



Pokemon Harem Master
Jumpchain by Cthulhu Fartagn

The Story Thus Far

On their tenth birthday, a child's Pokemon adventure begins! Unfortunately for us, this story focuses on a child by the name of Omni who, much like a kid by the name of Ash, overslept. As a result, when he went to the local professor's lab to get his Pokemon, all he found was a scathing note and a Magikarp. And let me tell you, nobody wants a Magikarp. As a result, he went on a minor rampage, tossing a few things, breaking some others, eventually settling on snooping through the good doctors things, looking for something to blackmail a better Pokemon out of Prof Oak with.

Instead, he found the H Ball, a specially made and modified Pokeball designed to capture criminals and place them in a suggestible state. After a few modifications from the lab, said ball now brainwashed anyone caught in it into being a submissive lover to whomever caught them. This immediately caused the boy to take the ball to the house of his neighbor, Delia Ketchum, and have some fun with her... and her guests.

I should probably mention that Delia's son, Ash, is actually here and having his own adventures... but he's having about as much luck with women as Omni is at getting a decent pokemon. None at all. And with that rather simple intro, please enjoy the next ten years and take these to help you maybe become a competent pokemon trainer.

+1000 cp

Origins
Pick One

Would Be Trainer

Maybe you actually are a trainer, and you're simply having a bad time. Or, like Omni, you're having difficulty getting your career off the ground. I suppose it doesn't actually matter, because you've got a ball strapped to your belt and a burning need for some badges.

Your gender may be freely swapped to male, and your age is a whopping ten years old.

Supposed Expert

Oh hey, you aren't any sort of ordinary trainer, you're an expert on the topic of Pokemon! Well, in theory anyways. It's entirely possible that you're nothing but an ordinary housewife. Is your kid famous or something?

Your gender may be freely swapped to female, and your age is... eh, 30's or so?

Standard discounts

You may pick any major location in Kanto to start the jump.

Perks

Would Be Trainer

100 cp - Not So Shota After All

In Kanto, one's journey to become a Pokemon Trainer starts at ten years old. For the sake of this story, those numbers were changed to eighteen, but... Well, ten is tradition. And for the sake of that, you have now passed puberty, despite being a mere ten years old. Don't ask me how that works, just know that you hit it young and it left you hung. This has the side benefit of giving you more stamina every time you're forced to go through it again, because that actually is a thing that can happen in jumpchain. It also makes you a bit bigger down below - or in the chest if you're a woman, though that part is optional.

100 cp - Champion Throwing Arm

While you may not be a good trainer, you can at least throw your balls with style. Curveball, screwball, fastball, throwing the ball in just the right manner to cause it to hit something, bounce around, and then all but seek it's way back to your hand? All of those are easy peasy for you. If you weren't a Pokemon Trainer I'd suggest you go into baseball because you'd make a damn fine pitcher. This also makes you pretty good with your balls when they need some stimulation.

200 cp - All Moms Are Milfs

Blah blah blah, biological functions, maintaining physical conditioning, dietary manipulation, all of that stuff is junk. From here on out, pregnancy - a process that usually tends to destroy the body of the woman involved - builds the body up instead. Breasts swell up with milk, and while you might not be able to quench your thirst years later, they'll still be nice and full. Curves become slightly curvier, but not so much they drag you down. Sadly this process can actually be negated by someone extremely unhealthy, but for the most part moms now means milfs.

200 cp - Look At What I Found

Blackmail material! Well, maybe. Much like our so called hero, Omni, you seem to have a bit of talent at rooting through people's stuff to find interesting things. Maybe blackmail material in the form of some risque photos or unethical experiments, or maybe the result of those experiments to use for your own ends. No matter how you look at it, you're good at finding these sorts of things. Call it a sixth sense for which closet people keep their skeletons in if you like.

400 cp - Traveling Companions With Benefits

And while you're on the road to becoming the very best like no one ever was, you may find yourself in the middle of nowhere with a cute girl - or a guy, I try not to judge - and you'd think that would be the perfect opportunity to bond and become more than friends. And luckily for you, you'd be right. Long journeys through the middle of nowhere are the perfect to get down and dirty with your companions. Why this works I don't know, but being a hundred miles from civilization drastically enhances your charisma and sex appeal.

400 cp - Love Em And Leave Em

Omni's new hypnosis abilities are great and all, but if he wants to catch them all, he's going to have to actually go out and leave his lovely neighbor alone in her home. And while the H Ball experiment showed no signs of wearing off, that doesn't mean it won't. Luckily for you, time has no effect on your... alterations. Sure, they can be unbrainwashed by force, maybe even brainwashed again, whatever manner of 'cure' you want to imagine. But, simply fading away? Sorry, not gonna happen. That lovely mother will be more than willing to welcome you into her home in a decade as she was last night. Assuming of course no one meddles in your affairs.

600 cp - Good Things Come To Those Who Wait

Yeah, I know, this entire thing started out with Omni accidentally ruining his journey to become a Pokemon Master before it began by staying up too late jerking it off to MNF games. But at the same time, his way more enjoyable journey to become a Harem Master also started for that same reason. Following that trend, missed opportunities for you are merely a gateway to more. Oh sure it might not be the same, or even something vaguely similar. And you will have to search for it somewhat, it's not just going to walk up to you as you mope about missing your chance. Still, you'll be able to find a consolation prize of some sort.

600 cp - The Journey To Become A Harem Master

Of course, if you don't want to leave your new loves behind, you could just take them with you. It just so happens however, that traveling around the countryside with a friend or two as you go on your journey is... well, it's not a tradition per say but it is quite common. That said, a housewife and two women from other continents do not your normal party make. Good thing you can lie, bluff, and otherwise spin the most epic tales to exist that explain your and your girlfriends. And more importantly, how your relationship involves no mind control whatsoever. Who would even mention that, it's so strange. And the cherry on top, this skill actually increases the more people there are under your sway. Get enough lovers and you could sell the devil his own soul.

Supposed Expert

100 cp - Christmas Cake For Breakfast

Yes yes, this is your damn near obligatory beauty perk, though I like to think I put a twist on it. You could in fact eat cake for breakfast every single day, and guess what? It goes to all the right places and none of the wrong ones. Better still, it can go nowhere at all if you think you're the perfect size. Just keep in mind that you still need to worry about nutrition, but eating unhealthy won't ruin your figure - if anything, it just makes it better.

100 cp - That Sonovabitch

Professor Motherfucking Oak, so named by Omni because he called him a moron and tried to give him a Magikarp. Ironic, since Omni fucked a mom immediately afterwards. Back to the point, since you're apparently the highly educated sort, you not only have a wonderful vocabulary, but you've turned the use of that vocabulary to insult others in the most passive aggressive manner I've ever seen. And also the most upfront method I've ever seen, for the times when subtle just isn't good enough.

200 cp - Friends In High Places

Now why on earth would a Gym Leader from one continent and a Champion from another head over to the home of a housewife with no accomplishments in a backwater town whose major claim to fame is that Prof Oak lives nearby? Quite frankly, I don't know. I do know however that another mother from the region of Sinnoh was practically besties with another Gym Leader since both of them used to be contest stars. In an odd turn of events, once per jump you can take an event from your past, a person or two from that event that you met, and then simply declare yourself the best of friends. Sure, maybe you flunked that history class, but the two girls you sat beside went on to become an archaeologist and a museum director and the other a researcher of ancient myths - and you stayed in touch.

200 cp - Happy Accidents

The team in charge of the H Ball may not have gotten what they wanted out of said project, but at the bare minimum the Officer Jenny assigned to the team got to live happily ever after with her new brainwashed girlfriend. While you might not be lucky enough to get your hands on that tech for yourself, you have a decent habit of benefiting from others' mistakes. Now, don't go causing them yourself - you do have a level of immunity to getting in trouble for that, but it's far safer for you to simply wait for them to screw and wait as things inevitably end up giving you something good, albeit probably minor.

400 cp - Expert Of The Ancient Ways

Speaking of history, it seems you may have actually passed that class after all. Your choice on if you went onto learn about mythology and culture told through stories, or the more real history gleaned from bones and rocks. Either way, you now have a degree and knowledge on the topic that translates over into the best equivalent in future jumps. It's not actually all that useful by itself, but you might be able to pull off being plot important every now and again. Still, the real prize is your ability to bond with those who share your specialization with ridiculous ease.

400 cp - I Am The Ethics Committee

The H Ball project was originally meant to help capture criminals, and the first version worked unintentionally by disorienting the crap out of an unwilling participant. That said, after the accident where it's more perverse uses were discovered, the project was shut down by the ethics committee. It just so happens, however, that the committee trusts your moral strength to continue. Projects that you work on stay up and running long after it should have been shut down - all the better for you to get a working prototype out of it. You might even be able to get an extremely gray idea off the ground in the first place, but that's a fragile balance the instant it starts 'working'.

600 cp - What Happens Off The Clock

It's not like this world particularly has a Vegas after all. Still, the point stands, that reporters, spies, and other stalkery types have an extremely hard time getting any info on you when you're not on the clock. So what if you went to another continent while on vacation, and ended up participating in an orgy? That's not any of their business, so more often than not, they simply won't find out about it. The only times this doesn't work is when keeping the secret is worse than them finding out - cough mind control cough - or when someone flat out tells them. And even then, finding proof of an event they weren't there for it a massive pain in the ass.

600 cp - Pokeball Technician

Alright, here we go, the big shebang. Maybe. You're clearly a scientist of some kind, because you know how to make your own pokeballs. Both the old kind, made from Apricorns, and the now standard white and red kind. And of course, how to modify them. It'll probably take you a while in order to reprogram and rebuild a ball into something useful, but once you do mass production ought to be fairly easy to do. If only you could modify the Pokeballs to contain more than just Pokemon and the occasional Potion or Ether.

Items

Would Be Trainer

100 cp - Your New Best Friend

Look, you have to take it. You want to be a Pokemon Trainer, don't you? And that means you need to have a pokemon. Thus, the long abandoned Magikarp belonging to Omni is now yours. And yes, it's exactly as useless as you might expect. It does have two saving graces for what it's worth. First, it can jump really fucking high. Secondly, if you can bear to put up with it's uselessness in battle for long enough, it will turn into a Gyarados.

200 cp - Alarm Clock

This alarm clock is the same make and model as the one that failed to wake Omni up on time to get an actually decent pokemon. As you might imagine, the clock has a weaker version of 'Good Things Come To Those Who Wait' built into it. It's nowhere near as powerful, but the volume will suddenly jack itself up a crampton in order to wake you up at the ideal time to actually get some mileage out of the mentioned perk. Assuming you have that perk. Otherwise it'll just wake you right in time for you not to get locked out of taking a test or something. I would say don't panic, but you probably should - you'll need to be fast after all.

400 cp - Number Ninety Seven

I would call this the big guns, but honestly it doesn't even qualify. This pokeball contains a Hypno. I'm not entirely sure how you got your hands on it, but it seems to like you well enough. Anyways, while the H Ball is good for surface level changes, making someone who dislikes you into someone who loves you, Hypno is far weaker... And far more precise. Trying to mess around with someone's head with Hypno's help won't get you very far, but if you already had an in? You might just be able to rewrite them from the ground up.

600 cp - Reusable H Ball

And here we go, the prize that Omni stole from Prof Oak and the first step on his journey to becoming a harem master. In an unusual twist to a normal Pokeball, it's useless for capturing Pokemon. Instead, it captures men and women and rewrites small parts of their brains to make them your new lover. An instinctive need to be submissive to you, an association of practically every positive emotion in the book with your smiling face, and a very small trace of constant arousal when around you. Just your standard brainwashing package. Unfortunately, while the ball might be experimental, it's still loaded with some basic Pokemon League safety restrictions, and as such it will shut down after being used on six people.

With that said, the ball doesn't need continuous use in order to maintain your control, so you can simply 'release' a woman in order to make more space. And with *that* said, the six women still in the ball at the end of the jump become followers, so you can keep your favorite slaves.

Supposed Expert

100 cp - Pokedex

The good doctors goal has always been to have a completed pokedex, and so he hands them out of the children about to go on their adventure so that they can do the footwork for him. For the most part it even works, though rediscovering other regions means that he often gets set back to square one. But, this isn't your average Pokedex - instead of supplying any form of useful notes or advice on whatever pokemon it might be scanning, it instead comments on their sex life, or the best way to go about fucking them. Don't even get me started on what it has to say about Gardevoir.

200 cp - Family Home

I'm afraid that there isn't anything particularly special about this house. It's big enough for a family of four and has a decently sized yard with various features - such that a team of six pokemon would be comfortable lazing about in it - and has a weak fighting or psychic type acting as a maid/butler of sorts. The house is situated in a small out of the way town, though not exactly a backwater or dying one. Just sleepy and uneventful. Coincidentally, its 'off the beaten path' nature is why you can get away with such a large yard.

This can be retrofitted into a small lab like Prof Oak has, but it will cost you it's capacity as an actual house and your butler/maid.

400 cp - Personal Transport

I think I mentioned this, but both Lenora and Cynthia live on another continent. Different ones from each other to boot. Crossing that distance for the sake of a girls night out? Ridiculous. And yet, it seems that you have the resources to pull it off. Perhaps you have a private jet, ready to whisk you across the globe at a moments notice. Or maybe it's the most luxurious of yachts, so large it has its own helicopter pad. Or maybe you have something boring yet practical, like a limo and chauffeur. Speaking of that Chauffeur, any crew your chosen vehicle has are extremely loyal to you. Nosy busybodies won't be pulling any details about your vacation out of them.

600 cp - Police/Hospital Squadron

Congratulations on your promotion, Professor Jumper. It seems that your speciality, whatever that may be, has afforded you a level of cooperation from the local law enforcement. Specifically you now have a number of Officer Jenny under your command, about two dozen of them. While they aren't brainwashed in any way, they're still quite respectful of you. Beyond your new muscles, you also have a half dozen Nurse Joy in case of mishap, and a decent number of scientists acting as your assistants. While they're not particularly good at any one thing, they have a decent grounding in any scientific discipline you care to name.

General

50 cp - MNF Subscription

Its a bit funny - the plot of this Meet N Fuck game is that the guy overslept because he stayed up late playing Meet N Fuck games. I appreciate the metahumpour. Anyways, you have a subscription to the site in question and the games therein. In fact, they've even been given a small upgrade to be playable on handheld devices such as a smartphone, if you lack a computer. There's even a suggestion box on the site for making new games.

Companions

100 cp - Companion Import

This isn't quite what I normally do, but with this option you can import a total of three companions into the jump with the opposite origin as you and a total of 400 cp each to work with. They cannot buy more companions or take drawbacks. Not very complex, but it's not a very complex jump.

50 cp - Canon Companion

And with this purchase, you can instead take a single individual from the world of Pokemon with you as a companion. I'm going to assume you probably fell in love with them, despite the probability that you had a new woman every night. Well, good for you settling down like that. That said, there is a catch. Your new companion is somewhat reduced from their normal selves, a side effect of being a porn parody of themselves. If they had magical powers, psychic talent, aura, or anything along those lines, it's now mostly gone. Anything other than that, such as raw skill and intellect, is dialed down somewhat if they were the best of the best of the best, but is otherwise left untouched.

200 cp - Electric Mouse

Oh, you're my best friend, in a world we must perv on... Ahem, sorry, needed to get that off my chest. Anyways, it wouldn't really be a pokemon jump if there wasn't the possibility of getting a Pikachu, now would it? Or a Pichu, if you want to raise them from the ground up. Anyways, regardless of if you overslept or not you've managed to get an introduction to this fairly decent starter pokemon.

Drawbacks

Suffer Now to Feel Pleasure Later

+0 cp - Aint Got Time For That Shit

Ten years of fucking hot chicks is all well and good, but you might have plans elsewhere. Or maybe you simply aren't interested? No matter how you feel about it, if you really want to I can reduce the length of the jump from ten years to one year. There is a cost to this however - drawbacks will only be worth a tenth of their cost, which means that taking all of them will only earn you a mere 100 cp. If your build can survive that, great. If not, sucks to be you, but at least you won't be here long.

+100 cp - All Actors Are 18 Years Or Older

Ten years is a tradition I tell you, tradition! TRADITION! And yet it seems that it's also inconveniently true now. See, your options now are way to young to have sex - like, six or seven - or way to old. Like, eighty. The Shota perk, if you have it, won't help you with this because that's not a thing anymore. In theory you could have sex anyways, but it's not going to go very well for you since this is practically built to deny you that.

+100 cp - You're Late, Dumbass

While Omni kinda deserved his Magikarp, the way that Oak presented it to him was extremely lackluster. Or extremely insulting. Or both! Anyways, people are quick to point out any mistake, failure, or screw up on your part and give you a tongue lashing for it. This could be anything at all, from big stuff like you're in the middle of saving the world - unlikely, but possible - or something tiny and insignificant like you forgot to comb your hair or brush your teeth.

+100 cp - I Swear To God When I Evolve...

Okay, now I know the reason you're not a great Pokemon Trainer. It's because Pokemon basically hate you. Dogs bark, cats hiss, and all the other animals want nothing to do with you. This gets worse and worse the longer you spend time with them, to the point that your own team might try to kill you if you're anything less than a perfect Trainer to them. Maybe you should just give up now? Cut your losses while you're ahead as it were?

+200 cp - Now, Where'd That Ball Go?

What, did you think that oak wouldn't notice the H Ball going missing? Sorry, but THE LAW is on your tail. Yes, even if you don't actually have the H Ball. Officer Jenny and her many, many, many sisters are keeping an eye on you for any suspicious activity, such as you getting laid, and on the off chance that you do have the ball, a number of Nurse Joy will be isolating your victims and undoing your changes. You'll have to be extremely low key if you want to stay out of trouble and inside a woman.

+200 cp - PKMN GO

Don't you just hate shitty knockoffs? I know I do. Anyways, thanks to some morons idea to change the name of the game so he wouldn't get in trouble for copying it, you're now stuck on a boring normal earth, playing Pokemon GO. All of your Pokemon and the more interesting items are turned into more boring versions of themselves until such time as the jump is over, where you'll be reunited with them.

+300 cp - To Be The Very Best

Yeah, so, this is going to be a fun one for you, given how incompetent you're supposed to be at this - and how little help I've given you at getting better at it. Anyways, you now need to reach the Hall of Fame - in other words, you need a championship. Sadly for you, taking over a Gym Leader, Elite Four member, Champion, whatever, and getting them to throw the fight doesn't count for the purposes of this drawback. You need to fight them at their full power - or at least, however much they normally use - and win. If you don't, either stay put or head home, but you won't be moving on.

If taken with PKMN GO, you instead need to hit the position of number one on it's leaderboards at some point during the jump - lucky you, you don't need to stay there.

Notes

Q - Can I replace Omni in this story?

A - Absolutely.

Q - Why are you writing these perks as if jumper is a pathetic loser?

A - That's kind of how the game portrays the characters.

Q - If I take PKMON Go, do I still get Magikarp/Hypno?

A - Not until after the jump is over.