Pokegirls Jump

Welcome to the world of Pokegirls. What are Pokegirls you ask?

In an alternate universe, a man named Jim Sukutto learned how to go to other dimensions. He finds a super-advanced world, brings the tech back to his world and patents it, becoming a hero. But he's a guy, after all, and creates a few genetically altered women to have sex with and keep one of his many mansions clean. A reporter named Linda McKenzie, wanting a story, breaks in and finds out Jim's secret. The world's reaction is harsh, and leads to the death of the first gene-altered girls, the defamation of Jim and his accomplishments, and eventually leads to Jim snapping, changing his name to Sukebe (the Japanese word for "Pervert") and creating an army of genetically altered women. After what's known as the Sukebe War ravages the world, various factions in the world ban together and leagues are formed out of the remains of the old countries. Of course ‘winning’ the war was never really part of Sukebe’s plan, his plan was much worse for humanity. Due to deliberate tinkering and lack of access to his special machines the genetically altered women start going feral from lack of sex. This feral state depended a lot on the particular type or breed of the pokegirls but generally left them animalistic and less focused though no less cunning. Most eco systems were left ravaged by thousands of suddenly feral genetically modified weapons running around eating whatever they could find.

This might have spelled doom for the human race and everything else on the planet Earth but a few brave or perhaps deranged men found out that sex ‘cured’ the genetically engineered weapons of their feral state. Of course, it wasn’t as simple as curing everyone then picking up the ashes of civilization for Sukebe in his rage had wanted to punish the world so the ‘cure’ was merely a rather temporary treatment. Still it was a ray of hope where most people had none. Once knowledge of this ‘solution’ spread, teams were set up to capture some of the less dangerous ferals using various means. Thanks to a quirk most pokegirls quickly came to like the humans they had sex with barring exceptional mistreatment.

These teams of sane or at least focused ‘heroes’ managed to push the feral pokegirls away from their various towns and cities enough for the world to survive. For a brief moment it looked like they might win or at least recover but such was not the case. There would be no grand recovery, no turning back time, a disease or perhaps several related diseases ravaged the world killing hundreds of millions and causing a large percentage of human women to become sterile. Had the pokegirls been affected, it might have been worth it but of course they weren’t which made it next to impossible for humanity to hunt down all of the pokegirls and save the world from the nightmare that had been inflicted on them.

Thankfully, though not for most large animals things eventually reached a sort of equilibrium with the altered girls taking the place of many of the natural animals in the environment and groups of teams defending the more important cities and towns. Of course, all would have been for not if they hadn't found out that humans could breed with older pokegirls and produce humans at least mostly human offspring. It wasn't noticed for a couple of generations but a small percentage of men started picking up fragments of the pokegirls gifts and curses due to their unnatural genetics. The worst part was that female children of pokegirls had a chance to turn into pokegirls themselves. Wait, having powers is good, right? You'd think so but humanity blamed the pokegirls as a race for destroying everything which caused a decent number of people to treat them as second class citizens at best and animals at worst.

Of course things were complicated as various factions in the old countries seized power and formed new countries called Leagues. These Leagues worked to keep wild pokegirls from growing too high in numbers as well as keeping an eye on Tamers. In order to keep another Sukebe War from occurring and to retain the power they'd stolen, a lot of technology was labeled forbidden and the official history taught in school is that Sukebe was a wizard, not a scientist. Many 'powerful' people are "in the know" about the truth about Sukebe, but only a very tiny group knows what happened to Sukebe at the end of the war and they aren't talking.

You're not starting just after the war, you're starting three hundred or so years after the fall of the old world. Outside of a couple of ancient pokegirls and the occasional dimensional traveler or magic user, no one alive remembers the old countries and the Leagues have done a decent job painting the old countries as weak and or unworthy to cover up their own crimes at the end of the war. Of course, nowadays the Leagues mostly rely on a system of Pokegirl trainers or tamers to capture or kill ferals rather than doing the work themselves.

For more information:
http://www.angelfire.com/mn3/pokegirls/whatis.html
http://pokegirls.org/
http://www.angelfire.com/mn3/pokegirls/main.html
https://groups.yahoo.com/neo/groups/Pokegirlworldinformaton/info
http://z3.invisionfree.com/PokegirlsPokecenter/index.php

Now before you go, don't forget these:

+1000 CP

Location:

Roll 1d8 to determine your location or pay 50 cp to choose

1: Blue League – Composed of the former isles of Britain, the Blue League was one of the least devastated by Sukebe's forces.

2: Orange League – The former Continent of Australia is little more than a shattered collection of islands thanks to the emergence of the Legendary Pokegirl Evangelion during an attempt by an unknown tamer to evolve her Eva using an angel stone. For this reason and government stupidity and abject fear angel stones are outlawed in Orange League and attempting to evolve an Eva with an angel stone is outlawed in the rest of the leagues, mostly just in case though none of the various government tests were able to duplicate evolving an Eva with an angel stone.

3: Capital League – Welcome and thank you for choosing the Capital League, the primary league of the World Alliance of Pokégirl Leagues or WAPL! Run by Grand Harem Master Vincent Kennedy McMahon, we pride ourselves on a long tradition of fine performance, a legacy extending back since before the War.

4: Edo League – Formed from the merging of China and Japan, the Edo League is a traditional place of honorable pokegirl battle. Yakuza run the criminal underworld.

5: Slot League – Taking up most of the former continent of South America this league doesn't have the normal Tamers. The League felt that it was safest if their pokegirls were not involved in the near constant combat seen in other leagues, causing it to become an ingrained way of life with only the Saijin of Vegeta Valley being a notable exception. For many years they only had Pet owners whose pets participated in Wreckball and Watchers who had only minimal pokegirls for protection as they viewed them in the wild. But eventually the people wanted the larger harems available to the people in the other leagues and feral populations grew too high for this tactic to work. Instead they now have Pokegirl Coordinators who train their pokegirls for beauty over battle, participating in exhibitions with their powers and the hunting of ferals. For this reason this league has the highest number of females in this Tamer replacement job as even women from other leagues come here for the less violent competitions.

6: Scarlet League – This frozen wasteland is the former continent of Antarctica.

7: The Dark Continent – Look out, you've landed on the former continent of Africa. Most of this continent is ruled by Sanctuary, with the Sanctuary Goths having enslaved all of the humans to be used as pets and for restoring feral pokegirls to their right mind, which they will then control using their

own S-Goth powers. The rest of the continent is controlled by the Legendary Pokegirl Sexmet and her feline breeds of pokegirls. You cannot get your Tamer's License till you get to one of the League Council Countries.

8: Free Choice – Lucky you! You may choose your starting location.

Origin:

Age: Roll 1d8 and add 13.

Gender: You retain whatever you were last jump, although may become male for free. For 50 cp you may choose your gender and any reasonable age.

Drop In (Free)

Due to Sukebe's experiments the dimensional barriers in this world are extremely thin and so this world has many visitors from other realms. You are now one of them. You arrive with just your own abilities and memories.

Tamer (Free)

Ever since you were little you've dreamed of commanding pokegirls in battle either inspired by a sense of duty, get rich quick schemes or because you like having a constant supply of willing sex partners. You've recently passed the tests to become a Pokegirl Tamer which range from something as simple as filling out a postcard sized piece of paper with your next of kin information on it to a decently long test complete with a practical test to see how well you can fuck the local pokegirl attendant. Even more importantly you've inherited a second girl to make your journey even easier. You may increase your age to the minimum the League requires for being an official Tamer, usually sixteen or eighteen depending on the League.

Vale Student (Free)

Interesting, for some reason, either though bloodgifts, family history or luck you had enough magical ability to be accepted by Vale. Vale is a hidden magical city where human magic users learn to use magic. Gives the Magic Affinity Bloodgift Free.

Ki Master (Free)

You have a long history of having fighting type pokegirls in your family tree. While you're still human you've inherited a strange ability to learn pokegirl fighting techniques. You were trained from an early age to take a hit and use pokegirl fighting techniques. Gives the Fighting Affinity Bloodgift Free.

Perks:

As per normal you get the first 100 cp perk of your origin for free and additional perks at a 50% discount.

General Perks

You may choose 1 perk from this list to be discounted.

The Basics (Free All) You gain knowledge of this setting, equivalent to a native adult of this world. In addition, you gain the training needed to survive as a Tamer in this world.

Survival Skills: [100] You're an expert at surviving in a monster filled wilderness where every scent and sound could lead the monsters to your camp. While this won't keep you completely safe, it certainly helps.

Harem Dynamics: [100] No, Sally you can't kill Beth because she took your hairbrush. You seem to have an almost supernatural knack for smoothing over disagreements and getting your pokegirls to get along. This also works to a lesser extent to the rest of your companions.

Pokegirl Identification: [100] You can identify any pokegirl by sight alone. Post jump, this extends to any non monster.

Snuggle Bunny: [200] Huh, interesting, rather than kill you any non menace feral will simply use you for sex rather than sex and lunch. In future jumps most wild animals and some less aggressive monsters will ignore you or be far more friendly than they should be.

Clearly Human: [200] All of Your alt-forms count as human for taming purposes, as a bonus as long as you're in a humanoid alt form no one will really notice or care that you're not a 100% human unless it's pointed out to them. After this jump this perk works for the dominant species wherever you are even if that isn't human.

Drop In Perks

Disease protection: [100] You don't have to worry about the Red Death. In fact you're completely immune to any and all diseases you'll ever run into.

Sire's Choice: [200] You gain the ability to choose what powers/abilities/traits/talents those that you sire/carry to term through whatever methods inherit from you or your DNA.

Transmutation Proof: [400] Not only are you immune to being turned into a pokegirl you're immune to being transformed against your will.

Pokegirl Engineering: [600] Like Sukebe you're a genius at genetic engineering. In addition, when working with any type of genetics you know without a doubt what each and every gene does and how it interacts with others and can ensure whatever horrible chimeric being you created through such mad science will always be loyal to you and won't dissolve into a pile of nasty goop from all the genetic tinkering.

Tamer Perks

Master of Sex: [100] Due to a combination of training and natural or unnatural talent you're incredibly skilled at sex and fucking people/pokegirls into the ground. You could continue until a Sultan's entire harem is sated and be ready to do it again after a short break to grab a snack and something to drink.

Challenge Immunity: [200] Thanks to filling out additional paperwork you're doing an important job for society or at least you have the documents to prove it. Because of this you legally don't have to accept challenges from every punk kid who walks down the road looking to claim one of your pokegirls in a salvage battle. After this jump you have a slightly higher chance of talking your way out of a fight when you are doing something else unrelated to the challenger. You'll also find that people will generally take no for an answer if you don't want to duel them.

Not the Face: [400] For some reason, your enemies in this world are perfectly willing to attack your pokegirls rather than attack you unless you attack them. In future jumps, this translates into a general tendency for your enemies to target your bodyguards first. You can toggle this at will if you wish.

Cross Training Master: [600] You're a master trainer, as long as someone meets the bare minimum requires to learn something, you're able to teach them or help someone teach them at an unbelievable rate, learning in hours what it would take a talented individual days to learn and days or weeks when it would take months or years.

Vale Student Perks

Magic Affinity: [100] You have the ability to channel mana and learn magic which many mistake for a blood gift. Truthfully this ability has existed in humanity long before Sukebe's experiments but was kept hidden by its users. Some even say Sukebe studied magic long before he first traveled to another dimension.

Sexual Magic: [200] Through some strange quirk you have the rather unusual ability to benefit from sex with magic users. For some reason you don't entirely understand your aura or soul compares notes the first time you have sex with someone with magic and uses the information to increase your own mana reserves by 10% of their total mana at no cost to them.

Teacher's Pet: [400] While you're not Merlin, you're a lot better at teaching people magic than you have any right to be. As long as someone meets the bare minimum requirements to learn a magical spell or technique, you're able to teach them at an unbelievable rate, teaching in hours what it would take a talented individual days to learn and days or weeks when it would take months or years. You also benefit from this advanced rate when you're learning magic.

Perverted Mage: [600] You have completed the graduation requirements of the Vale Magical Academy. This includes passing Basic Attack Spells, Basic Defense Spells, and Basic Healing Spells. You have also mastered the Sex and Magic II course which will allow you to quickly master spells of a sexual nature and are exceptionally skilled in perverting regular spells to a sexual purpose. You're able to come up with perverted copies of spells that you already know or have a copy of in a matter of minutes. Finally, you have succeeded in the final test for three of the Master Courses. The courses are

Potions, Attack Spells, Defensive Spells, Summoning Spells, Illusion Spells, Necromantic Spells, Transmutation Spells, Conjuration Spells, Divining Spells, Healing Spells, Enchantment, Plant Studies, and Pokegirl Studies. You may pay 100 cp to have passed the Master's test for additional courses. For an additional 300 cp you have passed all of the tests.

Ki Master Perks

Awakened Aura: [100] You have learned how to access your Ki, also known as life force or spiritual energy, which allows you to passively enhance your body granting greater physical strength, speed, agility, durability, and stamina during physical activities. The power level of this increase grows with base ability, training and usage. This boost is more impressive the less 'godlike' your natural abilities are but won't fall below a 10% boost. This also allows you to learn various ki techniques with enough practice.

Iron Will: [200] You have an incredible amount of willpower and determination and have the ability to push yourself to your limits in order to accomplish your current goals. This also comes with a surprisingly high pain tolerance though it does nothing for preventing injuries.

Master's Assistant: [400] You have a remarkable gift for combat and teaching people how to fight, you can turn even the meekest and or most unskilled person in the land into a skilled combatant with enough time and effort, typically about a week to give someone completely unskilled at combat a talent that would have King Arthur willing to train them. With a month of dedicated training, you can turn anyone into a master of combat.

Master of the Martial and Erotic Arts: [600] You are a true master of fighting and sex. You find it easy to learn ki based techniques, be they for lashing out or loving, and can even figure out ways to use techniques made for one purpose for the other. You have a master's knowledge of the Tamer Sex Techniques and how to perform them. You can also learn various pokegirl Fighting Type techniques and powers by sight. In future jumps, this extends to other special fighting techniques.

Items and Gear:

As per normal you get the first 100 cp item of your Origin for free and additional items at a 50% discount.

General Items

SLC (50 CP)

You start with 100,000 Standard League Currency or SLC, the local currency, on your account. This can be purchased multiple times.

Basic Gear [Free with Tamer's License]

This basic tool kit includes a Pokedex, 10 Standard Pokeballs, 1 Premier Pokeball that has a slightly higher capture rate, a backpack, a three-person tent, and a basic set of heavy taming restraints for use with the stronger pokegirls.

Tamer's License [Free, or 100 cp]
Getting a Tamer's License is basically a given since it only takes getting your name right on the test, a blood sample and getting scanned by a celestial aura reader or psychic mind reading pokegirl for suitability in most leagues. Don't worry, your friendly Jump Chan made sure your blood results and scan passed muster. You are then given a certificate for a free Common pokegirl at a local Ranch. For 100 cp, you have basically memorized all the information available on the basic Pokedex and are upgraded to a free Uncommon at the local Ranch. This license entitles you to obtain an active harem of up to six pokegirls. Beyond that number any pokegirls you capture, purchase, trade or win must be legally sold or put into storage if you have the proper license or you'll face fines or confiscation by league officials if they catch you with more than six pokegirls.

Storage License [100 or Free Tamer]
You have the required knowledge for maintenance of pokegirls in storage and have passed the test to obtain a storage license. Not only can you store any of your pokegirls in the League's network of pokecenters this purchase comes with a crate sized storage device/computer that can hold an infinite number of pokegirls in stasis by feeding it pokeballs. Retrieval is as simple as selecting their names or numbers from a list, hitting a button and grabbing their ball from the slot in the machine.

Nookie Voucher: [100]
This voucher covers the cost of one Uncommon pokegirl from any ranch. For an additional 100 points, it will cover the price of a rare pokegirl from any ranch. For 300 points it will cover the cost of any pokegirl up to Extremely rare. You may buy this more than once.

Drop In Items

Trenchcoat of the Badass Jumper: [100]
This interesting color changing magical coat can shape change into various different types of outerwear, all designed to make you look stylish rather than laughable. The most impressive thing about the coat is it generates a S.E.P. field which causes people to overlook your presence when it would be advantageous allowing you to avoid most challenges and a lot of negative attention from any law enforcement officers you run into. You can toggle the effect on and off as often as you want. You can import any type of coat or cloak into this item.

Sukebe Blueprints: [200]

You have a thumb drive filled with a bunch of Blueprints for a decent amount of Sukebe's technology, everything from pokeballs to genetic modification devices.

Jusenkyo water flask: [400]
An endless flask of Jusenkyo water. Each flask changes people into a different type of pokegirls, you're free to select the type of pokegirl when you purchase it. After this jump, you're free to convert them into pokegirls without the various drawbacks they'd normally have such as supernatural lust and feral state or even negative enhancements.

Pavilion of Pleasures: [600]
You have a magically expanding tent than can have room for a full squad of nine tamers and their pokegirls. It includes rooms for each pokegirl customized to their favored environment. Each tamer also gets a bedroom with a bed capable of containing their full harem. It also includes several labs for things like enchanting, potions, and crafting. There is a full kitchen and dining area, alongside an included training arena for the pokegirls to fight against each other and build up their skills. It's also enchanted to prevent ferals and monsters from noticing it.

Tamer

Unlimited poke-chow: [100]
You've been given an endless supply of poke-chow which will keep any pokegirls you have happy and healthy, just don't ask what its made of.

Portable Healing Unit: [200]
This sunlight powered healing unit will completely heal a pokegirl in about ten minutes of all physical injuries by sticking her ball in the machine and pushing the button. Holds up to five charges, each charge requires an hour of sunlight to recharge.

Amulet of weakness: [400]
This useful amulet allows the wearer to mentally adjust their abilities to anywhere between their normal level and down to the level of a normal human while wearing it. Taking the amulet off or knocking the wearer unconscious restores all of their abilities to full. This comes with schematics an enchantress or enchanter could use to make more.

Pokegirl Ranch: [600]
Interesting, you've inherited a rather strange pokegirl ranch from a family member on their death. While this ranch seems normal enough at first glance, selling common and uncommon pokegirls and

pokegirl related items and equipment much like most ranches around the world this one is special. This ranch updates its selection based on the non legendary pokegirls you've scanned with your pokedex, selling generic examples of the types of girls you've scanned. You may use a console at the ranch or in your warehouse to select which types are available from your available list. Not only that but no one will think buying sentient monster girls is any stranger than buying a dog or cat from a pet breeder in future worlds as long as they're bought from the ranch.

Vale Student Items

Student ID: [100]

Displaying this magical plastic ID card allows you to pass as a student or faculty of any school you'd care to name as long as it's not completely unbelievable. This allows you to sit in on classes, use the facilities or catch free rides on city busses. Try not to cause trouble as anyone taking a detailed look at their records will find that you're not actually a student or a faculty member.

Magic Homework Pen: [200]

These magical pens never need to be refilled and can fill out paperwork as if you'd taken your time to do it personally. They can even write essays, stories or books as if you'd written them yourself.

Pocket Library: [400]

Due to an accident or perhaps design, you find yourself bound to a rather powerful magical book. This book normally lives slightly outside of space and time, copying every book within a few hundred feet of you but you may call forth a copy of the book any time you want to read one of the books it has copied. You may also call forth an index of all of the books it has copied organized by subject so that you can find things more easily. This book doesn't copy any magical properties of books just the contents.

Book of True Guidance: [600]

A self-updating semi intelligent magical book that instructs you in whatever topic you feel would be useful taking your current abilities into consideration. Outside of magical topics, it is the equivalent of an average college professor at best, for magical subjects you'll find that it's always at least a little bit beyond your current skill level.

Ki Master Items

Weighted training uniform: [100]

This fancy magical weighted uniform comes with your symbol on it. It has been enchanted to increase its effective weight such that you'll always get a decent workout when you practice with it no matter

how much you can lift. You can adjust its effective weight anywhere from comfortable to why, jumper why?

Ki Training Equipment: [200]
You have an eclectic collection of training manuals and strange equipment that lets you train your Ki twenty percent more effectively.

Sextome Tome of Sex Techniques: [400]
With the conversion of both Ranma and Genma Sextome to pokegirls at the Jusenkyo Spell Dump the tome of their family style of pokegirl taming has been left in the hands of first Soun Tendo and later Professor Stroak, and people have been able to steal copies. It has been noted that these techniques can cause pleasure so great that it has been known to cause glitches in pokegirls causing them to evolve into one of their available evolutions, with a greater chance of it being their preferred/wanted one. You now have one of these copies.

Dojo of the Jumper: [600]
You own a fabulous and dare I say magical dojo located in a League of your choice. Not only does the dojo generate a modest profit, it attracts martial artists. Thanks to the many secret Jump Chan approved enchantments layered on this fantastic dojo any type of martial arts or ki training takes half the time for the same benefits. Not only that but you'll find the Dojo allows someone to teach Ki or Mana based knock offs of any supernatural techniques or special martial arts.

Artifacts:
No discounts on artifacts.

PokeCompass: [200]
This item, when closed, looks like a regular compass, although one of beautiful quality thanks to the black lacquer covering and porcelain inlay. However, once opened, one can see that on the compass' face, there are no markings. When held in one's hand and concentrating on a type of pokegirl, however, the needle unerringly points in the direction of the closest one. The PokeCompass is always accurate, and points to the nearest pokegirl or pokewoman of the desired type. It always points in the shortest possible distance, however the pokegirl could be on the other side of a ravine or across an ocean.

The PokeCompass is unable to detect pokegirls or pokewomen that are in pokeballs. Likewise, it only points to the nearest pokegirl of the indicated type. Unlike most artifacts, this is only a copy as the location of the real compass is well known. Currently, the PokeCompass is in the possession of

Captain Jack Sparrow, a Gym Leader of the Tropic League and bearer of the Black Pearl Badge. Although there have been a few attempted thefts, all have been thwarted and the artifact remains with the Tropic League Gym Leader. Jack is rather possessive of the Compass and always has it on his person at all times. In future jumps this compass will point towards whatever monster you have in mind. Should you have none in mind it will point in the direction of the danger closest to you.

The Hentainomicon: [400]
This book is the ultimate in pokegirl-related knowledge. Supposedly written by Sukebe himself, it contains information that'd make even the lowliest Tamer into a Harem Master of unsurpassed skill. There are legends purporting that instead of making it, Sukebe dreamed of the book and when he awoke, it was in bed with him. The book supposedly has a detailed illustration and description of every pokegirl, even new ones that have sprung up over the years. It details their likes, dislikes, how best to tame them, etc. It also has information on virtually all pokegirl-related items, including but not limited to creation, maintenance, and even destruction.

All of this, however, just scratches the surface of what it contains. Everything from sexual techniques to erotic dress is covered. People who've discovered the book have reported wildly different findings from reading its pages. Normally despite how obviously valuable it is, the book seems hard to keep hold of. Even locking it away in the depths of the Crimson League's Magic Guild didn't stop it from reappearing elsewhere. The Hentainomicon could turn up anywhere, at anytime. You on the other hand have no trouble keeping your copy as if it is lost it will reappear in your warehouse the next day.

The Destiny Ring: [400]
This golden ring is meant to be placed around a man's erection, magically resizing itself to fit whatever phallus it is placed on snugly but not painfully. The Destiny Ring can only be willfully removed; it never accidentally comes off. The Destiny Ring allows the user to decide many different factors about the sexual engagement, including things such as their or their partner's fertility, how many sperm have which kind of chromosome, and even giving a push in the direction of what breed a daughter could threshold into or what pokekit they'd be born as. Because of this the Destiny Ring is highly sought after by breeders, though its whereabouts are currently unknown.

Further, The Destiny Ring overcomes most circumstances that'd prevent pregnancy; chemical contraceptives fail to function, and the female becomes pregnant despite age, or even if her womb is barren (such as a Warrior Nun). The ring seems to be made of gold, upon first look. However, by soaking it in vaginal fluid the ring shows glowing runes, possibly magical in nature, that give off a haunting green glow. Back near the beginnings there had been a belief that Legendaries could be bred via the Destiny Ring. However, that belief was shattered when Macavity attempted to breed using the ring with the aid of a sympathetic Tamer. She bore no children whatsoever and wasn't seen for

months on end, possibly frustrated at another attempt to breed gone down the drain.

G-Stylus: [400]
This artifact is a stylus, a pen-like object that does not actually write. This object is used to merge pokegirls together into a G-Spliced. The stylus is black naturally. When touched to one pokegirl, it turns blue. If touched to a second pokegirl who is within two feet of the first, the two are immediately merged together into a G-Spliced of the original two, at which point the stylus turns black again. The new pokegirl is a perfect mixture of the original two pokegirls, in body and mind. However, she permanently loses her ability to evolve, and her ability to reproduce naturally. Note that a new pokegirl created in this manner can be further added to more pokegirls.

Since its initial discovery the device had come under some scrutiny. One thing agreed upon is that the device has no effect on Legendary pokegirls, since it's likely that a fusion of them would have occurred by now. The device has, however, been used in the past on a variety of breeds, including a fusion of Mantis, Buttershe, and Supe-Bra Genius that had been recorded during a Tropic League government testing of the G-Stylus.

In future jumps, this strange device can fuse anyone the owner wants to use it on rather than just pokegirls. The person that purchased the G-Stylus is immune to their own G-Stylus.

Sukebe's Staff: [800]
While this staff was never owned by Sukebe and in fact never existed until you purchased it the naming convention remains the same... As do the effects; with this staff you can selectively spread the cough joys of pokegirls to other worlds. By planting the staff on the ground and channelling a large amount of mana into it you can 'rewrite' history to turn a controllable percentage of an area’s female population into pokegirls. When you do so a wildly advanced holographic computer screen will appear that allows you to customize which pokegirl types will appear, their frequency and the need for 'taming' (or lack thereof). The more mana channeled into the device the further back you can alter history and the larger the area you can alter.

Companions:

Companions can’t purchase companions. Pokegirls that you acquire in the world or get via drawbacks don’t have fiat protection from death until after the jump. Pokegirls you spend CP on have death protection like any other companion.

Pokemon Import [Free]

You may import any pokemon companions you have for free giving them the corresponding pokegirl form of the same level. Just remember that other Tamers may try to challenge you in order to take them from you and the terrorist Teams may try to steal them.

A.I. Love You [100 or 150]
If you have an AI companion from a previous jump you may pay 100 CP to import them as a Video Girl pokegirl. Alternatively, you can pay 150 CP to import them as a Video Girl Upgrade or Net Navi* See bottom of Pokedex.

AU Imports: [200]
Import a companion or purchase a new AU pokegirl for 200 each. The new pokegirls are at the bottom of the attached pokedex file. You may optionally buy AU pokegirls from the various pokegirl websites.

Trainer Import [50]
You may import a companion as a Pokegirl Trainer of any background you wish for 50 CP per companion, up to a max of eight companions. They get 500 CP to spend and may gain points by taking Blood Curses or drawbacks. Any pokegirls they pick up follow them like pets.

Imp, The Spellcaster's Familiar Pokegirl: [200 Vale Student discount]
You have bonded with one of the rare Imp pokegirls found only in Vale. This bond known as a Familiar Bond comes in the normal Alpha and Delta variety of normal pokegirl bonds but is unbreakable by anything less than a magically enhanced level 5 Taming Cycle. Furthermore, while their magical and physical abilities are weak their magic is not as they act to enhance the precision and power of any spells cast near them. They also have a perfect memory allowing them to aid in research.

Pokegirl: [0 or 50]
You may import up to six companions as common or uncommon pokegirls for free. Use one of the websites provided at the top of the page to pick the type of pokegirl. Just keep in mind that pokegirls are considered property in this world. For 50 points each you can import them as a pokegirl of any rarity other than legendary.

Super Sayjin, The Fighting Monkey Pokegirl: [200 Ki Master discount]
You have proven yourself a strong fighter and lover to have lured one of the mighty Super Sayjin pokegirls away from her home in Vegeta Valley. Considered one of the strongest fighting type pokegirls Super Sayjins are always looking for a good fight. They come knowing Chi flight.

Blood Gifts:

Blood Gifts are basically weak magical powers/abilities inherited thanks to Pokegirl DNA in your ancestry or in the case of Drop Ins because Jump Chan modified your new body. In the normal course of events it's almost impossible for a female to have enough pokegirl DNA to have a Blood Gift without turning into a pokegirl when she hits her teen years but any Blood Gifts you buy won't have that problem barring flaws.

Affinity: [100] – (Bug, Canine, Celestial, Dark, Dragon, Electric, Feline, Fire, Fighting, Flying, Ghost, Ground, Ice, Infernal, Lagomorph, Magic, Normal, Plant, Poison, Psychic, Rock, Rodent, Steel, Serpent, Simian,Tech, Vulpine, Water,

Each Affinity type has a different blood gifts including the specific areas of Tech, Celestial and Infernal as well as affinities for the more numerous animal types, such as canines, felines, vulpines, rodents, and lagomorphs. This gives you a charisma boost when dealing with pokegirls that match your affinity. Unlike most people with affinities if you buy it here, you won't have a penalty for dealing with the opposing types of pokegirls. In future settings, this carries over to beings that match your affinity.

Iron Stomach: [100]

Type: Gift

Origin: Ground-types, Rock-types, and/or Steel-types

Frequency: Common

Description: The subject can digest practically anything. His teeth, gums, tongue, and esophagus are all much tougher than in normal humans, and his jaw muscles are capable of generating considerably more force in a bite. His stomach has a similarly toughened lining, and produces more powerful digestive enzymes that can break down rock, metal, and even some synthetic materials.
Although this Blood Gift lets the subject digest almost anything, it doesn't allow him to draw nutrition from exotic materials; generally, they will just pass through his digestive tract as roughage and be expelled a day or so later. The main benefit of having an Iron Stomach is that it allows the subject to eat even the most poorly prepared or badly spoiled foodstuffs without fear of harm, although it should be noted that this Gift has no effect on one's senses of smell or taste.
Variants: For an extra 50 cp the subject actually does get nutritional value out of whatever he eats.

Location: [100]

Type: Gift

Origin: Electric-types and/or Ground-types

Frequency: Common

Description: The subject has an unfailing sense of direction. He is always able to pinpoint magnetic north, and from there can extrapolate his position relative to any place he's ever been. Upon arriving in

a new area, a Locator only needs a few moments of concentration to fix the general "feel" of the place in his memory, after which he will always be able to recall it. He can memorize general areas (such as settlements) or very specific ones (such as one room in a house).
Variants: None known.

Mimetic Memory: [100]
Type: Gift
Origin: Fighting-types
Frequency: Common
Description: The subject has an uncanny knack for physical mimicry. He can instantly perform an exact duplication or a mirror-reflection of any physical movement he sees, be it a martial arts technique, a message in sign language, or a complete dance routine. This allows him to learn such skills in only half the time that a normal man would require.
Mimetic Memory can also be used to commit a specific movement (or series of movements) to memory, provided the subject can either focus on memorizing the move in question, or else see it performed more than once; martial artists with this Blood Gift can typically copy an opponent's "special technique" after seeing it performed three times. Any number of techniques can be copied in this way, but unless the subject trains to incorporate a specific move into his existing skill set, he must spend a moment concentrating to recall the move from memory each time he wishes to perform it.
Variants: For an extra 100 cp the subject can memorize a technique the first time he sees it.

Natural Buoyancy: [100]
Type: Gift
Origin: Ice-types and/or Water-types
Frequency: Rare
Description: The subject has an unusually high buoyancy. This is partly because the subdermal fatty tissues that increase his tolerance to cold are lighter than water, but increased lung capacity and blood oxygenation may also play a role. When unencumbered by anything other than his own body weight, the subject floats with little or no effort, even bobbing back to the surface after being driven underwater. He can support two or three times his own mass with the same effort a normal human would need to remain afloat. In future jumps, you may mentally adjust your buoyancy.

Thermal Tolerance: [100]
Type: Gift
Origin: Fire, Ice, Ground, Water, or Fairy types
Frequency: Common (One form), Uncommon (Both)

Description: Subjects with the Thermal Tolerance trait find themselves highly resistant to nature's extreme temperatures. There seems to be two different forms of this trait, although there have been several subjects recorded that have had both variants.

Heat Resistant: The subject's physiology is preternaturally tolerant of exposure to heat, even to the point of surviving direct contact with flames. His epidermal layers form an inflammable heat-conductive membrane that spreads heat out evenly across the entire body, lessening the amount that gets through to the lower layers and internal organs at any single point. In addition, the chemical composition of the subject's blood plasma is such that it functions like coolant, absorbing excess heat from the skin and conveying it to the lungs, where trace amounts of the plasma vaporize to release the excess heat; this non-toxic "smoke" can then be exhaled to bring down the body's overall temperature.

Cold Resistant: The subject is highly tolerant of low temperatures. His uniformly-thickened fatty tissues increase the body's ability to retain heat, unusual chemicals allow his bloodstream to function as a kind of organic antifreeze, and toughened cellular membranes are less likely to rupture when frozen. His nerve endings are also resistant to cold, and do not register pain from subzero temperatures except in extremely cold conditions, such as a Scarlet League winter blizzard. Cold Resistance is one of the most common Blood Gifts amongst men with Ice Pokégirl heritage, and reduces damage incurred from cold climates or ice attacks to about half what they'd otherwise do. It is a very valuable Gift for those who work with Ice Pokégirls, since it allows a person to Tame them without need for protective ointments or hot baths, but it is also useful for a Water Tamer who goes swimming with his Pokégirls in less-than-tropical seas.

Variants: In uncommon cases, people with Fire-type or Fairy-type ancestry have been known to manifest both variants of this Blood Gift. An additional 50 cp grants resistance to both heat and cold while 200 additional cp will make you immune to heat and cold.

Trainer: [100]

Type: Gift

Origin: Dragon-types, Fighting-types, and/or Psychic-types

Frequency: Common

Description: The subject is unusually competent at training others for combat or other physically-oriented activities. This Gift manifests primarily as a heightened perception of body language, allowing the Trainer to discern subtle details about his student's physical and emotional state. He can tell where and how the student is making errors in a specific movement, whether she can give additional effort or is truly at the end of her strength, how she is likely to react to various forms of encouragement, and so on; these insights allow the subject to tailor his instruction to better-suit his student's individual needs and abilities. The trainee typically gains the benefit of three days' worth of training for every two days of actual effort, this stacks with other boosts.

Potent Spellcaster (aka "Sorcery Genius"): [200]

Type: Gift

Origin: Magic-types; also Celestial and Infernal Pokegirls.

Frequency: Uncommon

Description: The subject has greater-than-average potential within a particular field of magic. His mystical energies are naturally in tune with this type of energy, allowing him to shape its spells in half the time and easily, assimilate its lore more completely, and just generally outperform a normal spellcaster wielding the same type of magic.

A Potent Spellcaster's field of expertise is usually the same as his Elemental Affinity. Subjects who lack that Blood Gift usually favor a branch of spellcasting that relates to their Pokegirl heritage (Elf-types favor plant and light magic, Fire-types favor fire magic, etc), but as it has a degree of randomness to it, you may choose your specialty.

Variants: For an extra 100 cp this boosts all of your magic.

Agility: [200]

Type: Gift

Origin: Fighting-types and/or agile Pokegirls

Frequency: Rare

Description: The subject's physiology is subtly altered in ways that allow greater ease of overall movement: his joints have a wider range of flexibility; his muscles are more compact and elastic; and his body mass is more evenly distributed. The subject's legs are particularly enhanced by this Gift, giving him a slightly quicker stride, a more powerful jump, and the ever-useful ability to absorb the impact of a fall with fewer ill effects. He can kick off into a roll, somersault, cartwheel, or mid-air flip at a moment's notice, with much more impressive results than a regular man, and he is exceptionally light on his feet, able to sneak up on most humans and Pokegirls who lack enhanced hearing.

Balance: [200]

Type: Gift

Origin: Any (Acrobatic Pokegirls)

Frequency: Rare

Description: Subjects with this bloodgift have a slightly modified inner ear, allowing them to have a highly developed sense of orientation. In addition to this their hand eye coordination is highly advanced as well. They have the ability to find their center of balance quickly and can stand on precarious footing for an indefinite amount of time. Individuals can also perform feats such as running across narrow ledges or tightropes without falling. No individual with this gift has ever reported feeling dizzy or suffered from vertigo, in other words, you’re immune.

Variants: Descendants of Feline pokegirls have been shown to have an instinctive 'self righting' reflex, though without other toughness blood gifts, this does cause injury during a fall. Descendants of Simian pokegirls have been shown to have a greater amount of coordination with their feet, allowing some to utilize even their toes in hanging from or climbing up precarious places. Descendants of very flexible and acrobatic pokegirls are able to twist and turn in highly uncomfortable looking ways and still not become unbalanced.

Boost: [200]

Type: Gift

Origin: Fighting, Dragon, Fire

Frequency: Rare

Description: A subject with the bloodgift Boost is capable of dramatically increasing their fighting ability for a short period of time, but only when under extreme stress. The extent and nature of the boost varies based on the individual and origin of the gift. It should be noted that should a bearer of this gift have a normal human body in other regards, the boost effect can grant them more strength than their body is capable of enduring. Still, considering what kind of situation the bearer must be in to activate this gift, the damage taken from the stress it creates on the body is most likely the better alternative.

Immutable Form: [200]

Type: Gift

Origin: Bug-types and/or Poison-types

Frequency: Rare

Description: The subject is exceptionally resistant to attempts to change his form. Genetic mutagens and magical curses are both equally ineffective at changing his true shape, the ravages of time do not obviously degrade his appearance, and even hard nuclear radiation doesn't produce the usual sores and lesions, although it does still induce cell-death.

Mindbender: [200]

Type: Gift

Origin: Magic-types, Plant-types, Poison-types, and Psychic-types

Frequency: Rare

Description: Mindbender is split into two categories. 'Coercers' and Charmers'. While they are both essentially the same, their methods are completely opposite. Coercers' force others to do their bidding, while Charmers' sweet talk others into following them. Charmers are unnaturally attractive to females. Plant and Poison ancestry appears to result in the production of a highly effective

pheromonal attractant, whereas Magic and Psychic ancestry seems to give the subject a mentally-influencing aura. In all cases, this variant allows the subject to attract females within about twenty-five feet of his current position, and to have them interact with you in a favorable manner, even if you're not doing anything to attract attention or merit such friendly behavior. The aura produced also has a mildly arousing effect on women, which persists for some time after you leaves their vicinity. The Gift is effective on ALL females, regardless of age or appearance, making it just as likely to attract a ten year-old looking for a hug or a randy grandmother as a beautiful adult woman. Mindbending can't change a woman's sexual orientation, but you'll still be more than tolerable to associate with as a friend even if they aren't interested sexually.

Coercers use a slightly different set of pheromones and auras, making others around them more compliant and willing to see their point of view as right. Their gift doesn't make them more noticeable to women, but pokegirls and humans alike are more relaxed in their presence due to the auras and pheromones. Variants of Mindbenders who are coercers tend to attract weaker willed individuals, and can often talk them into their way of thinking. This also works in attracting feral pokegirls, as with the Charmer's ability, however this form does not make a feral any less hostile.
Many Leagues are wary of Coercers, due to potential team activities, though both Charmers and Coercers are found on both sides of the law. Mindbending is also far from perfect. The subject's aura reaches full effect after a few seconds of exposure and does not thereafter increase, and its effects are not a compulsion; a strong-willed person or pokegirl can easily override their initial reactions if they wish to, so it's still possible for a Charmer or Coercer to say something offensive and ruin his chances, just less likely. Post jump this aura can be toggled on and off at will.

Night Vision: [200]
Type: Gift
Origin: Dark-types, Magic-types, and/or feline Pokegirls
Frequency: Rare
Description: The subject's eyes are optimized for low-light conditions, having formed to catch ambient light better. A typical subject can see as far in starlight, moonlight, torchlight, or similarly poor lighting conditions as he would be able to in regular daylight; he retains his normal ability to distinguish between colors, recognize movement, and focus on near or distant objects in such conditions, and his normal daylight vision is not hindered. Subjects with Night Vision require at least some light to see, and are as blind in total darkness as any other person.

Phase Sight: [200]
Type: Gift/Curse
Origin: Dark-type and/or Ghost-type
Frequency: Rare

Description: The subject generates a particularly intense psychokinetic energy field, which interacts with the P.K.E. of Ghost Pokegirls and renders them visible, audible, and tangible to the subject even when they are incorporeal and undetectable to the normal range of human senses. This Blood Trait is exceptionally useful for a dedicated Tamer of Ghost Pokegirls, both in actual Taming and in maintaining discipline among the Harem; however, it is regarded as a Curse in many areas because of the psychological trauma it can inflict if it manifests early, causing young children to see dead Pokegirls that those around them cannot perceive, and thus typically believe to be figments of an overactive imagination. In future jumps this extends to other ghosts.
Variants: For an additional 100 CP you can override a Ghost Pokegirl's phasing and force her back into corporeality when you touches her. In future jumps this works on anyone that is phased.

Poison Resistance: [200]

Type: Gift

Origin: Ghost-types, Ground-types, Poison-types, Rock-types and/or Steel-types.

Frequency: Rare

Description: While most people with this particular blood gift have resistance to poison you have complete immunity to poison.

Precognition: [200]

Type: Gift

Origin: Psychic, Magic, and Ghost types

Frequency: Rare

Description: Subjects with this gift are capable of becoming aware of events that will or may happen in the future. How far in advance they can 'see' depends on the individual and ancestry in question. The clarity of the information seems to depend on how far in advance the event takes place. A punch seconds away will be clearly detailed, but an attack coming in the following week will only produce a general sense of foreboding. Training under another human or pokegirl with a mastery over precognitive abilities can allow individuals with this gift to hone them to be more usable.
Variants: Those with strong ghost or magic ancestries usually tend to experience more long term insights, while psychics experience more short-term. Some researchers make a distinction between these two variations, calling them Strategic and Tactical Precognition, respectively.

Strength: [200]

Type: Gift

Origin: Any (Pokegirls with X5 or higher enhanced strength(regardless of typing)

Frequency: Rare

Description: This Blood Gift can come from any pokegirl who is known for having powerful strength. A person with this Blood Gift is much stronger than ordinary humans. The bearer of this bloodgift has a hyper-compacted musculature, allowing them to lift higher, throw faster, punch harder, and be three times the strength of a normal human with your build. For an additional 100 cp you're six times as strong as a normal human of your build would be.

Swarmlord: [200]

Type: Gift

Origin: Bug types, particularly the 'swarm' breeds

Frequency: Rare

Description: The gift counterpart to the Drone Mind curse, bearers of this trait are resistant to attempts to dominate their mind. The gifted individual is capable of exerting some control over bug type pokegirls, even without the formation of an alpha bond. Alpha bonds form very quickly between tamers with this gift and most bug types, though there has been no observed effect on the formation of Delta bonds. Should an individual with this variation of Swarmlord attempt to command a bug type girl bonded to another tamer, most of the time it will result in the 'girl becoming confused and conflicted. It is thought that there would have to be a great difference in the strength of will between the two humans in order for one form of control to completely override the other.

Teleportation: [200]

Type: Gift

Origin: Magic-types and/or Psychic-types

Frequency: Rare

Description: The subject has the ability to instantaneously move from his current position to another, without crossing the intervening space. An untrained subject may Teleport reflexively whenever he is threatened or surprised, and his aim and range with the Gift are likely to be poor. With emotional discipline and practice, it is possible for even the most skittish subject to Teleport only when he desires to, and to arrive precise where he intends. Most Teleporters agree that it is easier to 'port into and out of areas that are familiar and easy to visualize, so they tend to explore new surroundings very intently to find the best 'porting spots. A typical experienced Teleporter can carry himself, his clothes and equipment, and one or two other living creatures of approximately his size. For an additional 100 cp you can take groups of up to ten people, providing they are all in physical contact somehow.

Toughness: [200]

Type: Gift

Origin: Dragon, Fighting, Rock, and/or Steel types (other individual breeds with high durability)

Frequency: Rare

Description: The subject's body is preternaturally resistant to physical trauma. His bones may contain unusual mineral deposits that make them much more difficult to break, his skin and muscles may act like a giant rubbery shock-absorber, or he may just be a lot bigger than average; however it works, Toughness allows the subject to survive impacts that would cripple or kill a normal man. As a rule, Toughness makes its bearer immune to bludgeoning attacks powered by normal human strength, up to and including things like steel bats to the back of the head; he still feels such impacts, but is not really harmed by them. Edged or projectile weapons can still penetrate the subject's skin, but the level of force required is something more akin to breaking stone or piercing sheet metal than to puncturing human flesh. One thing Toughness doesn't do is reduce momentum. Even if it doesn't damage you a hard enough blow will still knock the you backwards, off your feet or into the air as appropriate for the force and mass involved. Toughness applies against any Pokegirl/special attack that uses physical matter to strike the target, whether that matter is in solid, liquid, or gaseous form, but it offers no defense against attacks that are based on energy (cold, electricity, fire, etc).

Variants: You can take unbreakable bones instead which gives you Rock and Steel type ancestry but you aren't much more durable than a normal person. For 200 additional points your Dragon ancestry grants the most complete form of this Gift, essentially rendering you "unbreakable" and thus immune to blunt force trauma. This upgraded version gives you Dragon affinity for free and makes you more like a solid steel statue when it comes to edged weapons.

Waterborn: [200]

Type: Gift

Origin: Water types, some Ice types.

Frequency: Rare

Description: The subject's physiology has several features found in aquatic animals and Water Pokegirls. Individuals with this blood gift can either hold their breath for an extraordinary amount of time or breathe underwater outright. They swim easily and about twice as fast as other humans without this gift.

Fast Healing: [300]

Type: Gift

Origin: Fighting-types, Magic-types, Plant-types, and/or Celestial or Infernal Pokegirls

Frequency: Very Rare

Description: The subject heals at an accelerated rate. Unlike most people that have this blood gift who regenerate twice as fast, you regenerate ten times faster than normal healing: bruises, scrapes, first-degree burns, and other minor injuries in minutes, cuts, second-degree burns, and other subcutaneous wounds heal within a few hours and broken bones, third-degree burns, and nonlethal

damage to internal organs are repaired after a few days. Fast Healing cannot restore any organ or bodily system that is severed from the whole, incinerated, or otherwise completely destroyed, nor can it repair an instantly lethal wound; fatal wounds that do not immediately kill the subject are sometimes survivable, but this is highly situational and extremely chancy. One particularly noteworthy aspect of this Gift is that it increases the body's blood production and accelerates clotting in bleeding wounds, thereby ameliorating the effects of blood-loss.

Longevity: [300]

Type: Gift

Origin: Dragon-types and Magic-types

Frequency: Extremely Rare

Description: The subject's natural aging process is greatly slowed. He develops normally throughout his childhood and early adolescence, but at some point during his teen years, the Blood Gift activates; thereafter, for every six years that pass, the subject physically ages only one year. Except for slowing the aging process, Longevity has no other appreciable effects on the workings of the human body. The subject still needs to eat, sleep, and breathe, he still heals at the normal rate, he can still get sick, and he still eventually develops the physical symptoms of old age. As with normal humans, most subjects with Longevity die as a result of their accumulated infirmities well before reaching their maximum potential age, it just takes longer for those infirmities to start showing up. For an additional 50 CP you stop aging sometime in your twenties.

Psychic Invisibility: [300]

Type: Gift

Origin: Dark and Ghost types

Frequency: Very Rare

Description: You can hide your telepathic signature which allows you to avoid detection by psychic means. This prevents a Psychic Pokegirl from targeting the subject unless she is able to perceive him using one or more of her mundane senses. Psychic Invisibility does not shield the subject against psychokinetic energy, telepathic messages, hypnotic suggestion, or other mental effects; a Psychic's powers are fully effective on the subject once she knows he is there, if she uses an area-effect power, or if she simply has the good luck to hit him when firing blind.

Psychic Invisibility does not interfere with a Bond, although the subject can practice to conceal himself from his Bond-partner.

Regeneration: [300]

Type: Gift

Origin: Fighting, Magic, Bug, Plant, and Reptilian pokegirls

Frequency: Very Rare

Description: Subjects with this bloodgift have no accelerated rate of healing, but their body does not form scar tissue. Instead, subjects with this bloodgift actually utilize an ability to produce stem cells and regrow their tissues. At the same rate a normal human would heal from a wound, subjects with this gift are able to replace lost limbs, organs, and recover from wounds that would maim other people. Subjects cannot survive massive bodily damage, and go into shock and suffer other trauma normally. When regrowing a major body part, such as an arm, this area is more susceptible to infection and highly sensitive. Newly grown skin is also highly sensitive, but with careful use the limb becomes fully functional with time. On average without fast healing or health potions it takes approximately two weeks time to regrow a hand, a month for an arm, or 6 weeks for a leg. After this period of growth, individuals with this bloodgift must carefully begin using their limbs, to desensitize them as well as strengthen the new muscles.

Metalshaper: [300]

Type: Gift

Origin: Steel and Electric types

Frequency: Very Rare (Steel) and Extremely Rare (Electric)

Description: A gift that often goes unappreciated by tamers, the Metal Shaper trait allows an individual to exert an almost telekinetic influence over metallic substances. Using this influence allows the gifted individual the ability to manipulate the shape and position in space of any metal. There is a limit to how much they can lift, and it seems to correlate with their physical strength. The reshaping process is slow, and precision is limited to what the individual can see. Also, they are incapable of reshaping more than one piece of metal at a time. So, for example, they could not create an entire functioning clock simultaneously, each piece would have to be shaped individually. The bio-metals that compose the bodies of many of the steel and tech type pokegirls cannot be manipulated in the way that unliving metals can.

Drawbacks and Blood Curses:

You may take as many Drawbacks and Blood Curses as you wish

Pokegirl Troubles: [Mandatory for pokegirls]

All pokegirls are only a couple of steps away from losing their marbles or having other horrible things happen to them if they go without sex for too long. The feral state depends on the pokegirl's breed. Anyone that becomes a pokegirl during the jump acquires this flaw. If the jumper gets turned into a pokegirl and ran through a level 5 they effectively die, have their memories restored and are sent home short of perks to prevent someone erasing their personality and memories.

Crossoverlord: [+0]
One of the interesting things about the world of pokegirls is that many well-known anime and other fan favorite story characters have local versions and you may even meet interdimensionally traveling Drop In versions as well. You may see Ranma Sextome who was recently transformed into a pokegirl due to his idiot father's insistence on training at the Jusenkyo Spell Dump in Edo League, or perhaps his little brother Ash Sexum who was abandoned with their mother Nadoka who filed for divorce, returning herself and her younger son to her maiden name. Perhaps a Naruto who had a Fuinjutsu mishap trying to learn his Father's Hiraishin technique will be traveling here. Maybe the Veil of Death in the Ministry of Magic dropped Sirius Black here. You never know who you will encounter.

Lost in Time: [+0]
Rather than start three hundred years after the war when the world has had time to settle down a bit, you appear in your starting location a week before a certain nosey reporter sneaks into Jim's mansion.

Lost in Place: [+0]
Rather than the normal pokegirl world, you've been dropped in a particular pokegirl fanfic of your choice or collection of related pokegirl fanfics.

Dusty [+100 Restricted Male]
You have been exposed to Gender Dust. During the day you remain male but as soon as the sun sets you transform into a female and vice versa at sunrise. But at least you can now convince that Psidyke you were looking at to possibly join you. Though that Dildo Queen has been eyeing you kinda funny too. You may also take Over G and I Like Big Butts at half the CP benefit as it only affects your female form.

Over G [+100 CP, or +50 CP with Dusty Restricted Female or Dusty]
You have been exposed to a large quantity of permanent Bloom Powder and now have breasts that are larger than a G cup. Unfortunately for some reason Anti-Bloom will have no effect for the ten years you are here.

I Like Big Butts [+100 cp, or +50 CP with Dusty Restricted Female or Dusty]
You have been exposed to a large quantity of permanent Buttsprout increasing the size of your butt to a size that makes it difficult to walk right or sit down. Unfortunately Anti-Buttsprout isn't going to help you during this jump.

Kitted Out [+100]

Shortly after arriving a five-year-old pokekit of any breed of up to extremely rare rarity that you choose will join you on your pokegirl journey. She is of course far too young to have sex or bond until she evolves to a full pokegirl around the age of fifteen but she will be taking up one of your active pokegirl slots for the entire ten years you are here. Also it is illegal to keep her contained in a pokeball except in emergencies or during quick travel methods and this requires a restricted pokekit ball meaning people will be looking at you funny for having a kit following you around. Fortunately, she also has no chance of going feral until she evolves thus sparing her such. At the end of this jump when she evolves she will be joining your harem though she will have the Chibi template.

Little Sister: [+100]
Either your parents were cheap or a mix up with the pokecenter landed you with your sister as your starter. This is slightly problematic as she takes up one of your pokegirl slots and can't be sold or given away. She's either rather embarrassed to be in your harem or she's rather enthusiastic, your choice. Either way, she's bound to cause you a certain amount of trouble to start with. On the plus side, she can be anything up to and including a very rare pokegirl. Just remember the rarer she is the more special she thinks she is. This can be taken twice.

Whore Lotta Woman [+100]
It seems that all of the pokegirls you obtain have recently or will shortly evolve into Pokewomen, making them fertile, and they all seem to be wanting children. It will take extreme measures to prevent them from becoming constantly pregnant and thus requiring the expense of a maternity ball as well as making you a parent. At the end of this jump your starter pokegirl will evolve to gain the MILF template.

Team Troubles [+200]
One of the dastardly terrorist Teams such as Team Rocket or Team Trauma is after you. If you are lucky they just want to kill you and steal your pokegirls. If not, they believe your powers will create a new breed of pokegirl perhaps on par with a Legendary and will stop at nothing to transform you.

Sanctuary Target [+400]
The Sanctuary Goths are coming for you. They believe capturing you and breaking your will, will allow them to use your powers to take over the world.

Pure Blood: [+200 Female only, can't be taken with Threshold Danger.]
You are a pureblood human with no pokegirl DNA and thus you may not take any Blood Gifts or Blood Curses. Also if anyone finds out people will be coming for you to claim you as breeding stock. On the upside, this gives you immunity to the illegal Love Pokeballs which force humans with any pokegirl DNA to become a pokegirl though.

Genesis: [+400]
One of the leagues has declared you a criminal and if they capture you they will be sticking you in the secret project Genesis. If caught your testicles will be cut out to extract your sperm and you will be forcefully exposed to a version of Gender Dust that can only be changed back by handling a Dawn Stone. You will then be forced to hyper ovulate several times before you are sold for human breeding stock. If they manage to complete the process you'll fail your chain.

Fungus Among Us: [+600]
You have been exposed to a large dose of the menace pokegirl Myconi's spores. You become female and have a strong urge to find a Myconi to be exposed to the spores of so that you may be turned into a Fungal template pokegirl and then a Myconi. Make sure your harem knows to keep you away from this siren song or this will be the end of your chain as your mind is completely lost to the spores. This overrides any type of perks or items that would normally prevent you from changing into a pokegirl.

Threshold Danger: [+200 Incompatible with Pure Blood]
No one knows what exactly determines which girls will threshold into a pokegirl and which do not. Even more mysterious is those who go through threshold later than the age of fifteen. There are even dark rumors of males going through threshold and becoming pokegirls. Due to some quirk in your genetics you will go through threshold before the end of your jump turning into a pokegirl due to exposure to evolution stones, pokegirls, pokegirl attacks, environmental conditions, or even just having enough sex. The more Blood Gifts or Blood Curse you have the faster this happens.

Blood Curses:

False Superiority: [+100]
Disorders in sensory perception and memory retention have given the subject a runaway superiority complex. They may be boldly arrogant, casually overconfident, or go around spouting odes to their gods-given might in archaic verse; however they express it, the subject is convinced that they are the best, the strongest, the most beautiful, etc., which quickly gets irritating for those who have to put up with these fantasies on a regular basis. This Curse is usually backed up by a Gift or two, but never something that justifies the subject's claims. An individual with False Superiority favors powerful Pokegirls or breeds who will otherwise feed their delusions of grandeur: Bards to sing of their prowess; Fearleaders to praise them in battle; and Dark Ladies to worship at their feet and taunt their opposition, to name just a few examples. Whenever they are challenged by a "rival," they always accept, confident of their victory; subjects with this curse are rarely a good winner, and an even worse loser, and will seize the flimsiest excuse to demand a rematch. Even a string of crushing defeats and

unavenged losses won't break an individual of the effects of this Curse; at best, they just make them brood and whine for a few days.

Pokeboy Gene (Phase 1): [+100]
This bloodtrait is most often considered a Blood Curse, and causes subjects born to pokegirl mothers to exhibit the physical appearance of a pokegirl. This curse often runs in tandem with a bloodgift of similar nature, such those cursed with modified ear structures to have enhanced hearing. However, this bloodtrait itself does not grant any other abilities other than appearance, even modified teeth and claws do not grant any extraordinary human abilities unless coupled with other bloodtraits. Studies have shown that subjects with the PokeGene bloodcurse have an increased chance of bearing pokekits or having their daughters threshold, and this chance is further increased if their partner is a pokegirl or has heavy bloodtraits as well.

Phase 1: Minor physical traits are noted outside of the human norm. Hair color, eye color or pupil shape, teeth, and other minor things that may not be noticeable except under close scrutiny. This is the most common of the PokeGene phases. Subjects with this variant of the trait are considered to be similar to Very Near Human.

Self-Allergic: [+100]
The subject's body produces a poison against which it has no natural defense. Regrettably common amongst men with Poison ancestry, this Curse leaves the subject perpetually afflicted by whatever poison is in his system. Although regular doses of the appropriate antidote will ease the symptoms and allow the subject to pursue a relatively normal life, the common wisdom in many regions holds bloodletting to be a viable treatment; this practice is decried as barbaric by any medical professional or NurseJoy.

Shadiness: [+100]
The subject possesses an enhanced and highly focused version of an emotion-altering aura which is entirely negative, triggering unreasonable levels of unease, suspicion, and mistrust in those around the subject. Most humans and Pokegirls are simply repelled by such a shady character and will never allow themselves to trust or like him, even if he has done nothing to earn their lack of faith. Once bonded to a pokegirl, however, she becomes immune to this effect, though Dark and Infernal type pokegirls are immune completely, and Fighting, Ghost, and Steel type pokegirls have a lowered effect. This curse has even been known to attract Infernal Pokegirls, which is rarely a good thing if the subject is trying to maintain any shred of public credibility.

Circuit Breaker: [+200]

The subject constantly disrupts, damages, or outright destroys any electronic devices he gets his hands on for longer than a few minutes. This is typically the result of tiny, uncontrolled electrical discharges given off by the subject's body, not unlike a more focused version of static electricity in the case of those with electric ancestry. With those of Ground ancestry, their body acts like the ground itself, absorbing and distributing electrical signals and charges so that equipment will not work. Individuals with Steel ancestry often have a similar problem to those with ground type ancestry, though their bodies often act like a Faraday trap for signals, and shocks tend to sting unpleasantly.

Individuals with Magic type ancestry are often the most difficult to pin down, as the effects tend to happen at random, or when the traited individual is feeling an extreme emotion. Magic type Circuit Breakers have the hardest time becoming tamers, as their version effects even the tough pokegirl-proof equipment like pokedexes and pokeballs. With other variants of this curse, they are required to seek medical attention at pokecenters, and to avoid standard electronic equipment. This is due to the individuals themselves posing a threat to sensitive hospital equipment or business equipment, and many learn to eschew most technological devices.

Clumsy: [+200]
Those afflicted with this Blood Curse are, as the name suggests, clumsy. Subjects of this Blood Curse descended from Bunnygirls or other bunny Pokegirls can be almost as clumsy as the actual Ditzy Pokegirl, and are fully capable of tripping on a flat surface. Even subjects who try their utmost to be careful will fall, trip over flat surfaces, and drop objects regardless of how they try not to. The eardrums are very important to keeping balance, and while the ears of one cursed by this Blood Curse are in almost all respects identical to those of a human, there are minute differences that, while not affecting the body in any other way, make coordination much more difficult. Electric-type descended subjects showed slightly increased bio-electrical activity when compared to the experimental control (a non-bloodgifted or cursed human male). Due to this, and due to their body lacking a means to regulate this, their muscles occasionally spasm, making the subject appear as though they have an uncontrollable twitch. This may cause, for example, their foot to jerk to the side from where they intend to step, their hand to twitch when through a Pokeball, or other similar problems.

Cold Vulnerability: [+200]
Subjects suffer from an extreme sensitivity to cold temperatures. Their nervous system registers low temperatures with twice the intensity of a normal human, and hits the pain threshold much more quickly whenever cold or freezing temperatures are involved. This makes it very difficult for the subject to function in a normal environment; he will have to eat warm meals, wash with hot water, bundle up in almost any sort of weather, and avoid low levels of physical activity in cool environments. Shivering and constant complaints about being chilled are common in these individuals. Cold air and ice attacks are especially dangerous, causing such intense pain that the subject effectively suffers double the

usual level of damage, and passes out. (The level of actual damage sustained does not change, merely the subject's perception of it.)

Compulsive Artist: [+200]
Like the Fetish bloodcurse, subjects with this curse have no control over this need to create and express themselves artistically. This curse can strike afflicted individuals one of two ways, the most natural expression of this curse is a need that builds within the subject until they have to make -something- and fall into a state where they use anything on hand to create something of artistic expression. At times, these individuals will feel 'bursts' of this need when something genuinely inspiring is seen, and if the subject refuses to act on this compulsion, they fall into a depression.

Empathic Feedback: [+200]
This Curse does not always accompany the Gift of Empathy, but is never seen without it. The victim's emotional awareness is so strong that it interferes with his own emotional responses, making it difficult for the subject to think or act for himself. He requires constant praise and encouragement in order to function in a public venue, not out of any need to sate an overblown ego, but rather to balance out the miasma of doubt, fear, and anger he picks up from those around him. A subject with Empathic Feedback succumbs easily to any sort of emotional manipulation, whether positive or negative, and quickly wilts if left to fend for himself in the face of constant hostility.

Heat Vulnerability: [+200]
The subject suffers from an extreme sensitivity to heat. His nervous system registers high temperatures with twice the intensity of a normal human, and hits the pain threshold much more quickly whenever heat or fire is involved. This makes it very difficult for the subject to function in a normal environment; he will have to eat cold meals, wash with cold water, dress down in almost any sort of weather, and avoid high levels of physical activity in warm or hot environments. Open flame and Fire attacks are especially dangerous, causing such intense pain that the subject effectively suffers double the usual level of damage, and passes out. (The level of actual damage sustained does not change, merely the subject's perception of it.)

Light: [+200]
Subjects with this curse have a unique feature where their skin glows. Depending on the ancestry, this is caused by either bioluminescent chemicals created in the epidermis, or mild subdural electrical bands that glow when the subjects exert themselves. This light does nothing to warm the afflicted subjects. While this bloodtrait is considered by and large useless, it is detrimental to the Taming profession due to feral pokegirls being able to track the tamer easily by sight, even in darkness.

Light Sensitivity: [+200]
Subjects with this bloodcurse almost always have the Bloodgift Night Vision, though a rare few have the normal range of human night vision as well as this curse. Subject suffer from a marked sensitivity to light, and must wear eye protection at all times during full daylight hours. If exposed suddenly to bright light, subjects are temporarily blinded.

Mentally Isolated: [+200]
This Blood Curse prevents the subject from receiving any sort of telepathic signal. He has no special protection against Psychic attacks or effects, and Psychics can still read his thoughts normally unless he also possesses the Blood Gift of Blank Mind; he simply is unable to perceive telepathic transmissions. Mental Isolation prevents the formation of Delta Bonds.

Noncombatant: [+200]
Subjects with this bloodcurse are unable to learn how to fight effectively. The reasons for this inability vary according to their heritage, and many cases subjects display an overly developed sensitivity to pain. There appears to be no way to counteract this curse, even delta bonding to a Fighting type does not help.

Parthenogenesis: [+200 Can’t Be Taken With Sterile Blood Curse]
Subjects with this bloodcurse have a unique makeup, in that their semen carries little to no genetic material, but the chemicals the cells do hold have a higher instance in causing parthenogenesis in pokegirls and pokewomen. Pokewomen who are impregnated by subjects with this curse have pokekits, and any pokegirls owned by subjects with this curse have a much higher rate of becoming pregnant as well. Sex with human women rarely produce pregnancies, and those that do have always produced girls that later thresholded. Pokegirl owners with this bloodcurse are encourage to pokeball their pokegirls regularly to prevent unwanted pregnancies, and are usually encouraged to become breeders later in life.

Phytodermatosis: [+200]
Subjects with this curse suffer from skin that is thicker than normal human flesh -not enough to serve as armor or interfere with movement, but enough to deaden the subject's tactile sense due to lack of viable nerve endings. Individuals with Phytodermatosis cannot accurately register pain, pleasure, or other sensations caused by physical contact, making it more likely for them to casually injure themselves without realizing it. They are also likely to have difficulty holding, carrying, and/or utilizing objects, unless they devote extra attention to the task performed.

Pokeboy Gene (Phase 2): [+200]

This bloodtrait is most often considered a Blood Curse, and causes subjects born to pokegirl mothers to exhibit the physical appearance of a pokegirl. This curse often runs in tandem with a bloodgift of similar nature, such those cursed with modified ear structures to have enhanced hearing. However, this bloodtrait itself does not grant any other abilities other than appearance, even modified teeth and claws do not grant any extraordinary human abilities unless coupled with other bloodtraits. Studies have shown that subjects with the PokeGene bloodcurse have an increased chance of bearing pokekits or having their daughters threshold, and this chance is further increased if their partner is a pokegirl or has heavy bloodtraits as well.

Phase 2: Skin color, slightly modified body build, as well as modified additions to the fully noticeable human form, such as ears, claws, vestigial wings, or tails. Subjects with this trait would be considered to be on the human end of the Near Human scale. This version is more uncommon.

Quick Finish: [+200]
Subjects with this curse suffer from a very low pleasure threshold. They tend to become aroused easily, and climax quickly. Unfortunately, unless coupled with a bloodgift like Recovery, this means that many of those afflicted with this curse must find other means to satisfy any sexual partners they have. Another problem with this curse is the possibility of internal injury, as multiple ejaculations without Recovery or a healing bloodgift can cause injury to the genitalia. Individuals with this curse often don't become tamers, though the few who do employ other means of ensuring that their pokegirls are properly tamed.

Rebel: [+200]
The subject has inherited a peculiar reversal of the pack-instinct found in Pokegirls. He has a deep, compelling need to be in control of his own destiny, and is almost constitutionally incapable of joining any social hierarchy where he is answerable to a greater authority. A Rebel can function in such situations if it is clear to all involved that he is only there by personal choice, and can leave at any time he chooses; when such is not possible, the subject is likely to become disruptive, aggressive, and possibly even violent. Rebels tend not to get along with overbearing parents, teachers, and employers, or most police, municipal authorities, Gym Leaders, or military officers; they also usually dislike dominating Pokegirls, but otherwise have no specific impediments to becoming Tamers.

Although the effects of this Blood Curse are behavioral, they have distinct physiological triggers, making them biological compulsions rather than chosen or learned behaviors. The exact source varies according to the subject's Pokegirl ancestry: in Dark-types, the "aura" of the dark element affects perceptual and behavioral control centers in the subject's own brain; Dragon-types, Fighting-types, and Fire-types all suffer from assorted glandular and metabolic abnormalities; and Steel-types

possess unusual metal deposits in the bloodstream that interfere with normal neural activity. Regardless of the specific origin, the symptoms of the Curse are consistent in most recorded cases, and can be ameliorated with medication.

Sterility: [+200]
While sterility is a status that can happen through exposure to dangerous radiation or other physical trauma, there are instances of an otherwise completely normal child being born barren, utterly lacking in the ability to create life. Many researchers are convinced that this bloodcurse is an effect of the long-ago Bloody Flu, and that its effects are still being felt today. This bloodcurse is the only bloodtrait that affects human women without the possibility of threshold. Rarely, this curse also affects men as well. Subjects with this bloodcurse have viability issues with any eggs or semen they produce, as they have fully functioning reproductive systems otherwise, some Sterile women opt to become surrogates. These Cursed individuals can never beget a child of their own DNA through any means. Most don't seem to care too much that they have this Curse until they reach an older age, when it begins to pain them deeply. You on the other hand, obsess about it.

Cold Blooded: [+300]
The subject's body has lost the ability to regulate its own internal temperature, and instead must rely on the ambient temperature of the surrounding environment. As the local temperature rises, the subject becomes more active and alert, and as it cools, he grows lethargic and slow-witted; in a sufficiently cold environment, he will lapse into unconsciousness and die from hypothermia. For their own safety, most Cold Blooded subjects reside in tropical, subtropical, and the warmer temperate regions; in the latter, they either fly south for the winter or pass the months in their well-insulated homes with the heat turned up. It's quite common for a man with this Curse to own a Fire Pokegirl as an emergency heater, an exception to Ice-type Tamers' usual dislike of the hot-tempered Fire-types.

Cold Insensitivity: [+300]
The subject's nervous system is unable to perceive cold. This condition may initially be misdiagnosed as the Blood Gift of Cold Resistance, due to the subject's inability to feel pain from exposure to the cold or his capacity to Tame Ice Pokegirls without difficulty; it is typically only when the subject has been exposed long enough to begin showing visible symptoms that the truth is realized. Men with Cold Insensitivity are considered high-risk cases for frostbite and hypothermia, due to their inability to accurately assess their own condition during times of exposure.

Combustion: [+300]
The subject's body heat is slightly above average from puberty onward. They constantly feel feverish and it rises whenever he gets angry. Although his physiology is adapted to function at these higher temperatures without ill effect, if the subject's body temperature ever exceeds a certain level, he

spontaneously combusts. Most victims of this terrible Blood Curse perish within two years of its awakening. The few that manage to endure longer almost always live in cold climates and practice intense emotional discipline. Some experts prescribe depressant meds to keep the subject's temper further restrained, but this can be dangerous, especially since the cheapest and most commonly-available depressant is usually alcohol.

Drone Mind: [+300]
A rather dangerous blood curse with an extremely dangerous variation, at least in the eyes of the more conservative leagues. Most of the time, the individual with this curse is more vulnerable to mind domination attempts. Their minds are easy to manipulate by psychic, magical, and other means of influencing thoughts and desires. Should a bearer of this curse tame a bug type pokegirl, something goes wrong in the alpha-bonding process and the male winds up being the subservient one and the pokegirl gains control of the relationship. Fortunately for the tamer, this curse tends to rapidly facilitate the formation of a delta bond between the tamer and his 'queen'. At the very worst, he will be treated as a beloved pet.

Fire Insensitivity: [+300]
The subject's nervous system is unable to perceive heat. Unlike it's 'cousin' blood curse, this curse is rarely misdiagnosed, as skin often blisters within normal human ranges and requires immediate healing. While a subject could tame an intense heat fire type without any pain, they would still sustain injury without any salves. Individuals with Fire Insensitivity are at high risk for developing burns, especially sunburns from overexposure to the sun. Many of these individuals can also suffer from heat stroke or overheating and fainting as per a normal human, due to their inability to accurately judge their own physical condition.

Frail Constitution: [+300]
The subject has an abnormally inefficient metabolism. He cannot maintain any physical activity more demanding than a brisk walk for longer than a few minutes, and even the briefest, least-demanding exertions will leave him exhausted for a disproportionately long period of time. A typical subject can handle one pokegirl with an average or reduced libido, perhaps as many as three with patience and generous use of recovery drinks, but a serious Taming career is usually impossible due to the inherent rigors of traveling and capturing ferals.

Quick Clotting: [+300]
Individuals with this bloodtrait find that the normally beneficial fast healing of their pokegirl ancestors has gone awry in their own bodies. Typically, this curse might seem like a blood gift, allowing a traited individual to stop bleeding quickly, and any damage they've taken to stabilize faster than normal. Even

large blood vessel damage will clot at an alarming rate, reducing even small bruises. The curse part comes in, however, due to the blood being too thick in platelets, and unlike those traited with regeneration or Fast Healing, the biological clean up for clots runs at a regular human pace, as well as the blood clotting at times naturally on it's own. This leaves subjects with this curse prone to suffering life-threatening blood clots that can lead to stroke, aneurysm, blocked arteries, heart arrhythmia and ultimately death. Individuals with this bloodtrait must be treated for the condition, usually with blood thinners derived from the Mosquitit or other bloodsucking pokegirl breeds. Given these medications, most traited individuals can operate under normal human capacity.

Rage: [+300]
The subject suffers from hormonal imbalances that give him a dangerous temper. Whenever he gets angry, his normal personality is completely suppressed as he verbally and/or physically attacks the trigger of his fury. Anything and anyone that gets in the subject's way also becomes a target for his Rage, which will continue until he either exhausts himself, is shocked back to his senses (by a strong slap, a dunking in freezing water, a literal electric shock, etc.) or is forcibly taken down. Rage doesn't make the subject any stronger or tougher than normal, but it does tend to dull the pain receptors, making him more difficult to snap out of his fury. Medications exist to help control Rage, but even the best (and most expensive) of these are only about seventy-five percent effective, and they grow less reliable as the price goes down. Magic-type and Psychic-type Pokegirls can be trained to manage Rage, but this approach only works as long as the 'girl is out of her Pokeball, awake, and in relatively close proximity to the subject.

Cold Hearted: [+300]
This curse causes an overproduction of glandular processes, as well as slightly altered mental pathways. These individuals are not able to feel any emotions to any great degree, and only the most intense of emotions are able to move this variant, if at all. Taming by these individuals is typically seen as a necessary chore rather than an enjoyable act in and of itself.

Water Dependency: [+300]
The subject's body has difficulty retaining a healthy level of water. His skin is unusually water-permeable, allowing excessively large amounts of water to escape even when he is performing normal, non-strenuous levels of physical activity in a comfortable environment. Aside from making the subject appear to sweat constantly, this Blood Curse forces him to intake four times the normal daily amount of water in order to remain healthy. This vulnerability makes it practically impossible for the subject to function in hot and/or arid regions, where he would have to drink almost constantly to avoid heat stroke, dehydration, and death. On the other hand, Water Dependent subjects who spend a large portion of their time in or around the water exhibit a reduced need for water, sometimes as low as twice the normal intake.

Weak Minded: [+300]
The bearers of this curse show significantly lower initiative, ambition, and problem solving skills. They almost never start a task on their own, and need step by step instructions for anything they're tasked with, at least for the first time they've performed that task. Frustratingly, psychic types go through great difficulty when they try to alter the minds of individuals with this curse so that they can function more independently.

Anaphylaxis: [+400]
The subject has an extreme allergic reaction to the venom(s) of Bug Pokegirls. If he is ever bitten, stung, or otherwise affected by a Bug Pokegirl's attacks, the damage is twice as severe, and any secondary effects either are twice as intense or last twice as long as normal. A common side effect of this curse is an irrational fear of bug types, though many say that the fear is justified due to the curse.

Aura of Ooze: [+400]
This bloodcurse causes any human or pokegirl to automatically dislike subjects, no matter what the individual’s personality. Subjects with this bloodcurse have a difficult time keeping pokegirls, and humans will find that for no known reason, individuals with this curse just tend to be automatically disliked. Tamers will find reasons to go in other directions, food service is always reluctant, free pokegirls don't want to have sex with him, which makes this one of the harder bloodcurses to live with. This does not mean that humans or pokegirls won't work with the individual, but they have to be forced to do so. Tamers with the Aura of Ooze have a harder time bonding their pokegirls, but once bonded they are generally no longer affected by this bloodcurse. Subjects with this bloodcurse need to be wary in the wild, as ferals are more likely to target them first, though this curse affects pokegirls with reduced feral states more than the lower intelligence ones. Like the bloodcurse Shadiness, this curse is caused by an aura, which works on the opposite spectrum of more positive gifts that rely on empathy.

Fetish: [+400]
The somewhat more benign cousin to Phobia, the Fetish blood curse affects the brain's rational response to certain stimuli in a different way. Rather than causing some unpleasant experience to imprint as a phobia, Fetish results in, generally, the gaining of one or more fetishes, generally (but not always) as a result of pleasurable experiences in the possessor's formative years. These fetishes do not necessarily make sense, and, whilst some are for things that might be sexually appealing otherwise (a certain Pokégirl breed/element. etc), these are by no means the rule. It should also be noted that not all fetishes are a result of the Fetish blood curse; the easiest way to tell when one is

such is that those resulting from it have proved almost "impossible" to cure and very difficult for the possessor to resist, even if he should come to actively despise his own fetishism.

Pokeboy Gene (Phase 3): [+400]
This bloodtrait is most often considered a Blood Curse, and causes subjects born to pokegirl mothers to exhibit the physical appearance of a pokegirl. This curse often runs in tandem with a bloodgift of similar nature, such those cursed with modified ear structures to have enhanced hearing. However, this bloodtrait itself does not grant any other abilities other than appearance, even modified teeth and claws do not grant any extraordinary human abilities unless coupled with other bloodtraits. Studies have shown that subjects with the PokeGene bloodcurse have an increased chance of bearing pokekits or having their daughters threshold, and this chance is further increased if their partner is a pokegirl or has heavy bloodtraits as well.

Phase 3: Subjects with this variation of the PokeGene have much more pronounced traits, such as partial or light body fur, digitigrade feet, some feathering, full wings, or other traits that mark them as obviously non-human in appearance. Subjects with this variation of the bloodcurse are considered to be on the more non-human side of Near Human and most people treat them rather badly. Expect a lot of challenges and fights, legal or not.

Tamer’s Disease: [+400]
The subject has inherited the altered biochemistry that causes Pokegirls to go Feral without regular Taming. From puberty onwards, the subject must engage in sexual activity at least once every three days to stabilize his physiology, or else descend into a psychotic frenzied state where he will attempt to Tame anyone and anything in sight, be it male or female, human or Pokegirl, willing or not. While in this state, the subject's pheromone production goes through the roof, triggering similar behavior in any Pokegirl that gets near him; there are also unconfirmed rumors that humans with high levels of Pokegirl ancestry are affected in the same fashion. Most Leagues require a man with this Blood Curse to become a Tamer, since that is the only reliable means of holding his sex drive in check. Similarly, a man with Tamer's Disease is usually required by law to declare his condition to the authorities of any settlement he enters, so that proper steps can be taken in the event of a Taming frenzy. Depending on the League, those responsible for setting off a Taming frenzy may face anything from a mild warning to long-term imprisonment, confiscation of Pokegirls, and severe fines.

Wanderlust: [+400]
Individuals with this curse are completely unable to 'settle down', and will rarely be happy living in the same location more than a few weeks at a time. The curse begins to manifest in the mid-teens and continues to develop until the early twenties when it reaches full effect. Most people with Wanderlust

become tamers, as it is one of the few occupations possible for someone who will rarely have a permanent address. The curse causes an incessant urge to travel; should it be ignored the individual suffers a steady buildup of anxiety and later, severe depression. Individuals with the curse must also come to accept having a reduced life expectancy. For, once their body becomes too sick or old for constant traveling, the inevitable conclusion is an ever-deepening depression and suicide.

Ending:

So you have survived ten years and remained sane or at least mostly, congratulations. Well, all drawbacks and blood curses you wish are null and void and you have a choice.

Gotta Screw Em All – You're staying? Well it can be a rewarding existence for some I suppose.

To Claim My Rightful Place – Yeah time to return you to your Earth. I understand completely.

I Will Travel Across The Land – So you will continue your jumpchain. Well, on to the next adventure.

As an added bonus if you go home or continue on your chain you receive a few gifts.
First all pokegirls you captured can be taken as companions free of charge, you acquired them after all.

Second, pokegirls lose any of their pokegirl negative traits including their supernatural lust and ability to go feral.

Third if you have completed a jump that gives you a pokemon form or later complete such a jump (Pokemon Mystery Dungeon for example), you will gain a free pokegirl form corresponding to your pokemon form with no chance of going feral or being enslaved.

Third should you take a jump where you receive pokemon companions later those pokemon gain the corresponding pokegirl form upon jump completion again with no chance of going feral or being unwillingly enslaved.

Finally you receive schematics for creating Pokekit Balls and Maternity Balls just in case you have any pokekit children or impregnate one of your pokewomen.

Notes:
The Unlimited poke-chow is certified to not contain any previously sentient beings and is a perfectly nutritious meal for pokegirls or anyone that can stomach it. It tastes perfectly fine if you're a pokegirl.