part of the Olive Harvest Festival that is held here. The protagonist must roll a giant roll around an obstacle course, optionally battling Trainers to make the course easier. Afterwards, the protagonist battles and defeats Katy, a Bug type Gym Leader.

After winning the first Gym Badge, Nemona calls the protagonist to check up on them and congratulate them for their victory.

Before tackling the second Gym, the protagonist meets Nemona again, who denies that they are in fact sneaking ahead of the protagonist to enable these meetings.

The Artazon Gym Test is to complete a game of Sunflora Hide-and-Seek, where they must locate Sunflora that have hidden themselves around Artazon. Some of them need to be defeated in battle first, or attempt to flee. Afterwards, the protagonist battles and defeats Brassius, a Grass type Gym Leader.

After winning the second Gym Badge, the protagonist meets Hassel, an art professor at the academy, and also a member of the Elite Four. Hassel asks for the protagonist's motivation for challenging the Gyms, then suggests they train hard if they wish to battle someday.

Before tackling the third Gym, the protagonist gets a call from Nemona, who shows up in person shortly after. Nemona challenges them to a battle, to see if they are ready to take on the Gym. After the battle, the protagonist takes on the Gym.

Iono is the Gym Leader in Levincia, and the Gym Test is to star in one of her streams. After a greeting, Iono has the protagonist play a game of hide-and-seek, using street surveillance cameras to locate Director Clavell, who Iono had come across earlier and roped into the event. Iono also has the protagonist battle some of her fans in between rounds. The Gym battle against Iono herself is also a stream.

After winning the third Gym Badge, the protagonist meets "La Primera", who introduces herself as Geeta, chairwoman of the Pokémon League. She encourages the protagonist to continue taking on the Gyms.

Before tackling the fourth Gym, the protagonist meets Hassel, who introduces them to Rika, another Elite Four member. They both wish the protagonist luck on the Gym circuit.

When approaching the Cascarrafa Gym, the protagonist sees the Water type Gym Leader, Kofu, run off. One of the Gym staff talks to the protagonist. Apparently, Kofu has run off to the Porto Marinada markets without his wallet. The staff member asks the protagonist to return it, counting it as their Gym Test. The protagonist does so, though they first must battle a Gym Trainer who doesn't realise what is going on. Kofu thanks the protagonist, and says that he is here for the market auctions. The final auction item is legendary wakame seaweed from the Hoenn region, and Kofu decides that will work as a proper Gym Test, giving the protagonist some money and telling them to

win the auction. Afterwards, they head back to Cascarrafa, where the protagonist challenges and defeats Kofu.

After winning the fourth Gym Badge, Nemona arrives to congratulate the protagonist. Nemona wishes she could battle them, but her team is set up for the Gym Leader, and she wants to fight in the best possible conditions.

Before tackling the fifth Gym, the protagonist meets Nemona. She wants to battle, but isn't quite ready yet, so she tells the protagonist to go ahead and challenge the Gym first.

The Medali Gym Test is to order the secret menu item at the Treasure Eatery. Each challenger is provided a clue to get them started, and beating other challengers means they have to give you their clue. The protagonist's clue is to ask a regular how they season their dish. After getting an answer from a regular, and collecting and solving the other clues, they order the secret menu item. The restaurant is suddenly changed into a battle court. The regular is revealed to be Larry, the Normal type Gym Leader.

After winning the fifth Gym Badge, the protagonist encounters Geeta, who was watching the battle with the Gym Leader. Nemona returns. She explains that Geeta is called "La Primera" since she is considered the Top Champion, above other Champion ranks. Nemona is ready to battle now, and Geeta decides to spectate, healing the protagonist's team first as they had just gone through a Gym battle.

Before tackling the sixth Gym Badge, the protagonist meets Mr. Jacq, their homeroom teacher, who asks how their Treasure Hunt is going, and gives them a Lucky Egg.

The Montenevera Gym Test is to be the warm up act for Ryme, the Gym Leader, by participating in some Pokémon battles. These battles, as well as the subsequent battle with Ryme, are all Double Battles.

After winning the sixth Gym Badge, the protagonist encounters Hassel, who congratulates them on their performance.

Before tackling the seventh Gym Badge, the protagonist is challenged to a battle by Nemona, as a warm up for the Gym.

The Alforada Gym Test is a special exercise session known as Emotional Spectrum Practice. This exercise requires the Trainer and their Pokémon to mimic the instructor's emotions, broken up by Pokémon battles. The protagonist's Emotional Spectrum Practice is conducted by Dendra, their Battle Studies instructor, who had lost a bet to the Gym Leader, requiring them to do this. After the test, the protagonist defeats the Psychic type Gym Leader, Tulip.

After winning the seventh Gym Badge, the protagonist encounters Rika, who introduces them to Poppy, another member of the Elite Four.

Before tackling the eighth Gym Badge, the protagonist meets Nemona, who encourages them and goes to get Geeta so they can watch the battle.

The Glaseado Gym Test is the Snow Slope Run, where one must ride a Pokémon down a ski course within a time limit. The protagonist uses Koraidon/Miraidon for this. Afterwards, they challenge and defeat the Ice type Gym Leader, Grusha.

After, Geeta and Nemona catch up with the protagonist. Now that the protagonist has all eight Gym Badges, Geeta advises them to take on the Champion Assessment at the Pokémon League.

At the Pokémon League, Geeta gives the protagonist some last-minute encouragement before they attempt the Champion Assessment. The first stage is the interview, conducted by Rika of the Elite Four. While anyone can take this at any time, without all eight Badges they will inevitably fail the interview. After this is the Elite Test, where the protagonist must battle the Elite Four back-to-back. First is Rika, who uses Ground type Pokémon. Next is Poppy, who uses Steel type Pokémon. The third member of the Elite Four is the only one that is a surprise to the protagonist. It is Larry, the Gym Leader, however as a member of the Elite Four he instead uses Flying type Pokémon. The final Elite Four member is Hassel, who uses Dragon type Pokémon. The Elite Four congratulate the protagonist on their success. The last trial is to battle Geeta, which takes place on top of the Pokémon League building. The protagonist wins and becomes a Champion-ranked Trainer.

Outside the Pokémon League, the protagonist meets Nemona, who declares they are rivals for life. Nemona asks the protagonist to meet her in Mesagoza, where she will finally battle all out. After she leaves, Geeta states that Nemona is strong enough that she even held back when she beat her to become Champion rank.

The protagonist battles Nemona in Mesagoza, in front of a large audience, and is able to win. Nemona is excited to battle again.

Starfall Street:

Each Team Star base follows a similar pattern. There's a scene outside the base, then the protagonist defeats the gate guard. The protagonist must then defeat thirty Pokémon in ten minutes, which is achieved by having three of their Pokémon fight on their own. This will draw out the Team Star boss, which will always use a special Revavroom piloting a Starmobile as their last Pokémon.

As the protagonist approaches the first Team Star base, they receive a call from Cassiopeia, welcoming them into Operation Starfall. This exchange is interrupted by the appearance of "Clive", in fact Director Clavell in disguise. Based on their responses, the protagonist is aware of this almost immediately, whilst everyone else is fooled until he reveals himself later. Clive asks to join Operation Starfall, and Cassiopeia agrees. Cassiopeia restates the plan; they are to raid each base and defeat the bosses. Cassiopeia explains that the Team Star code means that the bosses cannot refuse a challenge, and must forfeit their role as a boss should they lose. Cassiopeia has already issued challenges to each base on the protagonist's behalf. As Cassiopeia doesn't fully trust Clive, he is relegated to acting as the protagonist's support.

At the Segin Squad base, Team Star's Dark crew, the protagonist defeats the gate guard. A call after from Cassiopeia explains that the Segin Squad boss, Giacomo, produced Team Star's music himself. The protagonist draws out Giacomo and defeats him along with his Segin Starmobile. We are shown a flashback to a year and a half ago. Giacomo is talking to the other Team Star bosses. Apparently the 'big boss' had asked for his help creating a code of conduct for the team. Giacomo used to be the student council president, but his strict rules made him unpopular, and he worries that the same will happen again. The other bosses reassure him that he has changed since then and that they trust him. Back in the present, Giacomo states that he won't break his own code, and quits as a boss. He hands the protagonist his Star Badge as proof of his defeat. Afterward, Clive questions Giacomo on why Team Star won't return to class. According to Giacomo, Team Star are waiting on their friend, the "big boss" who they haven't heard from in a year and a half. They are keeping Team Star going in the hopes their friend will return.

After conquering the first base, the protagonist gets a call from Cassiopeia. They transfer some LP into their account, unlock more TM recipes for them, and send someone from their "supply unit" to

provide them some additional materials. This turns out to be Penny, who was the student the protagonist saved from Team Star earlier. Penny wishes the protagonist luck with the other bases, before departing.

Approaching the second base, the protagonist meets “Clive” again. He reveals he is doing this so he can get the answers he needs to properly resolve the situation with Team Star. There are rumours they are bullying other students, and that they are plotting against the school. More important to Director Clavell is their persistent truancy – the bosses haven’t been at school for over a year at this point. He has already issued an ultimatum to Team Star, disband or be expelled, and the deadline for that decision is almost here. Director Clavell is interrupted by the protagonist getting a call from Cassiopeia and leaves. Cassiopeia asks whether anyone was with the protagonist, but they cover from Clavell and say there wasn’t.

At the Schedar Squad base, the protagonist defeats the gate guard. Clive appears afterward. He planned to give some assistance, but arrived too late. A Charcadet that he recognises as Charlos arrives, then runs into the base. Charlos is a Pokemon that the Academy takes care of within its grounds. Clive surmises that it must have some connection to Team Star’s Fire crew. A call afterward from Cassiopeia reveals that the boss here is Mela, an all-rounder of the group, who is a bit of a hothead. The protagonist draws out Mela and defeats her, along with her Starmobile. We are shown a flashback to a year and a half ago. Mela was able to get a bunch of Charcadet to evolve, in order to power the Starmobiles. It is revealed that Mela deliberately puts on an aggressive and rude attitude, in order to combat others picking on her for being cute. Operation Star (not to be confused with Operation Starfall) is about to be underway, with the “big boss” having got in touch with the school bullies and getting them to go to the schoolyard. Back in the present, Mela admits defeat and gives the protagonist her Star Badge as proof. Clive, having collected Charlos, brings it over to Mela. Charlos had come here to find Mela, as she played with him every day back when she attended school. Mela tells Clive that the plot to attack the school is just a stupid rumour. The Starmobiles were made a long time ago to help them with a big fight, but they never ended up using them until the protagonist showed up.

After conquering the second base, Cassiopeia calls, again providing LP and additional TM recipes. Penny again shows up and provides some materials as well. Koraidon/Miraidon comes out of their Poké Ball and licks Penny, annoying her. Penny asks the protagonist their opinion on Team Star. She says that, according to rumour, they weren’t always delinquents and were in fact victims of bullying. She also says that there is a secret mastermind behind the five bosses.

Approaching the third base, the protagonist meets Clive. He reiterates that he wants more information on Team Star.

At the Navi Squad base, a young student is trying to get inside to see Atticus, its boss. The gate guard won’t let him inside, but they are interrupted by the protagonist. The young student recognises the protagonist as the one raiding Team Star bases. He fights the protagonist so the guard can alert the base; in order to help his dear compadre Atticus. After defeating the student, Youssef, Clive arrives, and questions the student. Cassiopeia calls the protagonist and provides some information on Atticus. In addition to leading the Poison type crew, Atticus designs the outfits for Team Star. The protagonist draws out and defeats Atticus, as well as his Starmobile. We are shown a flashback to a year and a half ago. Atticus has just finished making costumes for the Team Star bosses. The other bosses praise his work, and it is revealed that Atticus was bullied for his old-fashioned manner of speaking. They plan to start battle training. Back in the present, Atticus admits defeat and gives the protagonist his Star Badge as proof. Clive brings Youssef over to talk to Atticus. When he was bullied

at school the members of Team Star saved him. He doesn't want Atticus to be expelled for being a good guy. Atticus says Team Star won't disband until the big boss returns, and explains that they never met the big boss in person. Clive is disappointed in himself for not noticing the problems students are dealing with.

After conquering the third base, Cassiopeia calls, again providing LP and additional TM recipes. Cassiopeia states that their ultimate goal is to defeat the mastermind behind Team Star. Penny arrives shortly after, and is once again licked by Koraidon/Miraidon. Penny states that if the big boss is not defeated, she'll lose what's most important to her, but does not elaborate further. She provides the protagonist with some materials before departing.

Approaching the fourth base, the protagonist meets Clive. Clive asks for their opinion on Cassiopeia, then states he does not believe that Cassiopeia hates Team Star, and that there must be another reason for Operation Starfall.

At the Ruchbah Squad base, the protagonist stumbles across a Mr. Harrington, talking to the gate guard. Harrington battles the protagonist. After the battle, the gate guard informs the protagonist that Harrington used to be the director of the Academy, but now serves as the private instructor of Ortega, the boss. The protagonist gets a call from Cassiopeia, who explains that Ortega is the team mechanic and is responsible for the creation of the Starmobiles. The protagonist draws out and defeats Ortega, as well as his Starmobile. We are shown a flashback to a year and a half ago. Ortega is unable to get the Starmobile working, due to it being too heavy. Mela comes up with the idea to evolve the Charcadet being used to power the vehicle, so it has more energy. Back in the present, Ortega admits defeat and gives the protagonist his Star Badge as proof. Harrington and Clive come over, and Clive asks why someone like Ortega (who is from a wealthy family) would join Team Star, and Ortega says that it was because he was being bullied. He says that the bullies from back then don't go to the Academy anymore. When Clive asks why, Harrington explains that 18 months ago, the altercation between Team Star and the bullies caused a massive scandal. The bullies dropped out of the academy after this. A student asked Harrington to put all the blame for Team Star's actions on them, and Harrington sent that student overseas for a year and half (this was intended as a break for the student and not a true punishment). When Harrington realised his deputy deleted all records of the incident, in order to shield himself from blame, he dealt with them, but then (along with most of the staff) decided to resign as they had failed to prevent all of this from occurring.

After conquering the fourth base, Cassiopeia calls, again providing LP and additional TM recipes. They also further imply that they have some kind of past with Team Star. Penny arrives shortly after with materials, and is again licked by Koraidon/Miraidon. Penny calls the big boss an idiot for forming Team Star and getting its members into trouble.

Approaching the fifth base, the protagonist gets a call from Cassiopeia, and Clive shows up soon after. Cassiopeia apologises to Clive for being wary of him. After Cassiopeia hangs up, Clive thanks the protagonist. He says he has come to a decision on Team Star, after gaining a better understanding of them.

At the Caph Squad base, the protagonist encounters Clive and Eri, the boss. They have just had a Pokémon battle, and worn each other out. A grunt, Carmen, comes out and convinces Eri to return to the base and rest up while she battles the protagonist. After the battle, the protagonist gets a call from Cassiopeia, who is surprised that Eri retreated. The protagonist draws out and defeats Eri, as well as her Starmobile. We are shown a flashback to a year and a half ago. Eri has just had some serious battle training with the other bosses, allow them to evolve some of their Pokémon. Back in

the present, Eri admits defeat and gives the protagonist her Star Badge as proof. Clive questions Carmen afterwards; she used to bully Eri out of jealousy, but when she became a target for bullies, Eri stood up for her, and they became friends.

After conquering the fifth base, the protagonist gets a call from Cassiopeia and Clive shows up soon after. Cassiopeia provides LP and additional TM recipes, and Clive acts as the supply unit this time, giving over some materials. Cassiopeia then reveals that they are the big boss of Team Star, and asks the protagonist and Clive to meet them in the schoolyard after dark.

Returning to the Academy, the protagonist meets Clive, who reveals themselves as Director Clavell and claims to have been Cassiopeia. After he is defeated, he admits that he is not actually Cassiopeia. After working out who they were, he decided he needed to test the protagonist first, and would have dealt with Cassiopeia himself if the protagonist could not beat him.

The protagonist meets Cassiopeia in the schoolyard, who is revealed to be Penny. She came up with the idea for Operation Starfall after seeing the protagonist defeat the Team Star grunts that were bothering her. She wants the protagonist to defeat her, but part of her wants Team Star to stick around, so she won't hold back. Clive arrives and Penny has him record the battle on his phone as proof. After Penny is defeated, we are shown a flashback of her (as Cassiopeia) attempting to disband Team Star. Back in the present, Clive asks why there was a need for Operation Starfall, and Penny explains that they didn't listen to her before, and the code prevents her ordering them to disband. Clive reveals himself to be Director Clavell again, which surprises Penny. He brings out the bosses of Team Star, who watched the battle unfold. They are happy to meet Penny in person. Director Clavell apologises to Team Star and rescinds the order to disband. The Team Star bosses don't have any negative feelings over Penny's actions. As "punishment" for their truancy, Director Clavell has Team Star set up STCs, Star Training Centers; facilities designed to help Trainers grow along with their Pokémon. They will be a collaborative effort between the Academy and the Pokémon League, the idea for which came from Clavell watching the protagonist battle through Team Star's bases.

Later, in the Director's office, Clavell is thanking the protagonist when Penny comes in. She confesses that as part of her role in Operation Starfall, she hacked the Pokémon League's LP management system to provide LP as a reward. Clavell says he must contact Geeta to work out how to proceed.

Later on, Penny has the protagonist meet up with her where they first met. The Pokémon League decided to let off Penny easy, by having her do some volunteer work for them. They also asked her to work for them after her graduation, impressed by her talent. Penny thanks the protagonist and says she'll repay the debt to them someday.

Path of Legends:

Each encounter with a Titan Pokémon follows a similar pattern. The protagonist finds and defeats the Titan, the Titan retreats to its Herba Mystica, revealing it to the protagonist. This gives enough time for Arven to show up, and the protagonist and Arven defeat the restored Titan. The protagonist can also return later to re-encounter the Titan, where it has shrunk to a normal size having run out of Herba Mystica.

The Stony Cliff Titan is a Klawff. It is guarding some Sweet Herba Mystica, which is apparently good for gut health and aiding digestion. It restores Koraidon/Miraidon's ability to dash, which Professor Sada/Turo will notify the protagonist of via a phone call.

After retrieving the first Herba Mystica, Arven makes some sandwiches out of it. He gives the protagonist a "Titan Badge" he made to emulate the Gym Badges, as well as a sandwich. Koraidon/Miraidon comes out of their ball, and begs for the sandwich, so the protagonist gives it to them. Arven feels bad, so he gives part of his sandwich to the protagonist. Eating the sandwich restores some of Koraidon/Miraidon's power (as explained above). When it comes time to tidy up, Arven tells the protagonist to go on ahead. Finally alone, he sends out a Pokémon, but we aren't shown what it is yet.

The Open Sky Titan is a Bombirdier, which is dropping large boulders down a hill. The protagonist must avoid these boulders as they make their way to the top. The Bombirdier is guarding some Bitter Herba Mystica, which is good for your blood circulation and boosts your immune system. It restores Koraidon/Miraidon's ability to move across water, which Professor Sada/Turo will notify the protagonist of via a phone call.

After retrieving the second Herba Mystica, Arven makes sandwiches again, and gives the protagonist another Titan Badge. Koraidon/Miraidon comes out and the protagonist gives them their sandwich. Eating the sandwich restores some of Koraidon/Miraidon's power. When Koraidon/Miraidon tries to eat Arven's sandwich as well, Arven snaps. He apologises, and decides to reveal the full story to the protagonist. He sends out his Mabosstiff, which is quite unwell. He was hurt very badly a while ago, to the extent that Pokémon Center could not restore him. Arven is hoping that the Herba Mystica will be able to help him. He learnt about them from a book in his parent's lab, which he is carrying around with him. Arven says that they have been working, as the last Herba Mystica warmed his paws up. Suddenly, Mabosstiff, who had eaten his sandwich, regains his sight, and Arven is overwhelmed with emotion.

The Lurking Steel Titan is an Orthworm. It burrows through the ground at high speed, requiring the protagonist to chase after it on Koraidon/Miraidon. The Orthworm is guarding some Salty Herba Mystica, which helps with aching hands and feet, and builds up your strength when you are suffering from muscle weakness. It restores Koraidon/Miraidon's ability to jump higher, which Professor Sada/Turo will notify the protagonist of via a phone call.

After retrieving the third Herba Mystica, Arven makes sandwiches again, and gives the protagonist another Titan Badge. Koraidon/Miraidon comes out and is fed a sandwich, which restores some of its power. Arven explains to the protagonist that the Titan Pokémon are actually normal Pokémon that have eaten large amounts of Herba Mystica. Arven feeds a sandwich to Mabosstiff as well, who becomes able to woof again.

The Quaking Earth Titan is either Great Tusk (in Pokémon Scarlet), or Iron Treads (in Pokémon Violet). When engaging them, the protagonist will receive a call from Professor Sada/Turo, informing them that this Pokémon came from the Great Crater of Paldea. The Quaking Earth Titan is guarding some Sour Herba Mystica, which is apparently full of nutrients and good for overall health. It restores Koraidon/Miraidon's ability to glide, which Professor Sada/Turo will notify the protagonist of via a phone call.

After retrieving the fourth Herba Mystica, Arven makes sandwiches again, and gives the protagonist another Titan Badge. As usual, Koraidon/Miraidon comes out and is fed a sandwich, restoring their power. Arven says that it is still not close to its original power, and speculates that it might have some sort of mental block. Arven feeds his Mabosstiff a sandwich as well, but it doesn't have any immediate effects this time.

The False Dragon Titan is in fact two different Pokémon. When approaching the Tatsugiri, it is swallowed up by the Dondozo. After the initial defeat of the Dondozo, the Tatsugiri escapes into the Herba Mystica cave to eat some, then returns to the Dondozo to be swallowed again. After a second defeat of the Dondozo, the Tatsugiri battles Arven and the protagonist itself. The pair of Pokémon are guarding some Spicy Herba Mystica, which boosts your metabolism and circulation. It restores Koraidon/Miraidon's ability to climb, which Professor Sada/Turo will notify the protagonist of via a phone call.

After retrieving the fifth Herba Mystica, Arven makes sandwiches again, and gives the protagonist another Titan Badge. The protagonist shares their sandwich with Koraidon/Miraidon, and their power is restored. After eating a sandwich, Mabosstiff is fully recovered. The protagonist gets a call from Professor Sada/Turo, who states that Koraidon/Miraidon has regained all of its powers, except their power to battle. Noticing Arven is there too, Sada/Turo asks him and the protagonist to go to their lab, which is located at the lighthouse where the protagonist first met Arven. Arven is upset that this is the first they are hearing from their parent in a long time, and it is an errand, but they agree to go to the lab.

When Arven and the protagonist enter the lab, they receive a video call from Sada/Turo, who requests their help. They are currently at the bottom of Area Zero, and require help to carry out the final step of their research. They need either the Scarlet Book (in Pokémon Scarlet), or the Violet Book (Pokémon Violet), which they believe to be in the lab, but it turns out Arven already has it with him (it was the book that contained information on the Herba Mystica). Sada/Turo asks that the book is brought to them, but notes that Area Zero is dangerous and the pair may not be able to handle it by themselves. Arven reveals that Area Zero is where his Mabosstiff was hurt in the first place. He is hesitant to go, but ultimately relents, challenging the protagonist to a battle to gauge how prepared he is for such a journey. After the battle, Arven says that they will need at least two extra people, someone with Champion Rank-level skills, and someone good with technology. The story is then put on hold until the protagonist completes the other two storylines.

The Way Home:

After the protagonist completes all three storylines, they get a call from Arven. Arven has managed to secure two allies for the expedition into Area Zero, and asks the protagonist to meet them at the Zero Gate.

Meeting Arven at the Zero Gate, he reveals that Koraidon/Miraidon is apparently from Area Zero. Inside the Gate, the two recruits are revealed to be Nemona and Penny. After Penny gets the lights working again, Professor Sada/Turo contacts the group. Following their instructions, the group heads down to a lower level, and glides down to Area Zero proper on Koraidon/Miraidon.

Once they land, Koraidon/Miraidon retreats into its Poké Ball, and won't come out. Sada/Turo contacts the group again. They want the group to meet them in the Zero Lab, in the deepest part of Area Zero. First though, they must unlock four locks on the lab entrance, each of which requires the group to visit a research station.

At the first research station, the group encounters a Glimmora, a Pokémon used by Geeta. Inside, Sada/Turo provides a bit of background on the research station, and the protagonist disables the first lock.

On the way to the second station, Arven explains that it was about here that he encountered a very strange Pokémon (to the point he wonders if it was even a Pokémon), which hurt his Mabosstiff. At

the second station the group encounters one of these strange Pokémon. In Pokémon Scarlet, this is a Scream Tail, which Penny mistakes as a Jigglypuff. In Pokémon Violet, this is an Iron Bundle, which Penny mistakes as a Delibird. Inside the station, Sada/Turo explains that these Pokémon are from the past (in Pokémon Scarlet) or the future (in Pokémon Violet), which have been summoned to Area Zero from a time machine in the Zero Lab. The protagonist disables the second lock. Arven gives the protagonist the Scarlet/Violet Book to carry.

At the third research station, the group encounters either a Great Tusk (in Pokémon Scarlet) or Iron Treads (in Pokémon Violet). Arven recognises it as the same species as one of the Titans he and the protagonist fought before. Inside, Sada/Turo explains that Koraidon/Miraidon was the first Pokémon that they successfully retrieved from the time machine, and that it is a past/future form of Cylizar. Sada/Turo was only ever able to bring over two specimens of Koraidon/Miraidon. The protagonist disables the third lock.

The fourth research station is quite run down. When talking to the group, Sada/Turo appears to suffer signal interference of some kind, though Arven does not seem to buy this explanation. The protagonist disables the final lock.

At the entrance to the Zero Lab, the group is called by Sada/Turo. They explain that the crystals from Area Zero generate a strange energy, which can alter the functions of living things, and optimise the performance of machinery. It is this energy that allows Pokémon to Terastallise. Penny deduces that this means Tera Orbs are made from these crystals, and Sada/Turo confirms this. Sada/Turo warns the group that opening the gate to the lab will release a horde of dangerous Pokémon, and to prepare first.

Before the gate is opened, Arven suggests that Koraidon/Miraidon come out first. As the gate is opened, the second Koraidon/Miraidon appears. The first is cowed by its presence. The second considers attacking it, but realises the gate has been opened, so instead enters the lab. The group battles the oncoming wave of Pokémon. Penny and Nemona pursue Pokémon that have split off from the pack, and Arven stays behind at the gate whilst the protagonist enters the lab.

Inside the lab, Sada/Turo return the second Koraidon/Miraidon to its Poké Ball before it can cause problems. They reveal that they are in fact an AI-powered robot with the original's knowledge and memories. The original died during the incident that destroyed the fourth research station, where the two Koraidon/Miraidon fought and the professor threw themselves in front of the protagonist's Koraidon/Miraidon to protect it. This occurred before the protagonist was ever in contact with Sada/Turo. The AI Sada/Turo requires the protagonist's help in stopping the time machine.

As the pair make their way to the time machine, AI Sada/Turo explains that the past/future Pokémon represent a threat to the ecological balance of the region, and are too dangerous to continue to be allowed in. In order to shut the machine down, the Scarlet/Violet Book (which has the professor's ID embedded inside) might be placed in the device. AI Sada/Turo warns the protagonist that if this happens, they will most likely be overridden by the system and forced to battle them in order to protect the time machine.

The protagonist uses the book, and AI Sada/Turo is taken over, battling them with a team of past/future Pokémon. After the protagonist defeats them, Arven, Nemona, and Penny arrive. AI Sada/Turo tells Arven they are proud of him. The Paradise Protection Protocol activates. AI Sada/Turo tells the group to flee before they are overtaken by it. The Paradise Protection Protocol locks all Poké Balls except those belonging to Sada/Turo, and with AI Sada/Turo's body it sends out the second Koraidon/Miraidon. The protagonist sends out their Koraidon/Miraidon, which

overcomes its mental block and regains its combat ability. With the support of the group, and by Terastallizing, the protagonist's Koraidon/Miraidon is able to win, resulting in the defeat of the Paradise Protection Protocol. Al Sada/Turo is restored, and realises that the time machine cannot be shut down as long as they remain, as they are a part of the system. They choose to use it to travel either to the past (in Pokémon Scarlet) or the future (in Pokémon Violet), not only to stop the time machine, but out of a desire for freedom and to see the world they dreamed of. Al Sada/Turo tells Arven that as they possess Sada/Turo's memories and knowledge, they know that their parent truly loved them. They say their goodbyes and depart.

Nemona, Penny, the protagonist, and ultimately Arven, decide to take the long way home together, to have a fun trip.

Post-Game:

Arven, Nemona, Penny, and the protagonist are called to the director's office. Director Clavell thanks them for their service to Paldea, and provides each with a Master Ball. Nemona suggests that they hold a battle contest in recognition of the protagonist becoming a Champion. Geeta arrives. Having overheard, she offers her support for the contest. Geeta wishes students and staff alike to participate. Nemona wishes for Geeta to take part as well, but she is busy. In order to free up her schedule, she has the protagonist take over her Gym evaluations, battling each of the Gym Leaders again, this time at their full strength.

After defeating all the Gym Leaders, the protagonist gets a call from Geeta, asking to deliver the report to her in person at the Academy. After meeting her, the protagonist gives Geeta their report in their dorm room.

A week later, the Academy Ace Tournament is held. Arven suggested that the tournament be named the School Battle Brawl, which some have taken to using – to the annoyance of Nemona. In the tournament, the protagonist faces Arven, Jacq, Dendra, and finally Geeta, in order to win. Due to the success of the tournament, it is decided that it will be held regularly from now on.

The Teal Mask DLC:

The protagonist gets a call from Mr. Jacq. A school trip is being planned in collaboration with another school, and the protagonist was chosen to attend. The protagonist meets with Jacq and Ms. Briar, a teacher at Blueberry Academy, a school in the Unova region. The trip is to Kitakami, a location that also has the energy present in Paldea's Terastal phenomenon. Briar informs the protagonist that she is an ancestor of Heath (the original author of the Scarlet/Violet Book). She shows them pages from the original manuscript, that were blanked out in the official release. These talk of a Pokémon called Terapagos, which Heath suspected to be behind the Terastal phenomenon. Briar's desire is to find Terapagos and prove Heath correct.

Briar takes the chosen Academy students to Kitakami, specifically to Mossui Town which will serve as their base of operations for the trip. One of the students suffers from motion sickness, so Briar has the protagonist go on ahead to the community center to inform them that the group has arrived. The protagonist soon meets Carmine and Kieran. Carmine insists they battle with her before they can enter Mossui Town. Afterwards, the appearance of the community center caretaker causes the pair to flee. After the protagonist informs the caretaker of the ill student, the caretaker asks that they settle in whilst he helps the student. Once the problem is solved, the caretaker informs the Paldean Academy students that they will be staying at the community center; originally they were to

share it with the Blueberry Academy students, but due to a change of plans they will have it to themselves.

The next day the Paldean students are formally introduced to the Blueberry Academy students, Carmine and Kieran. They grew up here, which is why they have alternate accommodations. For the first school activity, the students are grouped into pairs and sent out to find signboards. Each signboard details an old Kitakami folktale. The protagonist is paired with Kieran. After a battle, the pair set off to find the signboards.

The first signboard tells the story of an “ogre” who once terrorised Kitakami. Okidogi, Munkidori, and Fezanipiti happened to be in the area, and fended off the ogre at the cost of their lives, which earned them the title of “The Loyal Three”. Kieran expresses his admiration for the ogre, who fought three Pokémon at once. He wishes to one day see it, but so far never has.

The second signboard says that the ogre once possessed four special masks. Depending on the mask worn, its power would change. The teal mask allowed it to bring back life into the greenery around it, the crimson mask gave it fire powers, the blue mask allowed it to control water, and the ashen gray mask gave it great physical strength. Before the Loyal Three fell in battle, they managed to take three of the masks away from the ogre. Kieran explains that these masks are kept at Kitakami Hall. Kieran continues to explain his admiration for the ogre, which was strong even when shunned by those around it.

Kieran suggests the protagonist meet him at the Dreaded Den, supposed home of the ogre. In an attempt to lure out the ogre, the pair battle. Unbeknownst to them, the battle is indeed observed by a mysterious creature. Kieran decides that they can find the final signboard tomorrow, and also explains that today is the first day of the Festival of Masks, an event held in Kitakami. The protagonist agrees to go to the festival with Kieran. They first visit his house to prepare, meeting Carmine there as well. The protagonist has a battle with Carmine, but has to go to the festival without a mask as there were none to spare.

At the festival, the protagonist comes across a mysterious kid wearing a mask. They get along, but the kid is scared off when Carmine shows up. The protagonist follows the kid, with Carmine following behind. The kid drops their mask, revealing themselves to actually be Ogerpon, the Pokémon known as the ogre. Ogerpon flees up the mountain without the mask. When Kieran shows up, Carmine covers up the event, as she thinks her brother will feel bad if they met the ogre and he didn't.

The next day, Carmine and the protagonist go to see Carmine's grandfather for information on the Teal Mask. He tells them the story that has been passed down through his family, that is to be kept secret from the rest of the town. A long time ago, a man and Ogerpon came to the village from a foreign land. The man and Ogerpon were feared by the village due to their different appearance, and the villagers refused to let them enter. The man and Ogerpon were saddened by this, but chose to accept it and settle in the cave of a nearby mountain. One lone villager did not fear them: the village mask maker, who made several masks for the man and Ogerpon. Wearing these masks allowed the man and Ogerpon to mingle in the village without being recognised. In fact, they became popular in the village due to their brilliant masks, which were embedded by crystals from another land (Terastal Crystals). Their popularity caused rumours of them to spread, which attracted a group of greedy Pokémon. They broke into the cave whilst Ogerpon was away, in order to steal the masks. The man managed to protect one, but when Ogerpon returned the man was missing and only the single mask remained. Ogerpon donned the mask and went to the village to search for him.

Ogerpon found the Pokémon gloating over the stolen masks and defeated them. The villagers, fearing the furious Ogerpon, assumed that the group of thieves had in fact been trying to protect the village, and named them the Loyal Three. Ogerpon returned to the cave, sad and alone.

Carmine's grandpa explains that telling the rest of the town would only cause them to become upset and think they were being lied to. According to him, the mask maker had tried to correct them in the past, but was persecuted as a heretic. The mask maker is the ancestor of Carmine and her family. Carmine explains Kieran's obsession with Ogerpon, and her grandpa promises to tell him the story when the time is right. Noticing the Teal Mask is chipped, he borrows it from the protagonist so that he can repair it. Unfortunately, Kieran eavesdrops on this conversation, and slips away unseen.

The protagonist meets up with Kieran before they go and find the last signboard. Kieran asks the protagonist what they were up to, but the protagonist lies about it.

At the final signboard, Kieran challenges the protagonist to a battle. Afterwards, they read the sign. It contains a warning to wear a mask when going out at night to protect yourself from the ogre. Kieran thinks the message is wrong, and sympathises with the loneliness that the ogre must feel.

The next morning, the protagonist visits Carmine's house. Kieran is out of sorts and leaves early; Carmine and his grandfather have no idea why. His grandfather asks the protagonist to acquire a Crystal Cluster in order to help him repair the mask. To do so, the protagonist meets Carmine at the Crystal Pool on top of the mountain. There, the pair defeat a Milotic and claim some crystal that was stuck to it. Briar arrives, having gotten permission to investigate the pool. According to her, the pool emits the same energy wavelength as Terastal energy, though she is unsure why. She states her desire to bring the Terastal phenomenon to other regions.

When Carmine and the protagonist return, they are informed by Carmine's grandfather that Kieran ran off with the mask. Carmine and the protagonist find and confront Kieran at the monument to the Loyal Three. He is upset that he was lied to, and from his perspective he was turned into an outcast by the pair, just as the ogre was by the villagers. He challenges the protagonist to a battle. When defeated, he returns the mask, but runs off after punching the monument.

Suddenly, the monument explodes with energy, and the Loyal Three are brought back to life. Carmine and the protagonist pursue them to Kitakami Hall, but by the time the pair arrives, the Loyal Three have been fed and given the masks kept there. The caretaker says that the three ascended the mountain, likely to finish off the ogre. Carmine and the protagonist split up, with the protagonist heading to the Dreaded Den to help Ogerpon, and Carmine going back to her house to get the Teal Mask repaired.

At the Dreaded Den, the protagonist comes across the Loyal Three attacking Ogerpon. The protagonist briefly wins against Munkidori, but the three decide to attack together. Before this can happen, Carmine and Kieran arrive, and the Loyal Three choose to flee. Kieran apologises for his actions. Ogerpon refuses to accept the Teal Mask from anyone but the protagonist, due to her shyness, which disappoints Kieran. Carmine, Kieran, and the protagonist decide to find the Loyal Three and retrieve the stolen masks. Ogerpon chooses to follow the protagonist around. The trio collect information on the location of each of the Loyal Three, but Kieran chooses not to come with the others to fight them.

The protagonist, Carmine, and Ogerpon, track down and battle each member of the Loyal Three. In each case, the member of the Loyal Three has become Titanic, and is defeated in that state, causing them to return to normal and flee – whilst leaving a mask behind.

After the three masks are recovered, Kieran arrives. He asks that Ogerpon be brought back to the village. There, the villagers apologise to Ogerpon; Kieran had explained the situation to them and they had realised their mistake. Ogerpon is welcome there anytime, and is allowed to keep the masks as they were hers all along.

Ogerpon is taken back to Dreaded Den, but it doesn't want to separate from the protagonist. Kieran decides to battle the protagonist, with the winner being the partner of Ogerpon. After the protagonist wins, Ogerpon battles them as a test, using each of her four masks, and Terastalizing with each of them in succession. The protagonist passes the test and catches Ogerpon. Kieran gets upset and runs off.

The next day the protagonist and Carmine have one last battle before the school trip comes to an end. While the Paldean Academy students stay a bit longer, Carmine, Kieran, and Briar have to return to Blueberry Academy early. Kieran refuses to say goodbye, instead locking himself up in his room. He starts becoming obsessed with growing stronger.

Sometime after the main events of the Teal Mask, the protagonist can find and catch the Loyal Three.

The Indigo Disk DLC:

The protagonist gets a call from Director Clavell, who informs them that they have been chosen to be an exchange student to Blueberry Academy. At Naranja/Uva Academy, the protagonist meets Cyrano, director of Blueberry Academy. He says that he chose the protagonist specifically for the opportunity due to Carmine's recommendation.

Cyrano takes the protagonist to Blueberry Academy. They are soon introduced to Lacey, a second-year student. Cyrano leaves the tour of the school to her. After a Doubles Battle, which is the dominant format of Blueberry Academy, Lacey takes the protagonist to the Terarium, an artificial habitat for Pokémon all kinds, built under the sea. The Terarium has four different biomes, which are Savanna, Coastal, Canyon, and Polar. Cyrano explains that the Terastal phenomenon is possible here due to the presence of the Terarium Core, which sits at the top of the Terarium and is full of a fluid containing a material found in the Paldea region. This causes it to emit Terastal energy and enable the phenomenon. A class will be taking place in the Coastal biome shortly, and the protagonist is instructed to head there.

At the class, the protagonist is instructed to catch an Alolan regional form of a Pokémon. After the class, Lacey explains Blueberry Quests – extracurricular activities students undertake for rewards. Afterwards, the protagonist gets a call from Carmine, and is asked to meet her at the Central Plaza of the Terarium.

The protagonist meets and battles Carmine. Afterwards, they see Kieran from afar. Since returning to Blueberry Academy, he has completely changed in personality and look. The pair soon meet Drayton, introduced by Carmine as formerly the strongest trainer in the Academy. After hearing that the protagonist is friends with Kieran, he invites them to join his club, and takes them to the clubroom, with Carmine tagging along.

Drayton explains that Blueberry Academy has its own battle ranking system: the BB League. In the League Club, members battle each other to rise up the ranks. Carmine reveals that she is also a club member, and explains that the top four Trainers in the BB League are referred to as the BB League Elite Four, and that Drayton is one of them – as is a girl the protagonist briefly saw with Carmine when they met in at the Central Plaza.

Carmine shows the protagonist to their dorm room. She tells them that she is worried about Kieran. While he is now the strongest in the school, BB League Champion, and Club Leader, he also skips sleep, pushes himself too hard, and barely talks to her. She asks the protagonist to look out for him. She also says to be wary around Drayton, as he can be annoying.

The protagonist meets with Drayton in the cafeteria. The other three members of the BB League Four, and Kieran, show up as well. Drayton calls a vote to admit the protagonist into the club. Lacey and Amarys votes no due to their interpretation of the rules. Crispin votes in favour, making it 2-2. Kieran breaks the tie, declaring it doesn't matter who joins because he won't lose, and then walking off. Lacey accuses Drayton of manipulating the situation, but the result is accepted. Drayton takes the protagonist to get signed up. The receptionist does not believe him, but Kieran and Carmine arrive, and Kieran vouches for the decision. He demands that the protagonist not lose to anyone other than him, and storms off. Carmine is worried about his strange behaviour.

Typically, one must battle regular students in order to gain standing, but due to several recommendations, the protagonist is allowed to challenge the Elite Four right away. Each presides over their own base in the Terarium, and conducts a trial before the true battle begins. Additionally, the use of BP is required for each challenge, earned via Blueberry Quests. The Elite Four can be challenged in any order.

Crispin's trial is to create a super spicy sandwich, but only using ingredients acquired by negotiating with other students. Amarys's trial is a flying time trial, which the protagonist clears with their Koraidon/Miraidon. Lacey's trial is a Pokémon quiz. Drayton's trial is to battle against other students, but only Pokémon that were caught in the Terarium, and by the Trainer that intends to use them, are eligible. The protagonist clears all trials and defeats all members of the BB League Elite Four.

Drayton takes the protagonist to challenge Kieran. He explains that he preferred the old Kieran; though he was timid, he seemed to have fun battling, and didn't push himself and others too hard.

The protagonist defeats Kieran. Drayton presents them with a Master Ball for winning. As the onlooking crowd disperse, Kieran has a bit of a break down. Drayton tries to encourage him to take things less seriously, but doesn't get through to him. Lacey and the other members of the Elite Four question what is to done; with an exchange student as Champion, it makes succession unclear, as well as the state of Elite Four. The conversation is interrupted when the protagonist, Drayton, Kieran, and Carmine, are called into to see Ms. Briar via the intercom.

Ms. Briar announces to the group that she wishes to take them on an expedition to Area Zero. Briar wishes to investigate the Terastal phenomenon, and hopefully find Terapagos. The group are joined by Geeta, as well as Rika of the Paldea Elite Four. Geeta explains that she had given permission for the expedition; with increasing concerns about dangerous Pokémon escaping, more information on Area Zero is desired. The protagonist, and Carmine elect to join. Drayton chooses not to. Kieran chooses to join as well, announcing his intention to catch Terapagos. Geeta provides the protagonist with the Indigo Disk – an item that was sent to an investor by an Area Zero researcher some time ago. She does not know its purposes, but suspects it has an important connection to Area Zero. She asks the protagonist to investigate its purpose whilst they are there.

The protagonist, Briar, Carmine, and Kieran, proceed through Area Zero to reach the Zero Lab. The entrance to the lab has become locked due to inactivity, however the panel reacts to the Indigo Disk. Inserting it opens the lab, and reconfigures the elevator to go even further into the depths of Area Zero.

In the Area Zero Underdepths, the group finds a report written by Sada/Turo. It explains that Terapagos, the hidden treasure of Area Zero, slumbers in the form of a crystal, and that rousing it will take some effort. It also documents the discovery of a special Tera Type: the Stellar type. They find a path blocked by a crystal flower, and encounter a Stellar Glimmora. After the protagonist defeats the Glimmora, the crystal blocking the path vanishes, and the groups proceed. This occurs again with a Stellar Noivern, with a Stellar Sandy Shock/Iron Thorns, and with a Stellar Garganacl.

The groups find a crystal embedded in a larger crystalline pillar. Briar identifies it as Terapagos, and Kieran frantically starts pulling it out, ranting about his jealousy towards the protagonist. The crystal is freed, and Terapagos awakens. It sees the protagonist, as begins to move towards them. Desperately, Kieran throws a Master Ball at Terapagos, catching it. On Briar's request, Kieran battles the protagonist with Terapagos. The protagonist wins, but Briar realises that it had not brought its full power to bear, and instructs Kierna to Terastallize it. This surge of power is dangerous and starts to bring the place down. Kieran tries to return it to his Master Ball, but it rejects the attempt and destroys the ball. Kieran is saved from a stray beam of energy by the protagonist and their Koraidon/Miraidon. Briar asks the group to defeat Terapagos in order to protect themselves. The protagonist and Carmine battle it as Kieran blames himself for the situation. After Carmine has her Pokemon knocked out, she and the protagonist convince Kieran to lend a hand. Terapagos is defeated and caught by the protagonist. Briar and Kieran apologise to the others for letting their obsession get out of hand.

During a conversation with Ms. Briar, it is explained that Kieran, Carmine, and the protagonist's Tera Orbs were exposed to a large amount of Terapagos' energy, which allows them to function without recharging. Additionally, Briar's research and changes to the Terarium Core have allowed Stellar Pokémon to start appearing in the Terarium. She provides them with a book containing her research.

If the protagonist takes the book and Terapagos to the Crystal Pool in Kitakami, a strange mist appears, which pulls the real Sada/Turo from the past to the present. They learn information from the protagonist, including Koraidon/Miradon's name, and exchange a copy of the Scarlet/Violet Book for the book containing Briar's research. They are then returned to their own time.

DLC Epilogue (Mochi Mayhem):

After acquiring a Mythical Pecha Berry, the protagonist returns to Kitakami, and notices a strange, sweet-smelling decoration at a store. They are interrupted by a call from Arven, who asks to meet the protagonist at their house. The decoration is missing when the protagonist looks back at the store.

At their house, the protagonist meets Arven, as well as Penny and Nemona. The groups hang out at the house, where the protagonist is given a letter from Kieran by their mother. It says that Kieran and Carmine are back at Kitakami, and invites the protagonist and their friends to join them there.

The group arrives at Kitakami, and they meet up with Kieran. Nemona insists on a battle, and completely destroys him. Carmine suddenly shows up. She has strange purple eyes, only says "mochi", and starts doing a chicken dance. The group takes her back to her house. According to Kieran, Carmine has been acting like this since he sent the letter, and his family have been looking after her. The group agrees to help Kieran find a solution, but will start the next day as it is already late.

The groups head to the community center for the night, but not before Nemona runs off and buys herself some mochi. There was no one at the counter, so she just left money there – Kieran notes

that this is normal here. There was only one mochi remaining, and she ate it before returning to the community centre, so she can't share. Whilst the group looks for a tv remote, Nemona disappears. Kieran and the protagonist go outside to look for Nemona, whilst Penny and Arven wait inside in case she comes back.

Kieran and the protagonist encounter a pair of villagers, who are behaving like Carmine, and the villagers challenge them to a Pokémon battle. After defeating them, Kieran explains that these two were fine only yesterday. Kieran and the protagonist spot Nemona running off towards Kitakami Hall, and follow after her. They meet Kieran's grandparents. His grandfather informs them that Nemona ran on ahead. His grandmother suddenly insists the grandfather eat some mochi. After he does so, the pair suddenly begin acting like Carmine and battle Kieran and the protagonist as well. After the battle, Kieran starts to panic, but the protagonist calms him down. They surmise that the mochi is responsible. The protagonist gets a call from Arven; he and Penny stepped outside to check on things, and have been confronted by mochi influenced villagers. The call suddenly gets cut off.

Kieran and the protagonist head back to see if Arven and Penny are okay. It turns out they are fine; Penny accidentally knocked the phone away because she saw something strange. Suddenly, a strange Pokémon appears, which is what Penny saw before. It fires mochi at the group; it lands in Penny and Arven's mouths, but misses Kieran and the protagonist. With Penny and Arven under the Pokémon's control, Kieran and the protagonist are forced to battle them. After the battle, Kieran chases the Pokémon, and the protagonist follows after.

Catching up, the pair find that Nemona has also fallen under the Pokémon's control. A large number of villagers, as well as Carmine, Arven, and Penny have pursued them as well. Kieran holds this group back as the protagonist battles and defeats Nemona. This leaves the Pokémon, Pecharunt, open, and the protagonist defeats and catches it. This breaks Pecharunt's hold over the others.

Several days later, the protagonist, Penny, Arven, and Nemona return to Paldea, whilst Carmine and Kieran head back to Blueberry Academy.

-Changelog-

0.1

Created the jump.

1.0

(i) Rewrote **Tera Type** slightly to make it clearer which types you can choose from. (ii) Minor typo fixes.

1.1

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

1.2

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

1.3

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