



Generic Lewd Pokemon Jump v3.1

By Orz

Welcome to the world of Pokemon! This world is inhabited by incredible creatures with amazing abilities called Pokemon! For some people, Pokemon are pets, others use them to fight, while a few study Pokemon as a profession.

...Of course, this particular world is far more sexual then ones that you might be more familiar with. Pokemon and humans are far more physically affectionate both with their partners and each other, battles have a tendency of devolving into hardcore fucking, and professors and their assistants run all sorts of lewd experiments on pokemon and even people to fulfill their desire for perverted knowledge. Your very own Pokemon legend is about to unfold! A world of wet dreams and lewd adventures with Pokemon awaits! Let's go!

You have **1000 CP**.

Age, Gender, And Location

No matter your Origin, you may choose your age and gender freely. If you wish, you may be male, female, futanari, or other. You may also freely choose the location you start in, from Kanto to Paldea or even somewhere a bit isolated like Orre.

Origins

Trainer (Free)

You are on a journey to be the best like no-one ever was! Or just to fuck everything with a pulse. Or both.

Coordinator (Free)

Who cares about being the very best? You're going to be a *star!* Be it through pokemon contests or even movies, fame and fortune are what you desire!

Criminal (Free)

You aren't in it to be the very best but you *are* in it for the money. You're just a whole lot less picky about your methods than the Coordinator option.

Pokemon (Varies)

Instead of a human, you are actually one of the mysterious (and very lewd) creatures that make this world their home. For any non-legendary pokemon, round the pokemon's Base Stat Total to the nearest hundred and subtract 100 (Bulbapedia has all the relevant information). That number is the cost to be that pokemon. If you want to be a non-Arceus Legendary Pokemon, add 200 CP to the cost. You can't be Arceus, though, and note that the god in question might take offense if you decide to abuse your newfound mythical power too egregiously. You may also choose to be a Shiny Pokemon at no charge but expect that to draw attention for better or worse.

Depending on whether your new body is humanoid or not, you will qualify for discounts from the Pokemon (Humanoid) or Pokemon (Bestial) trees.

Discount Rules

100 CP perks and items are free for their respective origins. Their remaining perks are 50% off.

Perks

General

Porn Logic (Free): This is the kind of setting where someone could get their womb stuffed with a massive horse cock and the only health issue they would have afterwards is the fact they can't feel their legs after orgasming more than a dozen times. Beyond that, neither you nor any of your sex partners have to deal with STDs, unwanted pregnancies, etc.

Barbie-Doll Begone (Free): As it turns out, a large number of pokemon are actually genderless, with a featureless expanse where genitalia should be. Not anymore! Now all pokemon have the equipment needed to have sex, the specifics of which I leave up to your discretion. Outside of this jump, this perk also applies to other supernatural creatures and monsters with no gender.

Moemon (0/100/200 CP): With this perk, you can assume that all pokemon are fully sapient and have the intelligence of at *least* a particularly dumb human. For **100 CP**, they also gain a humanoid form if they didn't have one already and for **200 CP** in all they also gain the ability to verbally communicate with humans. Perfect for those who are iffy about that whole 'bestiality' thing. Outside of this jump, this perk also applies to other supernatural creatures and monsters.

Off-Model Maniac (100 CP): One of the common themes of worlds like this one is people being far more... 'developed' than their counterparts in similar worlds. With this perk, you may choose *at the start of a jump* just how more developed everyone is on average, from normal, to a couple cup-sizes or inches added on, to breasts bigger than their owners' heads and dicks that wouldn't look out of place on a Mudsdale. Naturally, everyone can *use* their expanded assets without any problems like 'back pain' or 'being too big to actually fit'.

Sex Battle (200 CP): Normally winning a pokemon battle would require you to beat the enemy team up until they faint. With this perk, you and/or your team fucking them until they pass out in a blissed out puddle becomes a perfectly viable method of winning, granting you all the benefits of winning the 'normal' way. No one will bat an eye about it, but they might get hot and bothered from watching if they're into that sort of thing. Outside of this jump, this also applies to other forms of battle.

Trainer

Teach An Old Bitch New Tricks (100 CP): You are pretty good at this whole ‘training’ thing. With some time and effort, you can convince a previously stubborn or even defiant pokemon to obey your commands and even teach them all sorts of neat tricks. In addition, by adding a lewd component to the training it all gets done faster, the more *involved* the lewdness, the faster it goes. Outside of this jump, this also applies to other creatures that you train.

Type Affinity (200/400 CP): Choose a pokemon type. You are now better at finding, catching, and training that specific type of pokemon. In addition, those pokemon simply seem to like you better than other humans. For **200** more, you have grown so close to your chosen pokemon that you have started picking up some small measure of their abilities. Nothing groundbreaking, but little tricks like being able to hold your breath for longer for Water, a bit of telekinesis for Psychic, or maybe cursing someone with bad luck for Ghost. If you like you may choose to take this Perk more than once, either spreading out the effect to multiple types or focusing it on a single one.

To The Victor Goes The Spoils (400 CP): Normally when you defeat someone in a pokemon battle, you win some prize money. When you win a pokemon battle, you can also request a sexual favor or two as a reward. The more total the defeat, the farther you can push your defeated foe with a minimum of fuss. A close-fought match might let you get some light groping of their breasts/butt/genitals, while utter defeat is grounds for a big sex marathon. Possibly involving the Pokémon, alongside the trainers. Outside of this jump, this also applies to other forms of battle, from actual fights with swords and guns to legal debates in the courtroom.

Enough Of Me To Go Around (600 CP): The best trainers never seem to be lacking in willing lovers, be it from rivals and mentors interested in their skills, up and coming trainers looking for *guidance*, or even their own pokemon team. Thankfully, the normal dangers of having so many lovers are greatly lessened for you. This perk greatly lowers jealousy and infighting among your various sex partners and also boosts your stamina enough to actually keep up with them, even if they happen to be supernatural creatures with more energy than any human. Maybe you can even take advantage of your team’s coordination to bring it from the bedroom to the battlefield.

Coordinator

Simply Stunning (100 CP): If you want to make it big in show business, then you are going to need the looks to pull it off. Thankfully, you *do*. Be it a voluptuous body that just won’t quit, a handsome studly form, or even an adorably sexy one, you are attractive enough to be worth a second look. And a third...and a fourth...

Amazing Acting (200 CP): Looks alone won’t get you very far without the skill to back it up. Skill that you have in spades! You could put on a performance for the ages, able to put on an act that would have everyone laughing or crying along with you. You’re even able to notice and bring out the hidden talents of your fellow actors, be they human or pokemon. The good folks at Pokestar Studios would love you!

Shocking Spectacle (400 CP): Many of the powers shown by Pokemon are awe-inspiring to behold, others less so. With this perk, you can give any abilities that you and your pokemon have a little bit more oomph, making them far more impressive than they would normally be. Make Leech Seed cover the target in flowers instead of just vines, cause a Thunderbolt to cover the arena in eye-catching sparks, or turn an Ember attack into a dramatic explosion. Note that this doesn't actually increase their combat effectiveness directly but if you're clever...

All Press Is Good Press (600 CP): Be it leaked nudes or a full on sex scandal, far from ruining your reputation, it all simply makes you look *better* in the eyes of the public. In fact, the lewder the better. A titty slip might make you go viral for a bit, but if you film a sex tape the public will go utterly wild. Of course, if you're caught doing something awful that *isn't* lewd, then you can kiss those fans goodbye because this perk won't help you. This also gives you a certain amount of protection from the legal consequences of your lewdness (if any), so walking about in your birthday suit won't have you charged for public nudity or even have your stream taken down.

Criminal

Just A Grunt (100 CP): They never seem to see beyond the uniform. Until it's too late that is. As long as you don't bring attention to yourself in particular, hostile parties will usually overlook you for the proverbial bigger Basculin. This can really bite them in the butt, be it when you step out of the shadows and dramatically show off your true identity and immense skills to the stunned heroes just as they defeat the person that they *thought* was in charge of the whole organization or when you simply slip out the backdoor when nobody's paying attention, having already gotten what you came here for in the first place.

Poochyenapile 'Em Boys! (200 CP): Those naive kiddos always go on about the power of friendship but somehow I don't think they were talking about this. You have a knack for overwhelming your opponent with sheer numbers, able to direct large numbers of your comrades into the fray without them getting in each other's way. Sure, that girl might be the Champion and have a Champion-level team but can she beat all of you at once? Er, probably but at least you have a chance to run away while your 'buddies' are distracting her. And hey, if by some miracle you happen to actually win this same unity will do wonders when you all enjoy the spoils together, with a corresponding increase in the bond between you and your new hole brothers.

Such An Ugly Word (400 CP): Blackmail, that is. But whatever word you use for it you've become an expert at such methods of encouragement, knowing just how far to push your targets for them to accept whatever plans you have for them. Get footage of a girl fucking their starter and you might be able to force them to do a repeat performance on camera and with something much bigger and badder than a mere Charmander. And of course, that would give you even more footage to use and from there even more of a hold on your poor victim, er, new employee.

Moral Degradation (600 CP): But what's Blackmail without a little Bribery to go with it. You have a great talent for convincing someone of the benefits of a particular course of action, especially when that course of action goes against their morals. From getting an Officer Jenny to accept a bribe to look the other way to convincing that same Jenny of the merits of selling her body for cash all it takes is a small chink in their armor and you'll have them willingly and enthusiastically wrapped around your finger, and maybe even another limb entirely, in no time.

Pokemon (Humanoid)

Gender Dimorphism (100 CP): One of the stranger things about Pokemon is how on earth they tell themselves apart - Machamp, the Superpower Pokemon, is every is the large and in charge master of wrestling that they are supposed to be, with large rippling muscles, hands that are large enough to caress even the most gigantic breasts, and a 50/50 shot at having a dick because the men look identical to the women. Other species, such as the Gardevoir line, have the same issue, being some of the most beautiful women around, including when they're male. That's why you have at least some control over this - each jump, you may simply decide if you are overwhelmingly masculine or sensually female - how this manifests is entirely dependent upon your species and personal preferences, but nobody will ever mistake you for the wrong gender. I should also note that you may also invoke this on purpose, allowing you to be excessively macho despite being female, or even intentionally cross the streams and becoming entirely androgynous at your discretion. Only at the start of the jump, however.

Humanoid And Willing (200 CP): Assuming that you actually desire to get into the pants of your trainer, you may notice significant issues in making them acknowledge you as a potential partner. Fortunately, as long as you have the same basic body type as the recipient of your affections - two hands, two legs, a head, so on and so forth for humans for example - you'll find these issues mostly smoothed over as though they don't exist. You'd probably garner strange looks if you were to simply stroll around town as if you were properly human, but you could easily get a date from that cashier with the cute blush if you were so inclined. Additionally, if you were not already capable of it, you are now one of the rare Pokemon capable of human speech. There will be no mistaking your advances, nor any deflecting them outside of outright disinterest in what you have to offer.

God Damn Gardevoirs (400 CP): Did you know that Gardevoirs are the single most likely Pokemon to make the beast with two backs with their trainer, and that I am terrible at statistics? It has to do with their empathic nature, and their naturally feminine appearance. There's just something about them that makes them so gosh darn desirable to almost everyone. Luckily for you, a similar level of fetishization has been extended to you - and to a lesser extent, others of your species. Everything that moves, breathes, and is capable of getting sexually aroused, is now capable and extremely likely to be aroused by you. Do keep in mind that this won't actually let you conceive an egg or even be compatible with them, but there are now vast legions of men, women and mon who would be more than willing to *try* given the slightest show of interest on your part.

Human-Like Egg Group (600 CP): See that sentence in the perk above this one about you not being compatible with humans or able to make an egg? You can throw that out the window, because you are now *very* compatible. Children you have with humans can be either pokemon of your species or human themselves, and any human children you have are guaranteed to have a few *gifts* from their parentage, not just being stronger, faster or even smarter than the average human depending on your exact species, but also having a power or two as per the 400 CP version of the Type Affinity perk. Outside this jump, this perk also applies to any other non-human forms you happen to have, with similar benefits to the children.

Pokemon (Bestial)

Animal Magnetism (100 CP): For some reason, silly things like 'being a different species' or even 'lacking a bestiality fetish' just don't matter when you're involved. It's not mind control or pheromones or anything else as skeevy (or detectable) as that, more that people just seem to make you an exception to their usual sexual preferences and restrictions. To a degree anyway. You will still need to put in the work to actually *seduce* them regardless, but this will make it an option at all for certain parties.

Power Perversion Potential (200 CP): You have a knack at turning your Moves to lewd purposes, from using Charm as a performance enhancer to using Thunderbolt as a bit of electrostimulation or even making a fire type move create a very different kind of heat. With a bit of effort, you can even add some kind of minor sexy side effect to your attacks and abilities *during* battle, giving you a unique and highly distracting advantage. You are also good enough at controlling your power to not injure your sex partner in the process. Outside of this jump, this also applies to any other supernatural abilities you happen to have.

Exotic Specimen (400 CP): Well now, it would seem that wherever you are, you aren't native to. Perhaps you're from somewhere like Aloha or Galar, and have made your way to Kanto? Outside of the normal effects this can have on a Pokemon - slightly different typing, vastly different coloration, the odd move here and there that you do or don't qualify for, this also has an impact on one critical factor. Your desirability. Don't get me wrong, that's not always a good thing, there are plenty of Pokemon Hunters and whatnot, but in this specific case I think you'll like it. See, normally a human would look at a Pokemon like you and probably think of you as a pet. In your case however, your differences make you exciting, make you worthy of exception. I'm sure most trainers never think of fucking their Rapidash, but a Galarian Rapidash... will they ever get the chance to taste something like you again? Can they afford to pass up on the chance to take you deep inside them? This applies both to the differences between you and them and to you and others of your species, giving you more opportunities to stand out. Do make the most of them.

Guardian Of Nature (600 CP): As it turns out, you're no ordinary Pokemon. It's far more likely that you're the attendant to a Legendary, or perhaps the descendant of a Pokemon owned by some famous hero from ages gone by. Hell, you may be his Pokemon, sealed away inside of some magical artifact until now. What matters is that this represents a fundamental shift in perspective. Instead of being something akin to a pet, you are someone worthy of worship. You possess a level of might that is simply more than others of your species, something that makes you more akin to a legend made manifest than a simple Pokemon - appropriate, I suppose. The best part of this is that due to your nature, all but the most scummy or rotten souled individuals cannot treat you as anything less than an equal. No mindless beast could ever be so noble or handsome, nor so arousing. This also makes it significantly easier to dominate people, leaving them properly worshipful of your body.



Items

Trainer

Set of Pokeballs (100/200/400 CP): This is a set of five reusable Poke Balls that reappear at your side a week later if lost or destroyed. For an extra **100 CP**, you can have a set of Great Balls instead, and for an extra **200 CP** beyond that you can have a set of Ultra Balls. No Master Balls though, sorry. They're just too rare and besides, it's much more sporting if you put some actual effort into gathering the perfect team and/or harem.

Sexdex (200/400 CP): This fun little device has all the normal bells and whistles of an ordinary Pokedex, but it also gives sexual information as well. From genitalia shape to common behavior in bed, this thing has it all. It can even provide tips on how to seduce the Pokemon in question if that's what you're into. For an extra **200 CP**, it's upgraded to a Rotomdex, increasing the effectiveness of its seduction tips by a large amount as well as unlocking the Rotom in question as a seduction target themselves.

Sex Badges (400 CP): This expensive-looking case generates a unique badge for every gym leader (or other equivalent) that you've managed to sleep with. That isn't just a fun souvenir to mark the occasion though. For every badge you collect this way you'll find yourself gaining a corresponding increase to your sex appeal, with the stronger trainers giving a larger bonus in turn. Collect enough of them and you might even be able to seduce a Champion into your bed even if you aren't actually strong enough to beat them on the battlefield.

Jumper Gym (600 CP): This is your very own pokemon gym, customized to your preferences. Or maybe it's something like an Island Trial or something depending on what region you're actually in. In any case, it comes with its own staff to keep everything maintained and a unique badge to give challengers strong enough to beat you. It boosts the training speed of people and pokemon within (especially of your chosen type if you have a Type Affinity), and periodically draws in attractive trainers, ready to challenge you for a badge. If they lose, well, that's an opportunity to help them with some further 'training'... or maybe you want to drop the pretense entirely and have another way entirely of earning your badge in mind. In other jumps this will take the form of whatever makes sense from the setting, from a martial arts dojo to a military training center.

Coordinator

Cute Outfits (100 CP): A star has to look their best after all. This wardrobe contains stylish outfits of all kinds, perfectly fitted to both you and your pokemon. It can be copies of the same signature look or a wide plethora of clothes but in any case you'll find them all to be very fashionable all the same and very resistant to both getting dirty and general wear and tear.

Trusty Camera (200 CP): A shiny new camera to record your exploits. Coming along with the best cameraman that money can buy, namely the camera itself, it contains either a Porygon or Rotom and can take pictures, videos, has a plethora of editing options and never runs out of batteries, all the while flitting this way and that and generally floating around to get the best angles possible. With your new assistant's help you're sure to draw some attention!

Pokestar Publishing (400 CP): A small company that you can send your material to for publishing. Despite its size, it's popular enough that new talent will periodically appear (especially people that you would find attractive), dreaming of becoming stars themselves and very eager to work under you. If you wish you can change this to be an advertising firm, an editing studio or a similar sort of support company depending on the exact nature of your work.

Superb Studio (600 CP): Your very own film studio. It has everything you need to make full-scale movies, lewd or otherwise, and passively boosts the attractiveness and skill of the actors working there. Again, depending on the nature of your work this could also be anything from a prestigious magazine ready to help you show the world the glories of pokecock to an entire Pokemon Contest Hall of your own where you as the owner have the authority to tweak the rules to your liking...as long as it isn't something silly like 'Jumper Always Wins', of course.

Criminal

Ties That Bind (100 CP): Pokeballs are one thing but sometimes you'll find yourself with somebody on your hands that you just can't stuff into a tiny ball, be it because they already have a trainer or because they're actually a human in the first place. Thankfully, for times like these you own a whole host of bondage equipment to keep them locked tight, from ropes and chains to gags and blindfolds to even full-on latex gimp suits in both bipedal and quadrupedal form. Just make sure whoever you locked up in these doesn't end up seducing the guard into letting them escape their bounds. You have no idea how common that sort of thing is around here.

Special Vitamins (200 CP): Everyone's heard about Pokemon Vitamins from Calcium and Zinc to HP and PP Up. These bottles full of pills and supplements have similar results when taken with a few key differences. For one, they can be used by humans just as well as pokemon. For another, they all have some side effects conveniently not labeled on their packaging. Calcium might make the user lactate while Zinc might have a similar fluid-increasing effect to the user's lower package. PP Up might just act as an addictive aphrodisiac while HP Up might not just increase the user's general toughness and health but turn them into an extreme masochist with enough doses. It's up to you to figure out the exact effects but I recommend testing it on *others* before risking yourself with a shady new drug. Those poor fools might even pay you for the honor of becoming your new Lab Rattata.

Non-Regulation Pokeballs (400 CP): This set of six pokeballs might *look* like the usual garden-variety balls you can buy at any given Pokemart, but in truth they have something very special about it. They might be able to catch pokemon that already belong to a trainer, they might turn whatever pokemon is caught by them into a powerful Shadow Pokemon. Heck, they might be able to catch *humans* and bind them to the owner's will while turning them into some kind of pokemon-human hybrid. Whatever the case, a few rounds with the R&D department should make them reproducible but even so you can expect these balls to be *very* illegal, *very* expensive and *very* useful.

Team Jumper (600 CP): You aren't just some Grunt or even an Admin but a full on Boss of a criminal organization of your own. You access to a small army of Grunts wearing a uniform of your choice, loyal but not very skilled, a handful of Admins to act as your right hands ride herd on the rabble, a secret base of some kind (usually underground but you can choose the specifics for yourself) as well as a team of shady scientists to work on whatever project passes through your criminal mind that week. These lab-coat wearing menaces are slightly better at battling than the average Grunt but more importantly they're skilled in a shockingly wide array of fields and totally willing to stoop to whatever depths you ask for in the pursuit of your goals.

Pokemon (Both)

Pokechow (100/200/400 CP): Are you a carnivorous dragon that's suddenly found themselves in a position of needing to eat their fellow pokemon to survive? Or maybe you just don't want to go through all of the trouble of looking for food when you could be having sex? Either way, here you go: a month's supply of Pokechow, refilled every month. It provides all of the nutrients that a Mon like you needs and it tastes...well, it tastes ok. For an extra **100 CP**, you also gain a supply of PokePuffs, which don't do anything special but taste very good. For an extra **200 CP**, you even gain a supply of contest snacks, from Pokeblocks to Poffins, which actually help you become cuter/cooler/etc.

Broken Pokeball (200 CP): This outwardly intact device seems pretty useless if it wasn't for one thing: it still reads as yours. That means that without very specific circumstances and some very illegal tech nobody will be able to catch you in another pokeball of any kind. Perfect for a pokemon that doesn't want to deal with trainers constantly trying to catch them.

Your Master's Home (400 CP): While the vast majority of Pokemon are wild and free, the golden touch of a talented trainer means that the most powerful and beautiful are often owned. This lovely little home, residing in a small and sleepy little town, is the home of your trainer. The house itself is nothing special, nor is the owner - if you have other options already, you may even forsake both. What matters is the effect the house has. Your neighbors, and all those within an acceptable area around it, become blissfully ignorant, ignoring any lewd shenanigans that you happen to get into. You could sheath yourself deeply inside your master, or be impaled in the center of town and no one would notice anything out of the ordinary.

Pokemon Valley (600 CP): A natural location that's uniquely suited to your specific species of pokemon and that other members of your species flock to on a regular basis. It's particularly well suited to training your species' powers, and slightly less suited to train others of the same or similar elemental typing as you and something about the place puts you all in the mood for breeding (especially attractive members of your preferred gender). Even better, any children conceived here will grow up healthy and strong and humans or pokemon with malicious intentions to you and yours will have a *much* harder time locating this place than they would normally. Expect Pokemon Hunters and Collectors to scream at their subordinates about their complete and total failure to find a giant obvious mountain on a regular basis.



Companions

Import (100 CP): Have one of your companions join you here. They gain an Origin and **600 CP** to spend on Perks and Items. If you import a set of six (like say, a full team of pokemon) or more, then they cost 50 CP each instead.

Your Partner (100 CP. Free for Trainer/Pokemon): Pick one of the starting pokemon, appropriate for your region or otherwise, to be your first Pokemon. If you *are* a Pokemon, then this companion is your trainer instead, with an appearance and personality of your choice. Either way, they gain **600 CP** to spend on perks and items of the appropriate Origin.

Adoring Fans (100 CP. Free for Coordinator): A group of fangirls/fanboys to eagerly follow your every move. They aren't really all that skilled at anything but they are all at least passably attractive to you and are quite willing to do *anything* you ask of them.

Your Harem (100 CP each): Did you hit it off with someone (or a whole lot of someones) and want to take them with you? No problem! Simply pay **100 CP** for each of your new lovers, though you will still have to convince them to come with you. Gotta catch 'em all!



Drawbacks

Supplement Mode (+0): Instead of using this document as a full jump, you may instead use it as a supplement for one of the many already existing pokemon jumps, turning it into a lewd version of its normal self, full of sexy people and pokemon/human relationships.

Specific Setting (+0): Is there a particular fanfic, doujin, or even *fangame* that you want to jump to? Go ahead, as long as it's at least a bit pornographic in nature, although if there already happens to be a dedicated jump for that particular piece of media then I recommend that you use it, with or without adding this document as a Supplement as per above.

Jelly-Filled Donuts (+100): Everyone else's speech is a bit...off. They call certain objects by the wrong names and sometimes their mouths don't even move in time with their words. It's almost like a television network is dumbing everything down for kids. Yes, even with all the sex. Try not to think about it.

Lose Conditions (+100): If you lose a fight there's a chance the victor shall demand something sexual from you, the act varying based on how badly you were defeated. A close-fought match might result in some light groping of your breasts/butt/genitals, while utter defeat is grounds for a big sex marathon. Possibly involving the winner's pokémon, alongside the trainer.

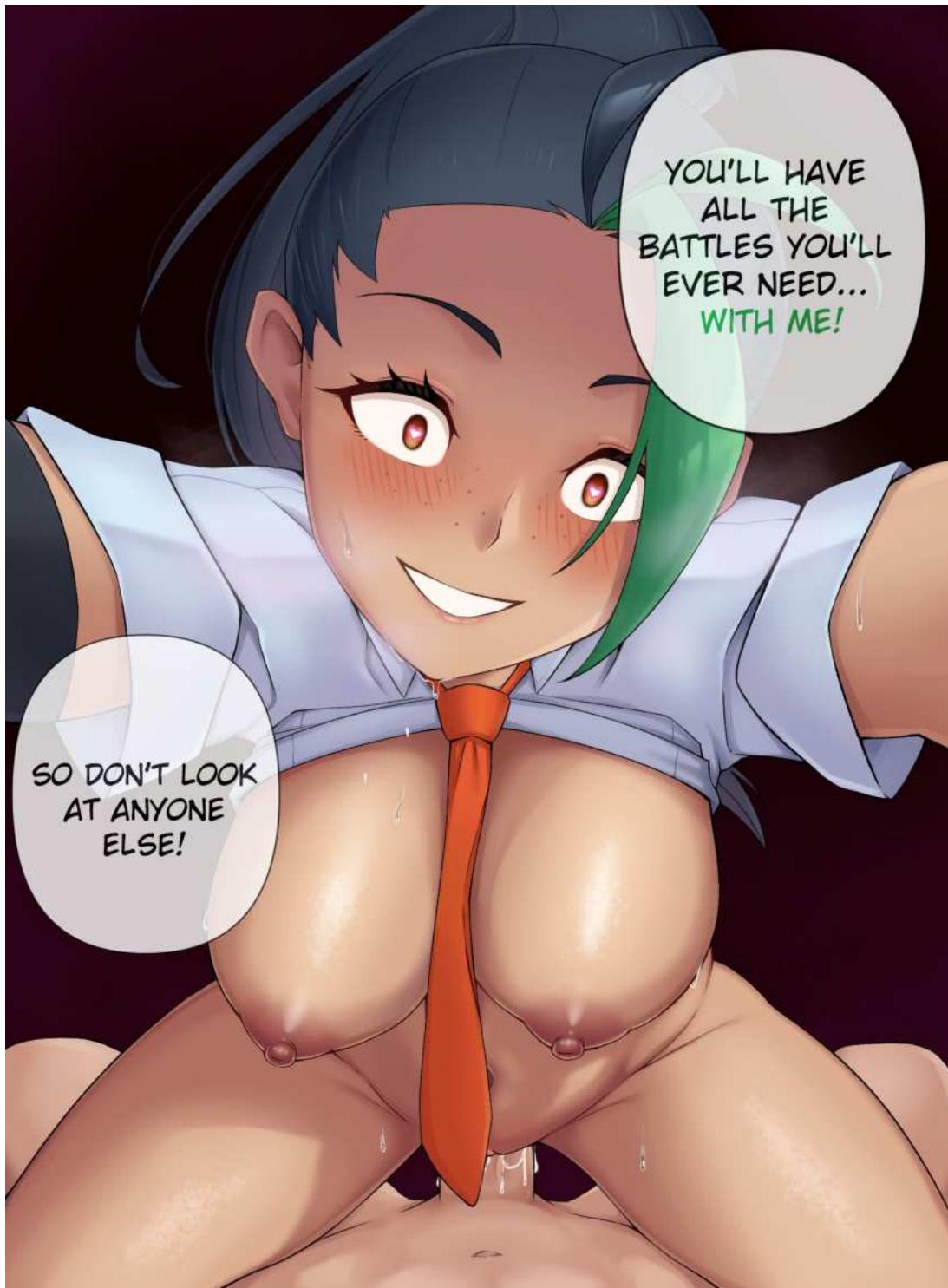
Heat Cycle (+100): It's that time again where your body's set for breeding~. Around once a month, you will find your mind and body surging with large amounts of arousal, as well as an equally large increase to your fertility. What? You're a human? Well maybe you have a few pokémon in your family tree somewhere or maybe it's all psychosomatic but in any case it's very real for you and you'll have to deal with it one way or another.

Perfect Subject (+200): You are particularly susceptible to attempts to affect your mind, from a Salazzle's pheromones to moves like Attract or the *many* abilities of that nature wielded by Psychic, Ghost and Fairy types. Be very careful around Hypnos and their ilk.

Persistent Admirer (+200): There's someone who has their heart set on making you theirs. If your a pokémon then they might be a particularly determined Pokemon Hunter or Collector and if you're a human then it might just be a more garden variety stalker but in any case, they're an incredibly skilled Trainer with an obsession for hunting you down and repeatedly battling you before whisking you away to parts unknown. Expect them to make very extensive use of you if and when they finally get you in their clutches, especially in a sexual manner.

It's Dangerous To Go Alone (+300): This world is much more dangerous than you might expect, more like some of the darker pokémon fanfics and doujins on the web. Try not to be captured by criminal thugs and forced into brutal and degrading sex slavery or get eaten by wild Salamence.

Pokedex Horror Stories (+600): So you know all those horrifying pokedex entries that normally have nothing to do with gameplay? They're actually true now. Fire pokemon are way too hot for anyone's good, Ice pokemon can freeze you solid on contact and Ghost pokemon are nightmare fuel incarnate. Obviously this might make sexy times...difficult, if not completely impossible. And that's not even going into all the other issues this might cause.



Endling

Go Home

Stay Here

Next Jump

Change Log

2.0: Changed the way the Pokemon origin is priced and split it's perks into Humanoid and Bestial using Cthulhu Fartagn's suggestions. I also buffed Pokemon Valley a bit, added a Supplement Mode, and fixed the wording on the import option. Hopefully the jump's quality is a bit less awful now.

3.0: Decided to bring the document up to the same quality as my later jumps. In total: Added Criminal Origin. Expanded on Porn Logic and made it free. Expanded on Moemon and added a free version. Made Barbie-Doll begone free. Expanded on Sex Battle slightly. Let you stack Type Affinity for Aura Guardian-type shenanigans. Made To The Victor Goes the Spoils clearer. Expanded slightly on Enough Of Me To Go Around. Expanded on Shocking Spectacle.

Expanded on All Press Is Good Press. Added Criminal Perks. Expanded on Human-Like Egg Group. Expanded on Animal Magnetism. Tweaked working on Set of Pokeballs. Expanded and rephrased Sex Badges. Expanded on Gym and renamed it to Jumper Gym. Expanded on A Camera and renamed it to Trusty Camera. Expanded on Pokestar Publishing. Expanded on Studio and renamed it Superb Studio. Added Criminal Items. Tweaked Pokechow slightly to make it clear that you get the chow along with the poffins/blocks. Expanded on Broken Pokeball. Expanded on Supplement Mode. Expanded on Specific Setting. Expanded on Perfect Subject and It's Dangerous To Go Alone. Added Persistent Admirer (based on the tons of dominant yandere Nemona art filling the internet, as per the pic~). Beyond that, added a couple of other pictures as well.

3.1: Fixed spelling errors.