

Pokemon Ecchi Version by Hino-Arashi

NSFW Jumpchain CYOA by Ovid



Welcome to the Midara Region. You can reach it by taking a boat or plane from the northern parts of Sinnoh. It's only been settled for 200 years, so while humanity has carved out some portions of the land for themselves, much of it remains wild and untamed. Law enforcement is essentially non-existent beyond "might-makes-right", so there are some criminals that take advantage of its lawless nature. In addition, for unknown reasons, pokemon are much more sexually aggressive here, which has lead to an increase in pokemon-human sexual relations, even if they aren't quite "acceptable" yet.

That's the game lore of Pokemon Ecchi Version, a fan made game by Hino-Arashi. The game focuses on being a playable Pokemon game, with an emphasis on how sex can make the setting more interesting in some plays, plus several systems that are interesting, like Diamond/Pearl's mining system and a job/event system that spawns specific pokemon for capture or combat.

Anyways, you start your time here as a new arrival to the region. Let's find out what (or who) you can do during your time here...

Here's **+1000CP** to get you set up for your time here.

Gender: Are you a boy or a girl? It doesn't really matter what you currently are, you can change that here for free.

Age: You can pick any age you wish to be, but for the sake of keeping things simple, you are at least whatever the local age of consent is.

Original Region: You may be fresh off the boat/plane/pokemon, but you had to have come from somewhere. Where are you originally from? Keep in mind, Midara doesn't have its own established Professor yet, so you'll need to bring a Starter Pokemon from that region.

-Kanto: Bulbasaur, Charmander, or Squirtle.

-Johto: Chikorita, Cyndaquil, or Totodile.

-Hoenn: Treecko, Torchic, or Mudkip.

-Sinnoh: Turtwig, Chimchar, or Piplup.

-Unova: Snivy, Tepig, or Oshawott.

-Kalos: Chespin, Fennekin, or Froakie.

-Alola: Rowlet, Litten, or Popplio.

-Galar: Grookey, Scorbunny, Sobble.

-Other: Or did you come from somewhere else?

Origins: While there are many paths to greatness, here are a few to get you started. You can choose to have the background memories of someone matching your chosen Origin, or you can choose to go without them.

-Pokemon Trainer: You're a Pokemon Trainer, who travels from place to place, strengthening your team of pokemon, and enjoys battling for pride, fame, and profit.

-Beauty: Pokemon are okay, but you know the real fun is interacting with people. You are someone of great physical appeal and know how to use that to your advantage. And yes, this can be applied to males, Beauty is just the name of the Origin.

-Pokeslut: Pokemon battling Pokemon can be interesting, but you are far more intrigued by what pokemon can do to you, in the biblical way. "Gotta fuck them all" sounds much better than "gotta catch them all", right?

Discounts: Every origin has a 50% off discount for origin-matching purchases, except offerings that start at 100CP, which instead become free. "General" offerings cannot be discounted.

Perks:

General Perks:

-STD Immunity (free): In Midara, sex is much more common, whether because someone wants to take advantage of you, you leverage sex for something else, or because it's just plain fun. Let's remove one worry now. You now have blanket immunity to any sexually-transmitted disease or illness. Pregnancy is not covered.

-Unexpected Genitalia (Free for this jump, 100CP to keep): Sometimes you run into something that doesn't have a gender. It's just scary, powerful, or both. What this perk does is gives any genderless entities/organisms/beings you encounter a set of genitalia that is compatible with

you. So instead of a giant bird of living lightning turning you into barbecue via electricity, it might let you appease it by riding its dick. Fair warning however, just because it has a set of genitalia doesn't necessarily mean it's interested in mating. You could try showing you are receptive to alternate means of conflict resolution by being naked, or something similar.

-Cleaning up the Fun (100CP): It can be fun to be dirty whether that's playing in the mud, or being covered (or filled) with bodily fluids. But inevitably, you might want to get clean, which can be tough depending on where you are. Once you are no longer actively engaged in being "dirty", euphemism or not, you will gradually become cleaner over time. And yes, this does mean stains disappear from clothes.

-Spreading The Love (200CP): Sometimes your preferred type of kinky fun may not be acceptable to some people. Over the course of your journeys, you will now have a much higher chance of running into people who share your sense of "fun", though even you aren't sure if that's because they always were like that, or if they've somehow been adjusted that way. You also have a much greater charisma when it comes to enticing normal people into trying out and enjoying your kinks.

Pokemon Trainer Perks:

-Environmental Protection (100CP): A Pokemon Trainer will encounter many things as they travel. Wind, rain, snow, sun, sand, and so on. You now have an immunity to any sort of environmental issues, whether that's a blowing sandstorm or blizzard, burning heat or freezing cold, scorching sun or lack of it. You also won't ever get dehydrated, though you can still get thirsty.

-Trainer's Stamina (200CP): A Trainer must be able to keep up with their team of superpowered monsters, and now you have the stamina to do so. You can keep going so long as a member of your team is, and have a side benefit of not needing as much sleep or rest to recover from exhaustion. This extends to the battlefield, the training field, and the bed room.

-Gambling With Your Body (400CP): When two Trainers meet, they can battle one another with their pokemon, and the winner usually gets a money prize from the loser. But you get a bit more than that. Anytime you make a gamble or wager, you may also include an hidden escalation to sex in addition to your normal prize. If you or they lose, the loser is unable to make any effective resistance to the winner's advances. This perk may be toggled off at any time, though any wagers made while the perk was active will still be honored. Also requires the normal bet to be acknowledged by both parties in some way, like pokemon trainers battling for cash. You can have up to 7 participants on 1 victim, as long as they were involved in winning the bet.

Beauty Perks:

-Beautiful Appearance (100CP): What's the point in being known as a Beauty if you aren't a Beauty? Your appearance is now touched up, with all your minor blemishes fixed up, and all

your assets being a bit more attention-grabbing. In addition, you can do all your grooming rituals instantly at any point, even if you don't have your normal tools or supplies.

-Breeding For Excellence (200CP): Your beauty is more than just skin deep, it's in your very genes. You could even say your genes are attractive, maybe even flawless. Anyone (or anything) you sire or give birth to will have improved genetics, traits, and so on. In addition, you and yours will not suffer any penalties of incest. If you want, you can toggle this off and on.

-Flirting To Success (400CP): Flirting is a time honored tradition of saying "if you give me something, I might give you *something*~". Sometimes it's meant to signify interest in developing a relationship, and sometimes it's for amusement. But you are a master at doing both. You could easily get interested individuals to part with their belongings in the hopes of getting closer with you, though you will have better luck with higher value things if you are willing to go further in flirting. In Midara, you could easily get someone to hand over a pokeball or healing item, or getting a really hung-up sucker to part with their PP Up.

Pokeslut Perks:

-Sexy Learning (100CP): When your definition of "acceptable sexual partner" encompasses most of the animal kingdom and beyond, you have to be willing to learn what pleases each partner as you encounter them. You can figure out how to sexually please anyone or anything in the course of a single sexual encounter, as long as they have some sort of sexual organ or means of receiving sexual pleasure. And you can also learn the opposite, as in how they can make you feel good. You are also skilled in training your partners how to please you.

-Wailord On Skitty Action (200CP): Technically, the joke is Hot Skitty On Wailord Action. But anyone can stick their dick in a canyon, not everyone can survive having a dick the size of a log inserted in them. Thankfully, you aren't average. Your body (/mind/soul/etc) is immune to any unintentional harm caused by your partner, sexual or otherwise. Ride a Rapidash without worry about burns, cuddle with a Charizard and not have to worry about the tail, or enjoy all your goo fantasies with Grimer without being poisoned (or burnt, melted, infected, and so on for a living garbage/chemical dump ooze).

-Ditto Reproduction (400CP): Dr Wankenstein is a mad scientist who dreams of creating pokemon through the wombs of humans. He would love to get his hands on you, as you are the epitome of that dream. What he does with technology, you do naturally. Anytime you have sex with something you normally can't reproduce with, you can breed them and/or be bred with essentially a clone of the other party. For example, a Charizard creates a Charmander, whether it's fucking you or you fucking it. If you are the one being bred, then the new organism is first created in an egg, that once laid then grows further into whatever the baby/child stage is. If you are the one breeding something else, the mother essentially starts carrying a clone of herself. As an unexpected benefit, the child created by this process knows every power/skill the parent knows, even ones the child can't logically do. For example, a Charmander being able to pull off Wing Attack without having a wing. One particularly noteworthy example is the Eevee line, as

being bred by a Flareon with Flamethrower will create an Eevee with Flamethrower, who can then be evolved into a Vaporeon with Flamethrower. Lastly, this perk comes with a toggle, in case you don't want to start creating new life everywhere.

Items:

General Items:

-Starting Pokéballs (Free): This wouldn't be pokémon without giving you the chance to expand your team. Here's a free set of 5 pokéballs. The only real fancy thing about them is that if you don't succeed at catching a pokémon with them, you get the ball back to try again, on a different target.

-Outfit (Free): Everyone seems to have a distinctive look here, so here's your chance to pick your own. Pick a single outfit, and it will be resistant to regular wear & tear. Plus, if anything does happen to your clothes, like if you lose them or they get destroyed, you can quickly and cheaply find replacements.

-Trainer's Backpack or Bag (100CP): A Trainer has to be able support themselves and their time, and usually has to lug the supplies for the group. Thankfully, some enterprising minds figured out a long time ago how to create the technology for these bags & backpacks. They have 8 separate pockets you can fill with a near endless amount of stuff that won't weigh you down, as long as it matches a category that you designate when you first use the bag. You could reset a pocket, but it'd require emptying it out first. By default, the pockets are set to: Items, Medicine, Pokéballs, TMs & HMs, Berries, Mail, Battle Items, and Key Items. If the Backpack/Bag is lost or destroyed, you will find it fully repaired in the next 24 hours.

-House (200CP): Everyone should have their own home. Yours just happens to come with some nice bonuses. You have a 2 story home with a kitchen, dining room, living room, and storage on the first floor, and a master bedroom, 2 guest bedrooms, and an office on the second floor. The house has all its utilities connected and paid into eternity, with all maintenance issues handled for you. You could even leave it alone while you go on a long journey of pokémon mastery, and you don't even have to worry about it being robbed or intruded upon, and weather and other environmental issues won't be a problem.

-Fossil Reviver (300CP): Fossils are the remains of creatures that died longer ago than most people can actually conceive. And yet, somehow scientists in this world perform one of the greatest acts of necromancy by somehow getting enough DNA to create a genetic copy of whatever the source creature is. And now, you have your very own version of the machine they do that with. If you have a decent amount of a DNA source, whether that's blood, hair, or a literal dinosaur fossil, you can create a living genetic copy of that DNA's source creature. To be clear, this isn't "resurrection", just an advanced type of cloning.

Pokémon Trainer Items:

-Your Bed (100CP): When you are constantly on the go, you know the value of a good night's sleep. And no matter how fancy the bed, the best bed to sleep in is yours. Now you will never be without your bed. You have a bed of variable size, shape, and type that you can summon to you whenever it's time to get some rest. What this means is that you can keep it in your home as a size-appropriate full bed, or have it turn into a sleeping bag if you are in a tent, or into a hammock if all you have is two trees/poles/ anchor points, and so on. No matter what form it takes, the bed has the effect of fully healing you and anyone/anything allied to you in a close distance, up to 10 feet/3.048 meters from the bed.

-Lucky Egg (200CP): Lucky Eggs are mysterious items in this world. "Filled with happiness", they increase how much experience a holder will acquire. Normally, Lucky Eggs only apply to pokemon. But this version of the item applies to literally anyone or anything that holds or wears the Lucky Egg, and for increased convenience, the egg can become a sort of pendant on a necklace, bracelet or similar accessory. The Lucky Egg will increase the learning rate of anything the user does by 150%, whether that's engaging in battle, training, or even relaxing. If the Lucky Egg is ever stolen or lost or destroyed, it will somehow end up returning to you within 24 hours.

-Blank Technical Machines (400CP): Technical Machines, or TMs for short, are fascinating bits of technology. The first generations of TMs were single-use devices that would teach a compatible pokemon how to use a move, and in time, TMs became much more expensive but also reusable devices. Whether by hook or by crook, you've gotten your hands on a large collection of Blank TMs. You can fill these TMs with whatever skill, move, or power you wish, as long as you have someone or something that knows the desired skill/move/power. The original user keeps a Blank TM on them, then performs the skill/move/power at least 5 times. The TM will then "learn" how to do a basic version of that move, and can then grant a copy of that knowledge to whatever compatible recipient uses the TM on themselves. And with time and training, the recipient can learn how to improve that imparted move. You will always have a supply of Blank TMs, even as you use them, and you also have a storage rack for all of your filled TMs.

Beauty Items:

-Wardrobe Upgrade (100CP): When it comes to looking your best, who could possibly expect you to only have a single outfit for every occasion? You have a complete Wardrobe of outfits for any occasion that have the same bonus effects as the Outfit item above, and a few more. No matter where the Wardrobe is compared to you, you can instantly change into and out of any clothing/accessories you own at any time, and you can also add any clothes (or other wearable accessories) to the Wardrobe in a similar way. No more having to carry massive amounts of shopping bags for you.

-PP Up (200CP): In Midara, when pretty girls flirt with boys, they make their pee pee go up, and in exchange, boys give pretty girls PP Up. It sounds like a bad joke, but yes, somehow boys will consider it a fair exchange to give a limited production drug to girls who make them aroused.

You normally can't buy PP Up or its upgraded version PP Max. So here's a bottle/container of the stuff. To continue the joke, this version of PP Up comes in the form of little blue pills, will increase the energy efficiency (or amount of times you can use it) of any single skill or move by 20% (of its base amount. Check the notes), and will temporarily increase the arousal of the user. As a bonus, there is no maximum amount of times you can take a dose of PP Up for a single move/skill. Each dose being a single pill. And don't worry, with this drug, you don't have to call your doctor if you have an erection lasting longer than four hours, there aren't any health problems caused by it. The bottle/container will refill every week, though how many doses are in it is up to you.

-Hotspring Hotel (400CP): Midara has a ton of mountains, so as a result, many towns in the region have their own hot springs, which has led to hot spring resorts and bathhouses becoming popular. There's even a Pokemon gym that is a hot springs bathhouse, though that's mostly because Miranda the gym leader is a sucker for hot springs. And now, you have your own Hotspring Hotel. The hotel will always be cleaned, maintained and staffed by competent people, and will always earn you at least a small income. The hotspring will always have an optimal mineral content, will never become hot enough to cause injury, and there will be no microbes or other small bits of life that could cause problems with your guests. Lastly, as the owner, you will always have a presidential suite available for your use at any time.

Pokeslut Items:

-Lure Scent (100CP): You may be more than willing to fuck/be fucked by strange creatures, but strange creatures may not always realize that's an option with you. That's why you have this scent. Once applied, it will cause creatures to realize you are a viable mate candidate, and instead of treating you as food or danger, will treat you like the sexual relief you are. As a side effect, the scent has a tendency to attract the stronger samples of your preferred gender of whatever race you are dealing with. And the scent works better if you are naked.

-Poke Sex Doll (200CP): Poke Dolls are a cute little distraction sold to pokemon trainers, meant to be thrown to distract hostile pokemon they encounter so the trainer can get away safely. A Poke Sex Doll is a similar concept, but different execution. These life-sized sex dolls are as detailed, functional and realistic as you wish, and can resemble whoever you want. Throw one out to distract a horny pokemon if you are tired from too much sex, or simply don't have enough orifices to handle a particularly large group. You have a supply of these that fit in your bag, and can always pull out more if you need them.

-Poke-Farm (400CP): You've got a large farm that grows a decent variety of crops to support the farm, as well as a decent income from sales. More importantly, this Farm is your land, and any actions you take upon this land with the fauna and flora will be met with indifference by outsiders at the worst. Or, if someone is potentially interested in what you are doing, the farm will be a low-key beacon to fellow-minded deviants to come try out a judgement- and prosecution-free zone. The secrets of the farm will stay secret, and only serve to somehow entice further interested individuals via word of mouth. What happens on the Farm, stays on the farm.

Companions:

-Companion Import (50CP each, 200CP for 8): Want to bring your friends? You may import a Companion into this setting, and they can pick a gender, age, origin, Original Region, Starter pokemon, and have 200CP to spend, as well as anything marked "Free".

-Companion Recruitment (100CP each): Does Midara have your favorite character? If you want, you can pay 100CP each now to have a guaranteed chance to speak to them in a neutral environment. If you can convince them to accompany you without the use of any sort of direct-influence perks, powers or pokemon (like Hypno), then they will join you on your chain after this jump is over. However, if they choose not to, you may choose another character to try to convince, or alternatively get your CP price refunded and spent on something else.

-Breeder (200CP): You've stumbled across someone who is very eager to join you in your travels, both here and beyond. In this world, a normal Breeder is someone who raises pokemon. But not this one. You may choose if this is a male or female human, or even a Ditto. Regardless of what form they take, they have the perks "Wailord On Skitty Action" and "Ditto Reproduction", and are very enthusiastic about breeding and/or being bred. You may import a Companion that you had prior to this jump, into this role for no added CP cost. You still have to pay the 200CP though. If you aren't importing a companion into this role, then you may pick the Breeder's appearance as well, in case you want a Waifu/Husbando expy.

-Starter (One Free, may only be taken once): This is your Starter pokemon. There may be many like it, but this is your loyal companion and friend. As a reminder, your Original Region determines what Starter pokemon you may choose from. You may choose what gender and personality type they are, if you wish. You may import a pet or familiar to acquire the Starter's pokemon's form for no added cost, though still only one Starter allowed.

-Rival (Free for this jump, special conditions to keep): When you made the trip to Midara, a friend of yours came at the same time, vowing to be your Rival. It's mostly a friendly relationship, though they will be very interested in beating you in a pokemon battle. You may choose their gender, Original Region, and Starter Pokemon (yes, from the companion section). If you can convince them to accompany you on your Jumpchain without using any perks, powers, or pokemon (no hypnosis shenanigans from a Hypno, for example), your Rival is free to become a permanent companion, and take their entire pokemon team too. Alternatively, you may import a prior companion as your Rival.

Drawbacks:

-Porno nicknames (+100CP): When it comes to nicknames, you have a certain preference. Instead of calling a Cyndaquil Char or Pyro, you're going to go with bad porno nicknames. Fire Fucker, Breed Machine, Fire In My Pants, etc. And you will always give every pokemon you

catch a nickname, you can't just default to their species name. On one hand, longer names can be a problem when giving commands in battle. On the other, you will become fairly infamous for your embarrassing naming sense. And on the third leg, you might very well give your pokemon ideas if you call them such things.

-Nudist (+100CP): You just don't really...*get* clothes. Sure, you understand the concept, but you just don't like wearing them. They're tight, restrictive, and kind of silly. You don't see Pokemon going around in clothes, right? You'd much rather go around in your birthday suit than anything else, and don't really get why anyone else would find doing so odd, either in fun or negative ways.

-Pale (+100CP): You've got pale skin. Sometimes this is seen as an attractive trait, but on the flip side, you sunburn really easily. You'd need either long clothing or liberal amounts of sunscreen to prevent a stroll in the woods from turning you red like a lobster. And while the burn may be painful, and the peeling gross, at least you have the small kindness of being guaranteed not to have skin cancer.

-No Shoes. No Shirt. No Service (+100CP): Shopping is a critical activity in the life of any trainer. You will always need to restock on supplies, medicine and pokeballs. However, now the stores have a very strict No Shoes, No Shirt, No Service policy. Basically, if you are nude when you come into the store, they will refuse to sell to you. Come back when you have some clothes on. This applies to any establishment that gives you goods in exchange for money. Yes, this also includes the Team Spirit porn store, they don't want you cutting into their profits by giving a free show.

-Equal Opportunity Fuckery (+100/200CP): Normally, when a male pokemon or human defeated a female, they'd take the opportunity to fuck her. Now, any gender that loses can be fucked by a victor of any gender. At the first level, this applies to everyone. For another +100CP, this drawback only applies to you when you lose.

-Hypno-Junk (+200/300CP): No, not a Hypno's junk, though they'd benefit from this drawback too. When you see someone's exposed "junk" (AKA genitalia), you will basically be so enamored with it that you will basically give up if the other party will fuck you. Normally, this is restricted to whatever your preferred gender is. But if you want another 100CP, this will be caused by all genders, which would make bathtime in a hot spring somewhat awkward.

-Insect Bait (+200CP): There might be something up with your sweat, because for whatever reason, biting insects seem to find you delectable. Mosquitoes, flies, fleas, ants, ticks, and so on will always seek you out to give you a nibble, which is a problem as many of these bites will become irritated and scratchy. On the plus side, this doesn't apply to bug-type pokemon, and you also don't have to worry about insect-transmitted diseases.

-Power Lockout (+200CP): You may have been to a ton of jumps before this, but by taking this drawback, you lock all those handy perks and powers away. The only exceptions are any perks/powers you got from visiting a Pokemon setting before.

-Warehouse Locked (+200CP): Is your Warehouse full of stuff, from starships to trophies? This drawback means you can't take anything out of your warehouse or interact with anything in it. You can still store stuff away in the Warehouse, though doing so makes that item no longer accessible for this jump. The sole exception is whatever items you picked up from a Pokemon setting.

-Private Journey (+200CP, must have a Companion): Having company along on a Jumpchain can literally prevent you from going insane from loneliness. But for whatever reason, you've decided not to bring any companions with you into this Jump, and can't import anyone either. Any Companions that are native to a pokemon setting are excluded from this drawback.

-It's Rape (+300CP): Time for the mental fuckery, and that's not a euphemism for a hypnosis-happyHypno. Most people in Midara understand the risks of engaging pokemon and trainers in battle, and are willing to accept the consequences somewhat. Sadly, that's not the case for you. Anytime you are fucked against your consent, you will rightfully treat it as being raped. And any time you lose, you will automatically not consent to sex, which means anytime you lose, you are getting raped. This will take a large toll on your mind and psyche. In addition, anytime you take advantage of a loser, they will consider your actions to be rape, even if normally they'd be down for a fuck. This will rapidly become a reputation problem for you, even if Midara's lack of police prevents it from becoming a criminal one.

-Hostile Rival (+300CP, requires having a Rival): Remember your Rival? All that stuff about them still being your friend? Forget all that. Your Rival detests you, and will not hesitate to lie, cheat, or steal to beat you. They may ally with your enemies, frame you for crimes you didn't commit, and so on, all to ensure you know your proper place as a loser. And if you imported a Companion as your Rival, they will use all they have access to to beat you. On the positive side though, a Hostile Rival won't kill you since their goal is to destroy you.

Ending Choices:

Has it really been 10 years already? Time flies when you are having fun. You don't look like you've aged a day! Well, on to business. First off, take these commemorative Bobbleheads and Pez Dispensers, plus this existence-supply of every flavor of Pez. There's a Ursaring or something that loves the things, so you can distract that mad bear with them. Next, all drawbacks disappear, just in time for you to make a decision.

Stay Here: Have you conquered Midara? Made up a harem of Waifus and/or Husbandos? Left children every place under the sun like you are Arceus with an empty world? Well, if you want to stay, feel free to stop your Jumpchain journey here.

Go Home: Tired of having to deal with Pocket Monsters? Want a world that isn't filled with Legendary god-creatures that every so often try to destroy it? Head on home to your original world, and take all your stuff with you.

Always Be Traveling: A Pokemon Trainer may have a life full of journeys, but someone on a Jumpchain goes far beyond just the horizon. If the world isn't big enough for you, continue on your Jumpchain. Maybe someday you'll be satisfied with what you've seen and done, but that day isn't today.

Notes for Jumpers:

-Future Origin: Originally, I had meant to make a Team Spirit origin. However, it was painfully generic, and upon looking into some of the game files, there are things I'd assign to a Team Spirit origin that haven't been revealed in the game. For example, Shadow Pokemon art assets are in the files. So, I'm limiting this jump to 3 origins currently. This will likely change with future game updates.

-Ditto Reproduction: This perk does not transfer perks to the child. It will copy powers that the non-Jumper parent had, but they are in a basic form, and the kid wouldn't know all the ways to optimize/enhance that power that the parent might know. Basically, it's the difference between a level 1 child Charmander knowing flamethrower, and a level 36 parent Charmander having practiced flamethrower.

--Clones: The way the process is shown in-game, the human involved in this process doesn't provide anything to the child. You are basically creating an egg containing a copy of the original sperm donor. However, because the process copies all of the sperm donor's current moves, I'm including the child having the parent's powers, even if it doesn't make thematic sense.

-Blank TMs: This is not a means to perk-share. This is meant for things like teaching specific moves or skills. For example, teaching a psychic how to manifest a psi-blade, or teaching someone with ki how to use the Hadoken. Or you can use it to transfer simpler skills, like gun safety or kitchen knife skills.

--There is a degree of handwaving here. For example, having the pokemon psychic-move Teleport in a TM means you could teach non-pokemon psychics how to teleport.

--"Compatible": For a recipient to use a TM, they must have access to some sort of basic power/requirement of that TM's skill/move. For example, a Magmar can learn Psychic via TM because it has some degree of innate psychic power. A fighter could learn the different elemental punches. Basically, handwave how you want. Some pokemon learn moves that don't necessarily make sense.

-PP Up: In the games, PP Up increases a pokemon's ability to use a move 20% each dose, up to a maximum of 3 times/doses. For example, a move with 5 PP would be maxed out at 8 PP. However, the fiat-backed item you can buy here does not have a cap on how many times you can take it. Furthermore, each dose increases how many times you can use a move by 20% of the base amount you could do before using any PP Up. While you can't use a move for free, the amount of times you can use a move will keep going up. AKA, your move efficiency keeps going up, but will never reach infinity. For example, if you can throw a full-power punch 5 times before becoming exhausted, each dose of PP Up would increase that number by 1.

-To check to see what pokemon are available in the game, go to the latest download, go to the PBS file, then open up the Encounters text file.

--However, as a jump, I'd rule that this country is likely connected to GTS, so if you want to say you have/traded a non-legendary from another region, go ahead.

Ecchi Version last updated: 12/20/2020 [update](#) (Link goes to F95zone). 12/24/20 Patch [here](#).

Jumpdoc Changelog:

v1.3: changed logo image to non-NSFW version.

v1.2: Added a note regarding the Encounters text file to see what pokemon are in game.

Updated to the 12/20/20 update. Changed out the screen cap image (the one on the first page).

Added the Unexpected Genitalia perk.

v1.1: added resupply and changed dosage wording for PP Up. Added PP Up note regarding the math of the effect.

v1.0: Initial release.