

Canon Compliant with Pokegirls Classic: Pokegirls Jump

+1000 CP.

(All of the below paragraphs in the setting summary are taken from different parts of the Pokegirls FAQ. Full credit for all of this portion of things thus goes to the writers of this FAQ.)

A Pokegirl is a creature created by Jim Sukotto (aka Sukebe) or derived from genetic material or processes developed by him in the late 1900s and early 2000s. Sukebe was a dimension traveling engineer and mage who brought back genetic material from his travels and mingled it with human DNA to create the first Pokegirls as his personal servants. Due to a series of unfortunate events the originals were destroyed and a vengeful Sukebe created more lethal versions to be released upon humanity, whom he blamed for his loss.

Due to the small number of humans overall and the fact that initially many human women were infertile, many men turned to having children with Pokewomen. This has resulted in the gradual accumulation of nonhuman genetic material in the human race. When the level of genetic material reaches a certain level (still unknown), it will express itself in human males in one form or another. If the resulting traits are generally positive in nature, they are called blood gifts while if the traits are generally negative in nature they are considered to be blood curses. If a person has more than a few blood gifts, often he will show one or more blood curses as well, as if nature was seeking some kind of balance. Blood gifts can run the gamut from more endurance or strength to an ability to recover faster from exertion, often a useful trait if a Tamer has one or more Pokegirls with high libidos.

While human females can express the same traits, women with blood gifts or curses tend to undergo threshold and become pokégirls. For this reason, human women are unlikely to have active nonhuman traits.

The Pokegirl world of today is an Earth that would be unrecognizable to the inhabitants of the twentieth century. The continents have been reshaped and weather patterns remain unpredictable all over the globe. Most large land animals are gone or at least under severe pressure unless they are under human conservation efforts. Few birds roam the skies and those that do can quickly find themselves being hunted. Everywhere, Pokegirls sit unchallenged at the top of the food chain.

Only the seas are relatively unchanged, but even here the hand of Sukebe can be seen. It should also be mentioned that while much rarer, ocean Pokegirls as a group tend to be more powerful than their land cousins and as a result more hazardous to encounter.

The governments would also be unrecognizable to a visitor from the past. The leagues rule the human world. Whether mankind will survive the raging storm that is life on earth is still not certain.

In 2001 a UN study group that was acting as a conduit for Pokegirl research realized that the current governments of the world were tottering on the edge of collapse and determined to seize power for themselves. In their almost bloodless coup, they gathered into their ranks the prototype Tamers, assuring them that they would have the greatest say in the new world to come. With varying degrees of success, that promise has been kept ever since.

Pokegirls exhibit a wide array of appearances and powers. All Pokegirls have one or more elements that help to define their powers, strengths and weaknesses. They can be far stronger, faster, and more intelligent than standard humans. A rare few are less than humans in some regards.

All Pokegirls are female. While Pokeboys do not currently exist in the world, it is theorized that as more Pokegirl blood mingles with humanity they will start to appear.

Almost all Pokegirls are genetically designed with a compulsion to have sex with a human. Most are heterosexual or bisexual while a few are strictly homosexual.

Due to the sensitivities of people in the early part of the history of Pokegirls, sex was referred to as taming, and that word became part of the lexicon over the years. People who travel with a harem of Pokegirls are usually referred to as Tamers.

If this compulsion to have sex is not satisfied, a Pokegirl will become what is called “feral”, which usually results in a loss of higher intelligence function in the brain. Some show other symptoms but for the vast majority of Pokegirls reduced intelligence is the norm as they become more feral. The amount of taming that a Pokegirl needs to have over a given period of time to avoid going feral varies from species to species based on the species libido. However a particular Pokegirl’s libido has little or nothing to do with how often she wants to be tamed, which is based on personal preference.

A feral Pokegirl can have her intelligence restored (or initiated for feralborne wild pokégirls) by being tamed by a human. While Pokegirl on Pokegirl tamings can prevent a Pokegirl from going feral in the first place, this activity will not allow a feral Pokegirl to be domesticated. Please note that Pokegirl on Pokegirl taming is only of limited use and is generally only half as useful as taming by a human. This means that Pokegirls who are being tamed by other Pokegirls will require taming twice as often as a Pokegirl being tamed by a human.

Table of Contents:

- 1- Location
- 2- Background
- 2a- Age
- 2b- Gender

- 2c- Origin
- 3- Perks
 - 3a- In-Setting Rarity of the Bloodtrait Options Offered
 - 3b- Bloodgifts
 - 3c- General Perks
 - 3d- Location-based Perks
 - 3di- Scarlet
 - 3dii- Amethyst
 - 3diii- Jade Islands
 - 3div- Indigo
 - 3dv- Silver Islands
 - 3dvi- Crimson
 - 3dvii- Tropic
 - 3dviii- Slot
 - 3dix- Sapphire
 - 3dx- Orange Islands
 - 3dxi- Blue
 - 3e- Origin-based Perks
 - 3ei- Drop In
 - 3eii- Tamer
 - 3eiii- Tradesman
 - 3eiv- Watcher
 - 3ev- Elite Criminal
 - 3evi- Ranch Owner
 - 3evii- Special Operative
 - 3eviii- Pokegirl
- 4- Companions
 - 4a- General Companions
 - 4b- Location-based Companions
 - 4c- Established Characters as Companions
 - 4d- Importing Companions (General)
 - 4e- Origin-based Companion Import Options
- 5- Items
 - 5a- General Items
- 6- Drawbacks
 - 6a- Setting Adjustment
 - 6b- General Drawbacks
- 7- Notes

Location

Jumpers may choose whatever location they wish as their starting location.

Scarlet: Ever wanted to do a jump that took place in Antarctica? Well here's your chance. The Scarlet League is a collection of allied city-states full of people who have taken advantage of both Pokegirl abilities and magic in order to make a living on this continent. Of all the Leagues in the world, this one is about as close to parity as any of them get (with parity being the in-world term for the concept of equality between humans and Pokegirls). This League has no requirement to accept any sort of battle challenge- much less a requirement to accept salvage battles.

Amethyst: Covering all of what was formerly Italy, as well as a bit of additional territory, Amethyst is one of the most anti-parity Leagues in the world. If the authorities here learn somebody has been speaking positively about parity, that person WILL be harshly punished. There's even a branch of law enforcement called the Amethyst Pokegirl Enforcers (A.P.E.), dedicated to investigating accusations of Pokegirls acting too freely. This League has no requirement to accept any sort of battle challenge- much less a requirement to accept salvage battles.

Jade Islands: Most Leagues in the Pokegirl world lean, whether lightly or heavily, towards the patriarchal. In this Queendom, located in what used to be Northwestern Africa, (back before most of Northern Africa's landmass was destroyed by Typhonna), the culture is explicitly matriarchal. It used to be about as patriarchal as most other Middle Eastern Leagues, before a revolution in which human women took control, leading to the current lineage of Sultanas. This League has no requirement to accept any sort of battle challenge- much less a requirement to accept salvage battles.

Indigo: Like Amethyst, those in charge of the League are opposed to parity- but unlike Amethyst, it's not illegal to discuss parity positively. Located mostly in what used to be the American Midwest, the leaders of this League are wary of the growing pro-parity sentiment. Beyond the human government, the Pokegirls of the Amazonchan preserve, an autonomously governed area within the League led by the elderly Cologne, have a notable level of impact. In this League, salvage battles ARE a requirement, and if a licensed tamer (although not any other Pokegirl owner) refuses a salvage battle, it is counted as an automatic forfeit.

Silver Islands: Do you fondly remember the water-based routes throughout Hoenn, and want to recreate the experience without much in the way of the icky land bits? Then this is the League of your dreams! Centered on the Hawaiian islands, the officially inhabited islands of the League are mostly feral-free zones. There are some uninhabited islands which were created by certain legends during Sukebe's war, but access to these islands is restricted. The feral threat to this League comes from the aquatic Pokegirls in the surrounding ocean, with most Flying-type

ferals having learned to avoid these islands. Wandering tamers in this League are, in addition to other requirements, required to prove they know how to operate a boat, as they'll be spending their time feral-hunting out at sea. This League has no requirement to accept any sort of battle challenge- much less a requirement to accept salvage battles.

Crimson: This League rivals Scarlet for how close to parity its laws are- but socially, there are enough residents who publicly oppose parity to prevent it from besting Scarlet in that regard. This League is famous for housing Vale, which is possibly THE most prestigious magical academy. Vale University is one of the very few parts of the League not controlled by the Jahana Corporation, which has a near monopoly on most aspects of the League. Location-wise, this League covers part of the American Southwest, part of Texas, part of Mexico and Central America, and part of South America- and it's a bunch of islands, due to Typhonna. This League has no requirement to accept any sort of battle challenge- much less a requirement to accept salvage battles.

Tropic: The Pokegirls fandom has nicknamed this League 'Pokegirls North Korea', and with good reason. This League is run harshly, which on its own would do little to distinguish it. Accompanying this, however, are its somewhat insane policies in which it views bloodgifts as inherently good, and, in order to encourage them, celebrates thresholds among females. If a human woman born into the League doesn't threshold by the time she turns 18, she will have two legal options. She can either accept being turned into a Pokegirl via Loveball or Jusenkyo water, or she can accept being sold in marriage to a foreign buyer. The League doesn't have traditional freelance tamers, however, it does have two separate options that could be treated as tamer-equivalents for the sake of a jumper's origin. The only people allowed to travel into the dangerous 'Red Zone' to capture ferals are Military Tamers, who obviously do not operate independently. The only combat trainers allowed to operate independently are Bounty Hunters, who are supposed to only deal with small-time issues. Given that this League lacks freelance tamers, it should be no surprise that it also lacks any system of salvage battles or enforced battle challenges.

Slot: Encompassing most of South America, the Slot League used to be most famous for being the creator of the Coordinator profession. Nowadays, however, it is perhaps more famous for the magocracy which arose after the recent revolution. The Slot League's approach to Pokegirl rights is quite odd. While most Pokegirls have tier 0 citizenship, below the tier 1 granted to humans, neither of these tiers are considered examples of full citizens. Magic-using Pokegirls automatically receive at least a tier 3 citizenship, by contrast, making them full citizens. Humans without magical capability can take an exam to receive this tier 3 citizenship, and humans with magical capability can rise to much higher citizenship ranks. Given that non-magical humans are unable to become tamers, for the purpose of a jumper's origin, Coordinator can be substituted. This League has no requirement to accept any sort of battle challenge- much less a requirement to accept salvage battles.

Sapphire: Located in what used to be Ukraine, Romania, and Moldova, the Sapphire League holds the distinction of being the least developed of all the Leagues. It was only decades after Sukebe's war that true rebuilding started, and there are many nomadic human groups who never truly settled down into the cities when they were eventually built. Because of this lack of development, many electronic goods are in short supply, and it is not unheard of for there to be shortages of even Pokéballs. Parity is a controversial subject in the Sapphire League, and many are upset about the 'Free Pokégirls' category that has recently been legally recognized. Such free Pokégirls must have a human benefactor, and must pay an extra tax, but they are not legally listed as the possession of their human benefactor. Outside of human-controlled areas in the League, there are two Pokégirl-dominant groups with whom the League has often come into conflict. Sapphire humans currently share an uneasy truce with the Vesna Elf Queendom, and are in a constant state of conflict with the Goblinoid Whorde. This League has no requirement to accept any sort of battle challenge- much less a requirement to accept salvage battles.

Orange Islands: Prior to the Eva Advent, Australia used to consist mostly of one big island. The Eva Advent, however, caused the former continent to split up into a multitude of smaller islands. The Eva Advent caused the most destruction to the interior of the continent, the least human populated and most heavily feral pokégirl populated area. As a result, the proportion of ferals to humans drastically lowered- and while the relative proportion of ferals has grown somewhat since that time, it is still much lower than in any other League. In part because this gives them the opportunity to do so, the Orange Islands has an extremely strict program for would-be tamers, during which a significant proportion wash out of training. A side effect of the relative lack of ferals is that the military and industries can't obtain high power Pokégirls quite as easily. Given most of their domestic Pokégirls tend to be of relatively low power, the Orange Islands has a unique group of operatives called the Harvesters. They travel to other Leagues to capture high-power ferals- and given some Leagues consider this theft, has resulted in diplomatic animosity. While pro-parity opinions are rare, anti-abuse opinions are common, and the most popular 'Pokégirl rights' organization is only interested in improving the well-being of owned Pokégirls. This League has no requirement to accept any sort of battle challenge- much less a requirement to accept salvage battles.

Blue: Within the Pokégirls fandom, this League is most famous for being where most of Kerrik Wolf's stories take place, and the primer was written entirely by Kerrik Wolf. For anyone who hasn't read any of Kerrik's stories, the Blue League is in-universe known as a stable League with a democratic government and a moderate stance on Pokégirl rights. While this League does technically come with the requirement to accept battle challenges- including salvage- unlike Indigo, there is a very easily found loophole around this. In challenges, the challenged tamer is the one who sets the conditions of battle- and would be well within their rights to say 'you get one pokégirl, I get six', and to add the fight would be an absurd distance away tomorrow. In other words, it is very easy to get out of unwanted salvage challenges, as such challenges can only proceed if both tamers agree on the conditions.

Other League: If you really have your heart set on an experience not covered by any of the listed Leagues, you can also choose one of the Leagues not included as an example above- such as the Edo League, perhaps- but only if you don't want access to any sort of location-based discounted perks.

Background:

Age: Dependent on the origin chosen- see the 8 different origins for specifics.

Gender: You retain whatever gender you had from the last jump. The only exceptions are if you land in the Tropic League or Jade Islands League. If in Tropic, you may become male for free if you were previously female, and if in Jade Islands, vice versa. Otherwise, for 50 CP you can choose to switch your gender. (If you do choose to stay in the Tropic League as a female human, it will not be as a citizen of the League, and you will either be a visiting foreigner or a 'Drop In'. If you are a visiting foreigner, you can choose to come from whatever League you want, but your discounts will still be associated with the Tropic League.)

Origin:

Drop In (Free): The Pokegirl world actually attracts a lot of dimensional travelers, to the point there are standard protocols in place for those from other worlds stranded here. Note that if you want to be open with the authorities about being a dimensional traveler, they will most likely want to do a psychic screening to read your mind as part of that protocol. You retain whatever age you had from your previous jump.

Tamer (Free): Most stories in the Pokegirls setting focus on tamers. They're the ones who go out into the wilderness, capturing and battling feral Pokegirls with their own harem. In the Slot League, Coordinator can be substituted in place of tamer. In most Leagues, people are eligible to start out as tamers as young as 16, with minimal requirements. In others, strict requirements such as mandatory boot camps are a requirement for a tamer's license, with the strictest being the Orange Islands League, where the minimum age is 18. To make things uniform across Leagues, the starting age is 17+1d6, for an age range of 18 to 23.

Tradesman (50 CP): You've settled down to perform some sort of trade involving Pokegirls, and have a special license to use your Pokegirl(s) to perform this job. Any civilian job requiring licensing is fair game to choose from. The starting age is 19+1d8, for an age range of 20 to 27.

Watcher (50 CP): Watchers can best be described as a subset of scientists who study feral Pokegirls, usually in their natural habitat. Beyond discovering and categorizing scientific information regarding feral behavior, they also monitor feral movement. Given they regularly travel into the wilderness, though their job isn't focused on fighting, they are allowed to have combatant Pokegirls. The starting age is 20+1d10, for an age range of 21 to 31.

Elite Criminal (100 CP): You are well-regarded in the criminal underworld for your skills. Whether you belong to a Team, or whether you're a freelance agent, that's up to you. The jump starts off with the League being unaware of your appearance, and depending on perks chosen, possibly unaware of your existence as a criminal. The starting age is 21+1d8, for an age range of 22 to 29.

Ranch Owner (100 CP): Across most Leagues, licensing to run a Pokegirl Ranch is among the most difficult of licenses to obtain. These individuals are considered highly important to the League, performing a variety of necessary duties for it. Ranches parthenogenetically breed and raise Pokegirls according to certain criteria, train recently caught feralborn Pokegirls (and certain breeds of recently thresholded Pokegirls), and often provide starter Pokegirls for new tamers. The starting age is 27+1d12, for an age range of 28 to 39.

Special Operative (names and specifics vary by League, from the generic Hunter to Sapphire League Ranger) (150 CP): These elite individuals battle the League's most dangerous threats. While the details might depend on what kind of special operative, and which League is being served, these are all highly respected individuals. The starting age is 24+1d10, for an age range of 25 to 34.

Pokegirl (Free/50 CP/100 CP/150 CP): If you really want to be dependent on sex to stay sane and be part of a group usually treated as slaves, go ahead and choose this. The cost of this option will depend on the rarity of the breed you choose to be. Common and Uncommon breeds are free, Rare breeds 50 CP, Very Rare breeds 100 CP, and Extremely Rare breeds 150 CP. Certain perks cannot apply directly to those who are openly Pokegirls, and so will instead apply to the tamer you start out with if you purchase them without the Disguised as a Human perk. If you lose that tamer, then such perks will NOT be automatically transferred to whatever tamer you have next. If you purchase the Disguised as a Human perk, then you will be able to directly access such perks so long as you maintain your disguise as a human. If a perk falls under this category, it will be described as 'requires the Disguised as a Human perk for direct Pokegirl applicability'. This origin does not allow you to take any bloodtrait perks or the Pureblood Human perk. The starting age is 15+1d12, for an age range of 16 to 27.

Perks:

In-Setting Rarity of the Bloodtrait Options Offered:

To start with, let's get one thing straight. We're outright offering some options that are practically unheard of in-setting. It is quite rare to find a male with multiple bloodgifts but no bloodcurses. It's far more rare for female humans to have any bloodgift at all, and all but unheard of for a female human to have a bloodcurse. At first, I tried to make this section's mechanics reflect these gender differences, struggling (and failing) to come up with something fair to both genders.

I'm prefacing the rules with this disclaimer just so that people will understand how exceptional their jumper might be if they break these norms with their purchases. To further emphasize this, I'll quote the anonymous comment which finally led me to change my mind on this.

"I assume it's also rare to find someone who is a mage, martial artist, possessing peak human physique, recognised as the next Ranma, and who can alter the genetic makeup of unborn children, but all this and more becomes possible with the power of CP.

You're trying to have your cake and eat it too, here. The jumper is going to be special and an exception to the rules just as a side effect of being the jumper. That's okay, that's half the point of jumpchain. But imposing a tone of arbitrary rules to try and make the OOC SI fit in doesn't make a whole ton of sense (especially when the drawbacks disappear at the end of the jump anyway).

Really you're just making people less likely to choose bloodgifts, when they can just load up on perks or pick up powerful pokegirls. And that's a shame when there's so much word count devoted to it.

So... maybe just acknowledge what the norm is for the population, and that choosing to spend CP here to pick up a bunch of gifts is going to make the jumper exceptional 1 in 10,000 (in the same way spending 1000cp on /anything/ is going to make them exceptional)."

Bloodgifts:

It should be noted these bloodgifts can only be purchased by human jumpers, and not Pokegirls. Jumpers who have chosen the Pokegirl origin cannot take bloodgift perks- and they already will have plenty of superpowers anyways.

The first bloodgift purchased will cost no extra CP. For each bloodgift purchased after that, a flat cost of 50 extra CP will apply. This cost will not increase the more bloodgifts you purchase, instead remaining at 50 CP.

Each of the 11 locations will have some number of bloodgifts associated with them that allow for a discount of a half-price purchase. As such, the various bloodgifts will be categorized by location, so as to make it obvious which regional background will provide a discount for them. Given that the bloodgifts for each region will be the ones of a certain elemental type, and certain bloodgifts can have multiple potential elemental variations, the same bloodgift might be found in multiple categories.

Scarlet:

Ice-type Bloodgift (Common to Uncommon) (200 CP): Choose between Ice Affinity, Efficient Metabolism, Stoic, or Thermal Tolerance. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Ice-type bloodgift (Rare to Extremely Rare) (400 CP): Choose between Natural Buoyancy or Waterborn. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Amethyst:

Normal-type or Type Nonspecific Bloodgift (Common to Uncommon) (200 CP): Choose between Normal Affinity, Endurance, Speed, Empathic Insight (single breed), Enhanced Sense (Visual), Enhanced Sense (Olfactory), Enhanced Sense (Auditory), Flexibility, or Recovery. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Normal-type or Type Nonspecific Bloodgift (Rare to Extremely Rare) (400 CP): Choose between Balance, Enhanced Sense (Gustation), Enhanced Sense (Tactile), Monster Out, Strength, or Any Non-Elemental Affinity. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Jade Islands:

Fire-type or Ground-type Bloodgift (Common to Uncommon) (200 CP): Choose between Fire Affinity, Endurance, Thermal Tolerance, Ground Affinity, Gardener, Iron Stomach, Location, or Stonefinder. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Fire-type or Ground-type Bloodgift (Rare to Extremely Rare) (400 CP): Choose between Boost or Poison Resistance. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Indigo:

Fighting-type Bloodgift (Common to Uncommon) (200 CP): Choose between Fighting Affinity, Efficient Metabolism, Endurance, Mimetic Memory, Speed, Strong Constitution, or Trainer. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Fighting-type Bloodgift (Rare to Extremely Rare) (400 CP): Choose between Agility, Boost, Fast Healing, Regeneration, or Toughness. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Silver Islands:

Water-type Bloodgift (Common to Uncommon) (200 CP): Choose between Water Affinity, Endurance, or Thermal Tolerance. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Water-type Bloodgift (Rare to Extremely Rare) (400 CP): Choose between Natural Buoyancy or Waterborn. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Crimson:

Celestial-type or Dark-type Bloodgift (Common to Uncommon) (200 CP): Choose between Potent Spellcaster or Dark Affinity, . Can be purchased multiple times for different listed bloodgifts not yet chosen.

Celestial-type or Dark-type Bloodgift (Rare to Extremely Rare) (400 CP): Choose between Celestial Affinity, Fast Healing, Blank Mind, Darkness, Night Vision, Nightwalker, Phase Sight, Psychic Invisibility, Sealed Body, Sealed Mind, or Sealed Soul. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Tropic:

Bloodgifts for Elemental Types Not Covered in Other Locations (Dragon, Electric, Flying, Ghost, Psychic, Rock, Steel, Infernal) (Common to Uncommon) (200 CP): Choose between Electric Affinity, Flying Affinity, Psychic Affinity, Rock Affinity, Steel Affinity, Claws, Electric Shock, Empathy, Endurance, Gardener, Iron Stomach, Lightweight, Location, Potent Spellcaster, Speed, Stoic, Stonefinder, Telempathy, Telepathy, Trainer, Vocalist, or Youthful Vigor. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Bloodgifts for Elemental Types Not Covered in Other Locations (Dragon, Electric, Flying, Ghost, Psychic, Rock, Steel, Infernal) (Common to Uncommon) (400 CP): Choose between Dragon Affinity, Ghost Affinity, Infernal Affinity, Aura Sense, Boost, Darkness, Fast Healing, Longevity, Metalshaper, Mindbender, Nightwalker, Phase Sight, Poison Resistance, Precognition, Psychic Invisibility, Sealed Body, Sealed Mind, Sealed Soul, Second Sight, Spirit Bound, Teleportation, or Toughness. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Slot:

Magic-type Bloodgift (Common to Uncommon) (200 CP): Choose between Magic Affinity, Potent Spellcaster, or Telempathy. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Magic-type Bloodgift (Rare to Extremely Rare) (400 CP): Choose between Aura Sense, Fast Healing, Longevity, Mindbender, Night Vision, Nightwalker, Precognition, Regeneration, Second

Sight, or Teleportation. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Sapphire:

Plant-type Bloodgift (Common to Uncommon) (200 CP): Choose between Plant Affinity, Empathy, Gardener, or Youthful Vigor. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Plant-type Bloodgift (Rare to Extremely Rare) (400 CP): Choose between Fast Healing, Mindbender, Photosynthesis, or Regeneration. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Orange Islands:

Poison-type Bloodgift (Common to Uncommon) (200 CP): Choose between Poison Affinity, Strong Constitution, or Venomous. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Poison-type Bloodgift (Rare to Extremely Rare) (400 CP): Choose between Immutable Form, Mindbender, or Poison Resistance. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Blue:

Bug-type Bloodgift (Common to Uncommon) (200 CP): Choose between Bug Affinity, Claws, or Venomous. Can be purchased multiple times for different listed bloodgifts not yet chosen.

Bug-type Bloodgift (Rare to Extremely Rare) (400 CP): Choose between Immutable Form, Regeneration, or Swarm Lord. Can be purchased multiple times for different listed bloodgifts not yet chosen.

General Perks:

Martial Artist (100 CP): Your jumper gains a basic understanding of how martial arts works. Beyond this, your jumper will have an enhanced ability to teach martial arts. This will give them a definite edge when it comes to training Fighting-type Pokegirls, or any Pokegirl that can use martial arts in fights.

Mage (100 CP): Your jumper gains a basic understanding of how magic works, and also the capacity to use magic. Beyond this, your jumper will have an enhanced ability to teach magic. This will give them a definite edge when it comes to training Magic-type Pokegirls, or any Pokegirl that can use magic in fights. This is a prerequisite for many other perks listed, and without purchasing those other perks, the jumper will start off with a mildly unrefined magic ability. However, there are various traits which can be substituted for this perk as regards being a prerequisite. If your jumper already purchased a perk that grants basic magical ability, or if your jumper has magic through a bloodgift or is a magic-capable Pokegirl, this will not be a necessary prerequisite.

Peak Physical Ability (100 CP): Whether you're human or Pokegirl, you gain abilities near the peak of whatever your body can naturally handle. If human, for example, you'll be slightly behind Olympic athletes, but far above most other people. If Pokegirl... it will depend strongly on the species for specifics, but you'll be similarly near the top of your own species in terms of abilities.

Location-based Perks:

If you take a perk from the location you're from, you get a 50% discount for it. And yes, Drop Ins do have access to the perks of the League in which they landed, so those jumpers aren't left out.

Scarlet:

Ice Walker (50 CP or free if from Scarlet): You know how to move across the sleet, ice, snow, and all other snow-related bad terrain like it was flat, non-icy, solid ground. This does not apply to bad terrain not related to snow or ice.

Magical Enhancement of Items (specifics in details) (200 CP): If your jumper wants to actually craft these items themselves, that will require the Mage prerequisite from General Perks. If your jumper lacks this prerequisite or a substitute for it, then they will simply have the knowledge on how to craft these items without having the ability to make them. This gives knowledge as to how to craft magically enhanced items produced in Scarlet, as per the Scarlet tradition of 'the stone path'. Typical magically enhanced items produced in Scarlet include fire, ice, and lightning elementally aligned weapons or armor. Bangles, bracers, and amulets that reduce damage from certain attacks or provide protection from the natural elements to a certain degree are relatively plentiful. They are expensive, but they can be found in most major cities, which indicates how profitable this could be for a jumper.

Corpse of Mountaintide (400 CP): Back during Sukebe's war, there were Legendary Pokegirls who died. Mountaintide's death occurred within Antarctica- thus meaning her corpse is within the boundaries of the Scarlet League. Unlike the other Legendary Pokegirls who died, the icy conditions of her surroundings helped prevent her corpse from decaying. However, given the sheer size of Antarctica- and how little of it is inhabited- the exact location of her corpse was undetermined. With this perk, your jumper has access to the location of this preserved corpse of a Legendary Pokegirl. With a day's preparation, they will be able to teleport themselves and up to ten allies to this location, and will be able to teleport themselves back to their original point instantaneously. In future jumps, your jumper will be able to similarly access the most powerful possible still-preserved deceased superbeing in whatever world they journey to.

Access to the World Song (600 CP): This requires the Mage prerequisite from General Perks. This perk involves acquiring innate knowledge of how things work, even if it's just observational common sense related information (example: fire is hot), and accessing a power known as the World Song. Your jumper can then choose to either be a normal Dawn Singer, or to be part of the Nocturne. Most magical bards sing stories and tell tales that can be spun into reality. The most powerful among these magical practitioners are known as Dawn Singers. Whether human or pokegirl, a Dawn Singers is respected and feared. They rarely speak at all due to the power of their voices. There is a sub-set of bardic practitioners that use powers similar to the Dawn Singers and their tale telling. This sub-set is the magic society known as Nocturne, and have the same mechanical benefits, but with a different aesthetic. These bards focus on the darker side

of the world song, using the ancient musical style known as The Metal as the foundation of their powers.

Amethyst:

Amethyst Intimidation (50 CP or free if from Amethyst): You have a honed ability to use your status as a human to intimidate Pokegirls into doing what they want. This often extends into situations in which the Pokegirl has leverage over your jumper. In future jumps, this will allow your jumper, if they are in a superior position in a caste system, to similarly intimidate lower caste individuals. Requires the Disguised as a Human perk for direct Pokegirl applicability.

E-Medal Discount (200 CP): The Amethyst government is well-known for exporting E-Medals that it farms from Slimettes. With this perk, your jumper starts out with close connections to the government official running these facilities. That connection allows the jumper to get away with purchasing E-Medals at half price for their personal harem. Note that this does not allow for buying discounted E-Medals in bulk, and that if the jumper does anything with the E-Medal other than use it for their personal harem, they could make very powerful people angry. In future jumps, this will translate to your jumper having connections to individuals who could provide some other beneficially transformative material to them and their close allies. Requires the Disguised as a Human perk for direct Pokegirl applicability.

Lostech Permit (400 CP): This is required in order to legally possess Lostech within the Amethyst League- and quite a few other Leagues. If your jumper is from a different League which also regulates ownership of Lostech, they may substitute the permit as being from that League. Forbidden Tech is still illegal to own even with this permit, with the difference between them being that Forbidden Tech has been fully analyzed, while Lostech has yet to be reviewed. In future jumps, this will translate to your jumper being able to legally access to any lost technology or artifacts which are not fully understood by the society that had recovered them. Requires the Disguised as a Human perk for direct Pokegirl applicability.

Plane Shift to Olympus (600 CP): Congratulations. Somehow or another, your jumper has the highly unusual ability to enter the realm of the gods and goddesses, and interact with them. In modern times, many of these deities are worshipped by the Church of the Thousand Gods, which is the Amethyst League's primary religion. As such, your jumper will become a prominent religious figure should this ability become public knowledge. In Amethyst League, this will allow them to enter the realm of the Greek/Roman pantheon, hence the perk's title. In other locations, the pantheon your jumper walks in on will strongly depend on the area's local mythology.

Jade Islands:

Master of Women's Pleasure (50 CP or free if from Jade Islands): The Jade Islands League is most famous for being the only matriarchal League in the world. As such, it's only natural there would be more overall awareness as to how to center and pleasure a female partner in sex. With this perk, your jumper has an extensive understanding of how to sexually pleasure females. Whereas before you may have been good or even great at pleasuring females, with this perk, you will be able to provide the most mind-blowing sexual experience possible for a female partner.

Magical enhancement of items (specifics in details) (200 CP): This requires the Mage prerequisite from General Perks. This gives knowledge as to how to craft magically enhanced items commonly produced in Jade Islands. Most popular are items such as magical versions of pokepacks (usually capable of holding around half the amount of a pokepack and sold for about half the price of a pokepack); other protective items such as rings that protect from a single pokegirl element or physical damage; or physical accessories that mimic bloodgifts. They are considered very expensive by the average tamer.

Innate Access to the Hosportal (400 CP): Regardless of where you are, and whether you have access to the Internet, you have access to the knowledge contained in the Hosportal. This computer network contains the best and most up-to-date medical information in the world, along with the majority of the world's medical breakthroughs. It additionally has records of detailed Pokegirl analyses and observations.

Touch of Saint Adva (600 CP): You are capable of making talismans which reduce a person's risk of threshold by 90%. This power comes directly from a blessing given to you by Saint Adva. For obvious reasons, if this ability of yours becomes public knowledge, you will be considered a person of HUGE importance. In future jumps, this ability can also be used to similarly reduce the chance of transformation of humans into non-Pokegirl species, such as zombies.

Indigo:

In The Legacy of the Speech (50 CP or free if from Indigo): Ranma's speech is famous throughout Indigo- and to a lesser extent, famous throughout the world. With this perk, your jumper gains an innate knack for giving speeches. While this won't change minds as easily as Ranma's speech, it will allow the jumper to persuade crowds on issues they're on the fence about.

Legal Access to Jusenkyo (200 CP): Your jumper, somehow or another, has gained permission to legally visit the Jusenkyo spell dump. Be careful, though, as if your jumper is caught abusing this permission to smuggle Jusenkyo water, they will become an internationally wanted criminal. In future jumps, the entire area of Jusenkyo will be recreated and added as an addition to your warehouse, giving you access to Jusenkyo water whenever you might want. Requires the Disguised as a Human perk for direct Pokegirl applicability.

Underworld Understanding (400 CP): Somehow or another, your jumper starts out with significant knowledge regarding the largest criminal group in their League, and haven't been killed for it. In Indigo, where the underworld is controlled almost entirely by Team Rocket, this would for example include the knowledge that Gendo Giovanni is the leader of Team Rocket. It would also include knowledge of the identities of other Rocket admin, locations of hideouts and projects the Team was working on, and similar information. If the jumper is from another League, then this will instead be applied to the single most major criminal organization found there. In future jumps, this perk can apply to the single most prominent criminal faction within whatever country your jumper lands in. In places with various competing criminal factions, or in which there is no strong criminal presence, this might not be quite as useful. In places such as Indigo, however, where a single criminal organization dominates the underworld? A near-perfect perk to have.

Successor of Ranma (600 CP): Your jumper is instinctively recognized by Celestials as being the person they expect to continue Ranma's pro-parity legacy. As such, Celestials will invariably work to aid you in your goals. As long as you don't behave in a way that's anti-parity, and you continue to put in at least minimal pro-parity effort, you will keep this throughout your jump. In future jumps, if you choose to invoke this perk, you can similarly be seen as the second coming of the most famous but now-gone idealist ideologue from that world by a faction of their magical supporters. If the world is lacking in magic, then this will instead translate to being chosen as their future successor by the current leader of whatever organization they led.

Silver Islands:

Nautical Expertise (50 CP or free if from Silver Islands): Your jumper has extensive knowledge on how to handle boats and survive at sea.

Corporate Secrets (200 CP): The Silver Islands League is among the most business-oriented of all the Leagues. You gain significant and innate knowledge of the various backroom deals and corporate plans of the various businesses here as they compete against each other. Depending on how you make use of this, you can make both powerful allies and powerful enemies within the League. If the jumper is from another League, then this can instead be applied to whatever corporate competition might be going on there- if any is going on at all. In Leagues such as Crimson, where a single corporation runs a near-monopoly on everything, the lack of competition will mean this perk would be mostly useless there, for example. In future jumps, this knowledge can instead be applied to whatever competing corporations are in the country you land in.

Ship Sabotage (400 CP): When encountering an enemy ship, regardless of whether you've encountered such a type of ship before, you have an intuitive understanding of how to sabotage it. This could be very useful for dealing with the Limbec Pirates, if you were to run into them.

Goal of Lockdown (600 CP): The Silver Islands' government once funded a failed project to attempt to find a way to tame menaces. This failed project was called Lockdown, and by this point has been discontinued. With this perk, your jumper gains the ability to pacify the specific menace breeds that don't descend into mindless destruction. This is thus limited to Panthresses, Mantises, and Alpha Blade Bunnies. In future jumps, this can be applied to any particular species that is always (or at least 99% of the time) violently evil.

Crimson:

Tranquility of the Church of Darkness (50 CP or free if from Crimson): The Church of Darkness originates from the Crimson League. With this perk, your jumper is able to maintain the calm and tranquil mindset the church promotes, regardless of how stressful the situation is.

Jahana Products Discount (200 CP): Your jumper has enough favor with the Jahana Corporation to have the privilege of receiving half-off discounts for all objects purchased from them. The Jahana Corporation is well-known for making basic tamer supplies such as Pokeballs, although they have little involvement in e-stone mining or e-medal production. In future jumps, this can be applied to whatever the largest corporation in that world is.

Vale Products Discount (400 CP): Your jumper has a close connection to some of the mages at Vale. Because of this, they have been granted a special half-off discount when it comes to the purchase of magical objects produced by Vale. Keep in mind, that even with a half-off discount, many magical objects can still be quite expensive. In future jumps, this can be applied to whatever the most prominent group of mages in that world is.

Secret of the Widow Slayer (600 CP): Your jumper is able to access the full combat power of Dark Energy, capable of destroying even Widows- but only if they are in the midst of experiencing rage. This is not to be mistaken for experiencing mere anger- as rage is to be considered something far more severe and focused. Whatever or whoever this rage is focused on, it will be rare to find anything or anyone who could survive this sort of attack.

Tropic:

Pokegene (50 CP/100 CP or free if from Tropic): The Pokegene bloodtrait is purely cosmetic, referring to somebody who has non-human features inherited from a Pokegirl ancestor. If your jumper is from a location other than Tropic, for a Phase 1 or Phase 2 Pokegene, spend 50 CP, and for a Phase 3 or 4 Pokegene, spend 100 CP. If your jumper does have Tropic as their location, then these bloodtraits are free. Female humans are not permitted to take Phase 3 or 4 Pokegene, and even if starting as Drop Ins in Tropic must still pay to have a bloodtrait as a female. While having the Pokegene bloodtrait is seen as a positive in Tropic, in every single other League in the world it will create social difficulty for your jumper.

Teleportation Permit (200 CP): A few decades ago, the Tropic League government commissioned contractors to construct a magic net to redirect all unauthorized teleportation to a detainment facility. The endeavor was a failure, as an unexpected magic surge bound the net to the extremely dangerous and forbidden Red Zone. While the net is largely inactive, teleporters unused to these conditions can sometimes be affected by it. As a result of this unique situation, there are strict regulations regarding teleportation in the Tropic League. This permit is proof that one of your Pokegirls (or you if you have magical skills or a bloodgift) are properly prepared for these conditions. It thus allows you to legally practice teleportation within the Tropic League- which is, for obvious reasons, an in-demand skill within the League. Outside of the Tropic League, this perk will still be of small use, as it will improve the teleporter's ability to avoid being redirected.

Access to the Red Zone (400 CP): The Red Zone is extremely dangerous, due to inexplicably being an area with a super-dense clustering of ferals. However, the Red Zone is also rich in natural resources. Abundant in minerals and rare species of plants, there are also shipwrecks that remain unexplored due to the danger of the area. Depending on the Lostech potentially found in these shipwrecks, your jumper could become quite wealthy indeed patenting it. In future jumps, the entire area of the Red Zone will be recreated and added as an addition to your warehouse, giving you access to both the natural resources (and whatever odd feature draws so many ferals). Requires the Disguised as a Human perk for direct Pokegirl applicability.

Writer of the Secret Laws (600 CP): Because of the nature of the OfficerJenny's and LawFoxy's enhancements, ever since Charles DeMolyneux Roy I, Tropic has used them a little differently. Whispered Rumors leaked that those that wrote the law could control them directly through some means as their encyclopedic minds and inability to resist the law compelled them to obey. There have been attempts to uncover the location of a mythical set of secret laws describing the conduct, behavior, and actions of the OfficerJenny and LawFoxy breeds that force them into their rigid lives. It is believed that whoever holds these will gain control of the small army of Peacekeepers Tropic has at its disposal. Others hypothesize that such things would only be useful in the hands of lawmakers anyways. With this perk, your jumper gains control of the letter of these laws- not only proving the conspiracy theory right, but also gaining a private army.

Slot:

Stylish Battle Intuition (50 CP or free if from Slot): Slot is where the Coordinator profession was created, and has far more Coordinators within its borders than any other League in the world. Your jumper, as a result of taking this perk, gains an instinctive knowledge of what combat techniques would be the most aesthetically-pleasing for any given crowd.

Analysis of Authority (200 CP): If you think Coordinator competitions are without subjective bias, you're incredibly naive. Each official Coordinator contest is overseen and decided by a group of judges, each of whom has their own bias. With this perk, your jumper will gain an instinctive knowledge of whether their choices are seen positively or negatively by such authority figures.

Potential of the Common (400 CP): In the Slot League, without the ability to use magic, a human resident (excluding visiting foreigners) will be limited to Common and Uncommon Pokegirls. With this perk, your jumper gains the ability to maximize the potential of such breeds, innately understanding the subtle differences between members of these breeds and developing proper strategies. In future jumps, this will apply to the jumper's understanding of any species considered weak and common in comparison to other species in that species' world.

Criminal Confusion (600 CP): The Slot League has a variety of criminal Teams struggling for dominance- including Team Spider, Team Reaper, Team Zenith, and the Night Watch. Given they are criminal organizations, they don't exactly have a fully safe way to communicate with each other if they want to do so- especially if they want to keep communications private from the government. With this perk, your jumper gains an intuition that allows them to more easily sow confusion between different criminal factions, in areas where there are a variety of such factions in opposition.

Sapphire:

All-Natural MacGyvering (50 CP or free if from Sapphire): Sapphire is well-known as being the least technologically developed of all the Leagues. The most infamous example is that the tamers there regularly reuse recharged Pokeballs due to shortages making it necessary. With this perk, if there's a way to get around the need for something high-tech with only what's available in nature, your jumper will be able to immediately recognize it.

Traveling Group Speed-Up (200 CP): A significant proportion of the Sapphire population belongs to nomadic groups. As such, there are plenty of people there skilled in how to mobilize large groups to cover plenty of ground rather quickly. With this perk, your jumper has the skills needed to properly manage groups of others so as to maximize their travel speed.

Knock-Off Electronics Cobbler (400 CP): To ensure they work properly, devices such as Pokeballs are produced in regulated facilities. At least, that's the way things are supposed to work. In Sapphire, due to regular shortages in tech-based tamer equipment, there is a thriving black market for such illicitly produced goods. With this perk, your jumper gains the tech knowledge necessary to cobble together devices such as Pokeballs out of bits and pieces of scrap. Note that your jumper still needs the bare minimum of materials needed to make the device, and though skilled, can't perform miracles.

Favored by the Fae (600 CP): It's well-known that the Vesna Elf Queendom, located within the Sapphire League's borders, is the largest Elf Courts in the world not allied with a League. What is less well-known is that Pokegirl Elves, despite having a different origin from normal fae, have occasionally shown a connection to the elves of myth. With this perk, your jumper gains an aura only noticeable to those with connection to the fair folk, or the fair folk themselves. The individuals who can notice the aura will be alerted to your jumper's status as being in possession of a powerful fae blessing, and will be hesitant to show hostility to you.

Orange Islands:

Political Near-Neutrality (50 CP or free if from Orange Islands): The Orange Islands League has only started engaging with other Leagues in very recent decades. As such, when it comes to conflicts between other Leagues, Orange Islanders often don't have a side they favor. With this perk, your jumper gains a clear-sighted and non-partial insight into any political controversies not directly involving the Orange Island League. This does not give your jumper access to classified information, but instead allows them to more rationally parse publically available information. In future jumps, this will apply to conflicts between countries not involving whatever country you land in.

Melting Pot of Cultures (200 CP): The Orange League is a nation of immigrants. With the total population of the Orange Islands reduced below 200,000 people by the Great War and the Advent most of the league's current citizens trace their ancestry back to immigrants. As such, there are many religions practiced, languages spoken, and cultures followed within the League. When purchasing this perk, choose two foreign Leagues. This perk gives your jumper significant background knowledge of these Leagues. Your jumper is fluent in the dominant language of each of the Leagues, and is aware of basic cultural knowledge regarding them. This perk does not give your jumper knowledge of recent political events or cultural changes that might have occurred. If you would like to purchase this again for other pairs of Leagues, you can do so. In future jumps, this can be applied to any two countries or cultures within the world you're visiting.

Sixth Sense- Highly-evolved Ferals (400 CP): The Orange Islands League is famous for its relative lack of dangerous ferals. It is infamous, however, for its Harvester program, the members of who enter into other Leagues to capture powerful ferals within those Leagues. Even though Orange Islands avoids theft of tamed Pokegirls, many Leagues consider Harvester operations to be a theft of valuable natural resources. Harvesters have a quota to meet, in which the more evolutionary stages a breed has, the more credits it is worth. This perk gives your jumper a sixth sense for high stage ferals. You can perfectly pinpoint sixth stage ferals or higher that are within a ten kilometer range. Lower stage ferals can be pinpointed with less accuracy within a lesser range, each gradually decreasing until stage 3. For Stage 3 ferals, you can only tell which direction from you they are within a 1 kilometer range. For lower stages of ferals, you lack a sixth sense for them. In future jumps, this will translate to an ability as relates to any kind of untamed monster that has undergone multiple transformations to reach its current state.

Wreckball Tactics (600 CP): Within the Orange Islands League, a special local variety of Wreckball (a Pokegirl-played sport) is highly popular. Though it has a ball that needs to enter a goal, Wreckball is more like a fast paced, highly mobile battle than traditional human sports. With this perk, your jumper will gain the tactical knowledge needed to plan for and quickly react to small-scale group vs. group skirmishes. While this certainly could be applied to Wreckball, it could also be applied to plenty of more serious situations as well.

Blue League:

Code Shifting (50 CP or free if from Blue): There are significant differences between the way Pokegirls in rural areas are treated in the Blue League as compared to urban areas. Though marriage between humans and Pokegirls is technically a criminal act, it is nonetheless common for rural human men to refer to their Pokegirls as their wives. (Part of the reason League officials don't stamp out this practice is the revenue they get from issuing fines.) In urban areas, however, such an act is near-unheard of, and a human referring to a Pokegirl as their wife will face far more severe repercussions. With this perk, you and your harem are used to shifting your public behavior to whatever the local culture expects. You must be aware of what the expectations of the local culture are in order to do this.

Taught by the Shepherd (200 CP): When the Scorecard program was designed, officials expected it to help decimate populations of urban ferals. They also worried about urban tamers, now lacking urban ferals to capture, heading into the wilderness and dying. As such, these officials instituted the Shepherd Program. Specially recruited tradesmen licensed as shepherds would lead small teams of up to five tamers into the wilds of Blue on hunting expeditions to capture ferals. Shepherds would teach refreshers in wilderness survival and aid the tamers in captures if needed. With this perk, your jumper gains basic wilderness survival knowledge, as applied to any kind of wilderness that can be found in the Blue League. With this knowledge comes the understanding of how to hide from the many ferals lurking, and otherwise protect yourself. In future jumps, this knowledge could be similarly useful in hiding and surviving in similar wilderness teeming with monsters.

Leylines Unhidden (400 CP): This requires the Mage prerequisite from General Perks. The Blue League is crisscrossed by a collection of what are commonly called ley lines. Only visible to magic users and only during the nights of the new moon... Unless you have this perk. Your jumper can consistently see leylines that would be otherwise hidden from view. Spells and magical techniques used within thirty meters of one will only cost the user half the normal power for the same result. In other worlds, leylines may operate differently, but your jumper will keep the perk of still being able to see them.

Goal of Project Genesis (600 CP): Project Genesis is a breeding program with the goal of reducing the proportion of Pokegirl ancestry in the humans of the Blue League. Among other effects, Project Genesis has lowered the overall rate of threshold among humans from the beginning rate of 60% to 40% by 310 AS. With this perk, you gain the ability to cast a blessing on a male and female human so that they will not only be sure to have children, but the genetic recombination for their offspring will have the maximum possible proportion of human DNA, and thus the lowest possible proportion of Pokegirl DNA. Unlike with Project Genesis, this does not require the humans to be relatively pure strain, and can help increase human purity without the use of surrogacy. Once this ability of yours is confirmed- if it is- you are likely to become a person of significant interest. In future jumps, this can be applied to minimizing the influence of ANY kind of non-human DNA in the children of two individuals who are at least half-human.

Origin-Based Perks:

If you take a perk from the Origin you're from, you get a 50% discount for it.

Drop In:

Registers as a Pureblooded Human (free for Drop Ins, or 50 CP): Your jumper registers as a pureblood when tested- even if you have powers beyond what a pureblood would have. In addition to being valuable in the Pokegirls setting, this could also be quite valuable in any setting where it was socially beneficial to register as a normal human when scanned. Examples include Marvel comics or the Heroes world with their simmering undercurrent of anti-mutant discrimination, Harry Potter with its human supremacism, Witch Hunter Robin with its anti-witch persecution, or even just to avoid detection, such as the Highlander series in which Immortals can sense each others' presence but can't sense regular humans except by mundane means. Though it might not seem flashy, this perk will have a significant positive impact on how your jumper will be treated across most of the world. Keep in mind, if you have chosen to take bloodgift or bloodcurse perks, or keep superpowers from past jumps, showing the resulting powers, abilities, or disadvantages to someone will be likely to disbelieve that you're really a pureblood, instead believing the technology or magic they used to determine your status was faulty. Being a pureblood human is not incompatible with being a mage, and it is possible you could pass off these abilities as just being the result of magic. However, pureblooded mages are rare even compared to other purebloods- to the point your jumper might be considered the only one.

You're Also Extradimensional? (200 CP): The Pokegirls world hosts many dimensionally displaced individuals. With this perk, your jumper can immediately identify on sight if a person they encounter is from a dimension alien to the world you're currently in. This does not work when looking at photographs or videos, and the individual must be encountered in person.

Incoming Dimensional Rift (400 CP): Your jumper has the ability to, within a week in advance, identify the exact location of any upcoming dimensional rift within 100,000 km. As such, they will possess a more accurate ability to predict such dimensional rifts than any other person or machine in this world.

Across Pokegirl Worlds (600 CP): In most jumps, your jumper remains trapped in a single world for 10 years. With this perk, you gain the ability to freely travel between other worlds- on the condition those worlds still have Pokegirls. The world does not have to be overrun by Pokegirls, and could be, for example, the world in which Ranma ended up with his harem. It should be noted that this ability comes with a required 24 hour period of preparations, so it won't be useful for quick and immediate escapes. In future jumps, this will translate to being able to shift between worlds that share a very closely related feature to the core distinctive aspect of that world.

Tamer:

? (free for Tamers, or 50 CP):

Tradesman:

Tricks of the Trade (free for Tradesmen, or 50 CP): Choose one civilian-class set of job skills. If you have the Tradesman origin, they must be for the specific trade you work. You not only gain all known knowledge related to completing those skills, you also know the best ways to utilize Pokegirls to help.

Haggling How-To (200 CP): Whether it's a matter of trading your wares, or purchasing the tools with which to produce them, you have an aptitude for navigating any haggling that needs to be done. This is obviously going to be of significant help when it comes to helping you make a profit.

Invention for the Trade (400 CP): Choose one civilian-class set of job skills. If you have the Tradesman origin, they must be for the specific trade you work. You gain insight into a specific innovation that could be applied to improve those skills. This does not automatically come with all of the base knowledge for those set of job skills, and that is instead covered by Tricks of the Trade.

Life of Peace (600 CP): Despite the Pokegirls setting being a murder-world, you have incredibly good luck when it comes to avoiding anything dangerous within it. As long as you don't go seeking out danger, you won't be likely to find it. In future jumps, you will be able to choose whether to apply this perk or not at the beginning of each jump, and your choice will last until the next jump.

Pokegirl:

A Unicorn's Evasion (free for Tamers, or 50 CP): The Unicorn breed is infamous for the way that Pokeballs will malfunction or fail to activate unless the Unicorn trusts the one using the Pokeball. With this perk, your jumper cannot be caught by Pokeballs unless they allow the Pokeball to catch them. For non-Pokegirl jumpers, this will extend to a protection from Loveballs, even if they're not purebloods. In future jumps, this will grant an ability to cause capture devices, whether mechanical or magical, to similarly malfunction or fail unless you allow it.

Disguised as a Human (200 CP): Despite being a Pokegirl, your jumper has some way through which they can successfully convince others they're actually human. Pokegirls with a nonhuman appearance will receive the ability to project a constantly running psychic illusion to disguise these traits. Furthermore, Pokedexes of all kinds will fail to recognize your jumper as a Pokegirl, instead seeing them as human. This perk also comes with the option of starting with any kind of job you want. However, if your choice overlaps with another offered origin, you will NOT gain the discounts for perks for jobs from other origins. For example, if you choose to have your Pokegirl start as a tamer, they will not gain discounts for Tamer origin perks. If your jumper goes feral, they will not be able to maintain the psychic illusion they use as a disguise. Furthermore, if they show traits not expected for a human woman, it is highly likely people might start to doubt them. For non-Pokegirl jumpers, this perk will instead allow you to hide any visibly nonhuman traits you might have picked up from past jumps or purchases. In future jumps, regardless of what species you actually are, you will similarly be able to disguise yourself as a human.

A Cheshire's Resistance (400 CP): The Cheshire breed has a unique trait: taming cycles above level 2 affect them as if it were only a level 2. With this perk, your jumper will be completely unaffected by any taming cycles above level 2. This perk will further grant immunity to attempts at psychic domination- which is the benefit that non-Pokegirl jumpers will gain from purchasing this. In future jumps, you will maintain this immunity to any attempts at erasing your memory or psychically dominating you.

A Sanctuary Goth's Stability (600 CP): The most major weakness of Pokegirls in general is the threat of ferality... except for Sanctuary Goths. With this perk, regardless of what breed your jumper is, they won't have to worry about ever going feral. Just like Sanctuary Goths, however, Pokegirl jumpers still won't have the ability to tame ferals out of ferality. For non-Pokegirl jumpers, this will grant the ability to tame Pokegirls twice as effectively, so that they can hold out against ferality twice as long as they otherwise would. In future jumps, your jumper will be immune to conditions which inflict insanity, and will also be able to increase others' resistance to them.

Companions:

Location-based Companions:

If you take a companion from the location you're from, you get a 50% discount for it. And yes, Drop Ins do have access to the companions of the League in which they landed, so those jumpers aren't left out.

Some of these location-based companions might at first seem overpowered for their price. These particular companions, however, will have the phrase 'access to' in front of their name or description, to indicate that winning them over as companions is not a sure thing. If a companion is listed as one you have 'access to', you will still need to put in the effort of winning them over in order to have them join you as a companion, and this purchase simply gives you the opportunity to do so.

Indigo:

Access to Sukebe (200 CP): Your jumper is in on the fact that Sukebe isn't nearly as dead as the rest of the world assumes him to be. You also have the ability to automatically know his location so as to contact and interact with him. What you do with this is up to you- but keep in mind that with his scientific knowledge, Sukebe has the potential to be a powerful ally- or a powerful enemy.

Silver Islands:

Access to Sexebii (200 CP): Rumors state that Sexebii has a home in the mysterious Faerie Forest within the Silver Islands League. With this perk, you get the chance to meet up with her here. Be careful with how you interact with her- as if you scare her off, she might simply time travel to a point you aren't in the world. However, if she comes to like you, your jumper will have a powerful ally, as well as the ability to engage in time travel hijinks.

Tropic:

Purchase of a NTAW (Non-Thresholded Adult Woman) (200 CP): Human women are not citizens of the Tropic League. If they don't threshold prior to reaching adulthood, human females in Tropic are often auctioned off to foreign buyers. You start the jump having purchased such a woman. Keep in mind that, outside of the Tropic League, this human woman will typically have far more rights than a Pokegirl. If you purchased her for marriage (as is most typical) most Leagues will allow her the opportunity for divorce. If you chose not to marry her, then whatever plans you do have for her, she is under no obligation to follow (outside of the Tropic League, that is). Winning her over will require her getting along with you- and if you don't succeed by the end of the jump, she is not obligated to join you as a companion. The reason this is not titled as 'Access To' is because as long as you're not a horrible jerk to her, she's likely to stay with you.

Origin-based Companion Import Options:

Pokegirl:

Companion as Your Tamer (free for Pokegirls, not available for others): If you've chosen to live here as a Pokegirl, taking this free companion is highly recommended. This allows you to import a single companion for free, on the condition the jump starts with them being your tamer. This imported companion will have 800 CP to spend in addition to whatever powers they already have (but will lack the ability to take Drawbacks), and can choose any origin other than Pokegirl. If you have no human companions- or even any companions who can appear human or choose to transform into a human- then this option will not be available to you.

Items:

General Items:

Recreation of the Langoud (600 CP): The Langoud warship has the distinction of being the only weapon in the world's history which proved capable of killing Legendaries. For a long time, however, the original Langoud has survived only in a lesser sense, with its weapon systems disabled from ancient sabotage, and resultantly has been serving as a mere cruise ship. When people realize you have a recreation of the original Langoud in all its powerful glory, you can expect a HUGE amount of attention. In future jumps, this recreation of the Langoud can be found stored within your warehouse.

Drawbacks:

Setting Adjustment:

Toggle (+0 CP): This is ~~stolen~~ borrowed directly from the Monster Girl Encyclopedia jump. Some people enjoy the more grim aspects of the Pokegirls setting, and some people prefer to stick with the lighter side of the world. This lets you control how lighthearted vs. grim your stay in the Pokegirl world is. If you make the setting more lighthearted and safe, other drawbacks give you (and your companions) only 50% of the CP they normally would. If you increase the darkness of the setting beyond its typical portrayal, the CP from other drawbacks is now multiplied by 1.5.

General Drawbacks:

Starting in Sanctuary (+200/400 CP): Instead of starting in any of the normal locations, your jumper starts off in Sanctuary. For those who don't know, Sanctuary is a secret country controlling most of Africa whose existence is kept classified by the world's human governments. It is the only country ruled by Pokegirls, with the rulers of Sanctuary being of the Sanctuary Goth breed. Humans in Sanctuary tend to take the role of pets of these Sanctuary Goths, with visitors from elsewhere being more uncommon- and if the person is visiting without permission, they will be hunted down. If your jumper starts in Sanctuary as the pet of a Sanctuary Goth, you will receive 200 CP, and if they start in Sanctuary as a visitor not allowed to be there, you will receive 400 CP. If you are of any origin other than Drop In, the locations on the location list will simply refer to which League they're native to. If you take the Drop In origin, your jumper simply won't have any affiliation to any of those locations. This drawback cannot be taken if you have taken the Pokegirl origin.

Notes:

For a list of Pokegirl elements, strengths and weaknesses see the Pokegirl Primer.

A complete list of blood gifts and curses, as well as their descriptions, can be found in the Blood Gifts and Blood Curses document.