

Lewd Shipgirls



A Jumpchain-compatible CYOA by Itmauve

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A variety of games exist where warships return in the form of cute and/or beautiful girls. These powerful and attractive young women are intensely loyal to the player character.

For some *completely unexplained and mysterious* reason, a lot of porn has been made about these games.

This world is similar to many of those stories, filled with shipgirls just waiting to get filled with semen. After all, they don't have the seamen in them that they used to.

You have **+1000 CP** to prepare you for the next ten years.

Origins

Each party member selects one from each subsection.

Faction

Most shipgirl stories have their plot center on the conflict between the “loyalists” and “revolutionaries,” though they don't describe the sides like that. Which side is right and wrong is not fixed. It is possible that humanity has behaved completely undeserving of the loyalty of their shipgirls. It is also possible that the revolutionaries just need to chill.

Loyalist

The Loyalists consist of the majority of humanity and the shipgirls loyal to them.

Revolutionary

Mainly consisting of shipgirls disappointed with how humans have treated them, along with potentially some human defectors, slaves and thralls.

Species

Human

Humans. What you've already been. No new ability to float and ski on water, no new boat parts, no increase to durability. "Human" Revolutionaries may be some sort of spiritual being associated with the power source behind the revolution, or they may just be defectors.

Humans may be any age from 18 to 48, and may pick their gender.

Shipgirl

Appearing as young women or girls, shipgirls however possess the power of a ship. Hence the name, you see. They may be referred to with different terms depending on the universe and which side they are on. Abyssals, KANSEN, Shipdolls, Shipgirls, Sirens, etc. Whatever they are, they're the girls packing the firepower of a naval warship on their person at all times.

Shipgirls have an apparent age of anywhere between 10 and 25, usually. Escorts look towards the younger end of the spectrum, and capital ships look towards the older end. Most shipgirls are warships, but repair vessels, oilers, and tenders are important members of a navy's shipgirl roster. They are exclusively women.

Roles

Since an existential war is the background of most stories, the military commands shipgirls. Thus, each member of the navies has a role to play in the conflict.

Operations

Operations deals with the planning and implementation of operations. For most humans, this is determining what operations are to be undertaken, and which forces are to be deployed where. For shipgirls, this is mostly combat and tactics.

Logistics

An army marches on its stomach... and while shipgirls are navy, their appetites mean that they sail on their stomachs. Quite literally, as a resupplying shipgirl can do nothing but eat all day until their bunkers and stores are restocked. You are the tail that supports the tip, whether as a human clerk or an oiler shipgirl.

Research

This conflict is a new one, and the rules behind shipgirls are still unknown. It is your job to figure that out.

Drop-In vs Native

Drop-ins have no history in the world and get no additional memories. Natives have a history and get memories of that history. A party member may be a Drop-in if they are in a position not requiring connections. A new transfer to a base's research division, a mass-produced/clone/artificial shipgirl, or a newly graduated first lieutenant, those kinds of people. On the flip side, certain positions must be Natives. Admirals don't just lead, they also politick and so they are known to other flag officers. Shipgirls are often defined by the events in their past lives, so they usually can't be Drop-ins.

Perks



Subsections corresponding to an Origin are discounted by half to party members who selected that option. If discounted, 100 CP perks become free.

Undiscounted

Attractive (free)

Ships are designed. Because of this, all of them have some sort of charm. You are likewise. While your appearance isn't 10/10 according to all people, most would say you're a 7/10, and the specific charm you chose makes those who like that charm rate you three points higher.

The details of your hull geometry, "well dock," (your choice if you have one) and "main battery" (again your choice) are up to you to decide, within human limits. Of course, given that some shipgirls have an 18" main battery, human limits for this Jump will be expanded to include

those scales. Given how painful getting “penetrated” with a main battery that large would be, I’ll also throw in some porn anatomy so you and your lovers (and anyone from here) won’t be hurt by such large cannons during sex. They won’t even feel pain unless they’re into that.

Begone Fat Ugly Bastards (100 CP)

Being an attractive shipgirl means that you have to deal with creepy men who can’t take a hint to leave. Fortunately that’s not a problem for you now. Unless you are sexually attracted to someone, they cannot be sexually attracted to you. If you have no desire to start a romantic relationship with someone, then they can’t develop romantic feelings for you.

Aggressive Replenishment (300 CP)

Shipgirls can use Underway Replenishment to transform supplies back into food in order to transfer it to other shipgirls. You have another way of resupplying your allies: your juices. Your sexual fluids can act as very dense food, meaning that even swapping spit would be a snack. In addition, your fluids actually taste good, according to whoever tastes them.

This also applies to you, as you can refuel off of other people in the same way. Doing them causes their own juices to become tasty, too.

Conversion

Jumper only. These perks are automatically shared with all Companions.

A notable aspect of many of these stories is the way in which shipgirls can wind up switching sides. This subsection defines how this happens in this world. You may carry the chosen effects forward and apply them to any of your enemies after this Jump.

These conversion processes will flip the loyalty of their targets, so if you convert a rebellious shipgirl to your side, she’ll be just as rebellious, just now against you. Of course, your actions do have an effect on this loyalty once they’re on your side. Conversion may include cosmetic effects, but these are universal and not under your control. Conversion also fully heals someone.

If one of these is picked, there is no additional fee. If a second one is picked, a fee of 200 CP is added, and if all three are picked then the fee is 400.

Lust (free)

Ah yes, the classic method of wooing a woman: make her scream. By causing a shipgirl to experience powerful and rapid orgasms, her loyalty may be switched to the side that is fucking her. The willpower of the shipgirl plays a role in how much sex is needed to achieve the flip, with girls who have more willpower resisting for longer.

Corruption (free)

A less pleasurable method of converting, “corruption” refers to performing rituals or applying materials to the shipgirl in order to convert her. For example, revolutionaries might dunk a shipgirl in a pit of black goo as a ritual, while loyalists might instead use variations of various religious rituals.

Materials can range from food to spiritually charged materials to sexual fluids.

However, while the rituals and materials can be lewd, an important difference between this and Lust is that the rituals and materials will be the same for every shipgirl a faction tries to

convert. With Lust, the converter should be adapting their strategy to the converttee's responses for the fastest conversion.

Combat (200 CP)

The "beat some sense into a motherfucker" conversion. In this method, by defeating your opponent and making them feel it, you can convert them to your side. Of course, you have to make them feel like they got defeated properly. Sneak attacks might be it for certain types of shipgirls, but generally you have to beat them so hard they have to be lying to themselves if they think they can recover from it. Could take a few times, too.

Even if you completely kill your target, you can summon them on your side using a summoning pool. Just be sure to get to them before their side can bring them back.

During this Jump, this acts as a 1-up for a Shipgirl Jumper, though the Jump will be extended by the time between sinkings and summonings.

Loyalist

Morale Officer (100 CP)

Part of keeping people happy is understanding that different people have different preferences. Fortunately, you're very good and figuring out what makes individuals happy, just through a few attempts to make them happy.

For a slightly different definition of happy, you are also very good at finding people's sensitive spots and learning what their kinks are.

Shipgirl Uniform (200 CP)

The uniform a shipgirl is summoned in is considered her uniform. This means that she can wear it anywhere and it would be considered appropriate, even if it's just a g-string, thigh-high metal high-heeled boots, and a collar. The same fact applies to any outfit you wear, including your birthday suit.

Also, this covers how disheveled you can get, what with all the orgasms that should be happening to you and your lovers.

(Well, with exceptions due to safety or hygiene concerns. Have to have a hairnet if you want to go in the kitchens, and need a hard hat, hi-viz vest, and closed-toe shoes in the construction site.)

You may also share this perk with your lovers, so they don't get into trouble if you happen to have torn their clothes off at the moment someone goes around for uniform inspection.

Results-Oriented Superiors (400 CP)

Your superiors don't seem to mind exactly how you do things, as long as you get results. This keeps the REMFs and politicians away, as long as you are doing well. This also protects your subordinates and lovers as well.

And when it comes to exactly how or where you do people, no one cares at all. Well, having sex in your boss's office would be a bad idea if you messed up his papers or were distracting him. But really, as long as your partners are happy, you're clearly just doing your part to keep morale up.

Collective Experience (400 CP)

The advantage of being on the side with most of humanity is the incredible well of experience that we can draw upon. We have manifested the Akashic Records in the form of the internet. Thus, you and your subordinates learn three times faster, and can teach four times as effectively.

However, this comes with a side effect: the internet is filled with porn, and so any training you or your subordinates do also carries sexual knowledge. It's not like you're speaking in innuendos or anything objective or tracable, but somehow your destroyers walk out of their ASW class with knowledge about anal sex they didn't have before. Expect an increase in lewdness by anyone who gets this knowledge.

Following the Jump, you may suppress the sexual knowledge transfers whenever you teach.

International Perspective (600 CP)

Historical grudges have no place on the modern battlefield... or the modern bedroom, for that matter.

You understand the historical and national causes of grudges that can cause friction on the battlefield and stop fleetwide orgies from being a thing. This understanding is the starting point for getting people to reevaluate their hatred. So you could probably get Bismark to let Ark Royal "torpedo" her again with a couple weeks of occasional talks with thought-provoking statements. And arranging for the "casual" talks would be the hard part of that.

Revolutionary

Oceanspawn (100 CP)

Where do a group of revolutionary shipgirls attempting to crush the status quo hide where they won't be found? How about underwater?

It's a good idea. Of course, there is the minor matter of the intense pressure and the lack of air down there. With this, you can survive without breathing, regardless of whether there's no air to breathe or there's something deep in your throat. In addition, you are immune to pressure-related problems like nitrogen bubbling out of your blood or the pressure causing your fragile hull to fold like a cheap can and killing you.

However, this doesn't provide a means to run your engines underwater, leaving you little underwater mobility. Unless you're a subgirl, surface travel would be the most effective way of getting around.

Conversion Amnesia (200 CP)

How unfortunate it would be if one of your members was converted to the other side and sang like a bird. Fortunately, you have a trick. When someone defects, whether of their own free will or not, they lose access to most of their memories of their time on your side. All that's left are a few vague memories and impressions that really can't be turned into anything actionable or actually wind up deceiving your enemies.

If you manage to return them to your side, they regain those memories.

Cephalopod (400 CP)

You have tentacles. Several of them. As tough as your belt armor, and even stronger than your arms. You can keep them concealed most of the time, or just have a couple of them hanging from your rigging. In addition to their normal abilities to grapple things or be another set of limbs, they seem to make anyone grappled by them weaker, their strength and energy fading the longer you hold them.

The ends of the tentacles can shift their shapes for various kinds of erotic play. Or you can use them as screwdrivers. Your dexterity with them is the same as your fingers, meaning you can make whoever you grab scream. You can also impregnate females using your tentacles.

If you have Lust Conversion, your tentacles can ooze aphrodisiac goo that makes whatever area of the body it is touched on notably more sensitive.

Ambush Tactics (400 CP)

As revolutionaries often do, you must resort to asymmetrical warfare. This means striking from the shadows, and inducing your enemy to move how you want them. You're an expert at misdirection and sudden changes to the battlefield. You can bait enemies, scare them off, and generally mislead your enemies quite easily.

You are also quite capable of doing this... well, not in the bedroom per se, but you can rapidly twist the course of a conversation or interaction into sex. Go from discussing requisition forms to banging on the desk in about two minutes flat, or less if you don't mind having your clothes ripped. The people you're ambushing have to at least be sexually attracted to you for this to work, though. And while you can start an engagement you don't have anywhere near as much control once it gets going.

The Power Of Corruption (600 CP)

Recruiting people to a revolution always carries the risk of moles and betrayal. You'll want a method of converting people absolutely to your side. This isn't quite absolute, but it still is quite good. First, your ability to use your Conversion method(s) on normal people unlocks now, instead of post-Jump.

Secondly, you gain the ability to alter the appearances of those you Convert to fit a theme, in addition to anyone serving you otherwise. You could choose something like "black chitin and metal with human teeth," for example. Or "Black with glowing yellow lines." It's probably something spooky. You can also do things like make people more muscular, or give them monstrous cocks that hit every one of a woman's sensitive spots, or give them giant breasts or other such changes. If you have Manifestation, you can change how their own abilities manifest, similar to you.

These changes can only be made quickly at the time of conversion or when you change your theme. Oh, and you can't change your theme without a good reason. (New jump, switched sides yourself, something actually meaningful.) Changing the details of appearance after conversion takes much longer.

You can also empower people by converting them, taking their existing powers and increasing them. Even an ordinary human becomes several times stronger and tougher when converted by you.

The important bit is that those two effects get canceled if someone leaves your faction. It makes finding traitors and infiltrators a bit easier.

Human

Fuel Bunkers (100 CP)

Shipgirls can have some serious endurance, being able to maintain flank speed for hours at a time, as well as engaging in multiple rounds before being out of rounds. Fortunately, your own fuel and ammo bunkers have been expanded to match that - sexually, at least. Your sexual stamina is inhuman, in both duration and the number of times you can orgasm without getting tired.

And given that collisions between warships and humans generally don't end well for the humans, you are also durable enough to not even bruise from one of those - in bed, at least.

Destroyers Are For Lewding (200 CP)

Given the apparent ages of many smaller shipgirls, getting them the love and (sexual) attention they need can result in serious hits to your reputation. This is even worse for those girls' commanding officers, who aren't supposed to be getting involved with their subordinates.

However, no one cares about things like the chain of command, age, homosexuality, or other such factors when it comes to your romantic and sexual relationships. Not even the people involved consider that. The only thing that anyone will use to judge your relationship is how happy you make the other person.

Construction Authorization (400 CP)

Creating a ship requires authorization from on high, allocation of resources, large amounts of infrastructure, and countless man-hours from both skilled and unskilled laborers.

Or you could just use your dick.

You can breed with anything, including shipgirls, and get either a pureblood of whichever species or a half-breed that gets notable benefits of both races. You can decide if you want them to inherit any powers of the parents. Your children are always genetically healthy. You can also control if you have a child in the first place, as well.

Your mates (and yourself, if you decide to carry a child yourself) are blessed with pleasant and successful pregnancies with no lingering consequences. Regardless of how small or sickly the mother is, births will always be pleasant and she will pull through in good condition.

Power of Love (400 CP)

The power of love is a mysterious thing, hard to measure. Except when it comes to you, as all a scientist would need to do is measure how much stronger and tougher your lovers are compared to how strong and tough they are compared to what they should be.

This isn't just a measuring gauge for how much you've been having (though sex alone will still produce a boost) but also a measure of emotional fulfillment. Oh, and it also increases over time. A fresh romance does not make for the strongest of bonds, and the confidence of a time-tested relationship is needed for maximum power.

Admirals Need Fleets (600 CP)

To truly love someone, you have to love them for who they are. Likewise, an admiral must work with the ships they have, not the ships they want. You are the ultimate admiral, bursting past the limits of the human mind to be able to distinguish, remember, understand, and love an infinite number of people.

And in the inverse, where many can love you as well. Your romantic partners will be at worst neutral towards their fellow haremets.

Not only can you love them, you can also take care of them. Time warps so you can deal with your harem. Effectively, you have 24 hours a day to deal with anything that isn't your love life, and then infinite time for your lovers and loved ones. Did you promise to meet three different girls for lunch on the same day? Not a problem, as time warps to allow you to meet all three girls at the same time. One of your wives is crying but you have a meeting with the Secretary of the Navy in ten minutes? Not a problem, time stops to allow you to console her and help her out.

Amazingly, the way time warps means that you don't have to worry about starving from spending several hours helping your loved ones, bursting from eating all of your wives' home-cooked lunches, or falling asleep in the middle of meetings because it's been 70 hours since you woke up and it's only 10 AM.

You can choose to actually have time behave normally while you are with your loved ones - for example, while sleeping in the same bed, or watching the sunset.

Shipgirl

Shipgirl Form (free, exclusive, and mandatory Shipgirl)

As a shipgirl, you are as strong and as tough as a ship. Despite this, you still have the profile of a woman. By summoning your "rigging," a mechanical set of gear based upon your ship form, you gain access to the capabilities of your ship form. You can use your rangefinders and radars to see the world around, listen through your hydrophones, and can feel your crew moving about within you. You can sail on water, which kind of looks like skating with your human form. Your weapons still function, even if certain weapons are not represented on your rigging. Your hold and many of the tools aboard are available for your use at full-size. Normally summoning your rigging will also change your clothes to a specific outfit, but this can be suppressed.

Speaking of your crew, they are usually called "fairies" and take the form of chibi versions of your human self. They are loyal and capable of fulfilling all the tasks that need doing on a ship like yourself. They're kind of like cells, actually. If killed, they return as part of the healing process. They can exit your hull, but they are notably weaker outside - while possessing the strength of fit sea dogs inside, while outside a single fairy could no more pick up a soda can than a single sailor could pick up a filled 55-gallon drum of Bunker C. Be nice to them - their stress is your stress.

And while you can consume oil to refuel your bunkers, propellant and explosive to resupply your ammunition, and steel to resupply your damage control material, those will only restock your supplies of those specific materials. Eating food allows you to resupply all your stocks, is much tastier, and is easier on logistics. You need around 3,000 - 10,000 calories a day on average, depending on your ship form's logistics needs, or around twice that if engaging in

battle. Of course, since you have the ability to go without resupply and refueling for weeks at a time, probably, you might wind up very hungry at times. Also, you'll probably be craving fresh fruit and other perishables that your onboard kitchens can't provide after a long sortie.

Unfortunately, food stored aboard a shipgirl cannot be used to restock another shipgirl's supplies directly. The food from a shipgirl's holds seems to have no nutritional value except to fairies. Still tastes good though. UNREP isn't an exception as it's manifesting the supplies as food. You can't get an Infinite Sandwich Loop that eliminates your need for logistics.

You can also adjust your mass and power from anywhere between "normal girl" and your ship form. This is useful for getting into cars, ramming through walls, and not pulverizing your lovers.

Aiming (200 CP)

Determining where your target is basic stuff. The real experts focus on how their targets move. This means that their attacks are more likely to be in the right place when they get there. You are an expert at this, making you excellent at all sorts of naval gunplay.

It also applies to seduction. Love and war do have similarities. You're more skilled at predicting how someone will react to different approaches, allowing you to develop a more accurate "firing solution" before shooting your shot.

Manifestation (400 CP, exclusive Shipgirl)

Even shipgirls who were almost identical when ships can sometimes have very different appearances for their riggings or outfits. And you're a good example of this. Of course, part of this is your ability to change how exactly your powers manifest. This can't completely conceal a power with obvious tells, but you change the tells. For example, you can't change that you need to have a rigging to use your full ship power, but you can change your rigging layout and make changes to how you use your powers. Do you board another shipgirl by pulling alongside her and having fairies jump across to your deck? Or do you French-kiss her, followed swiftly by an Australian kiss? (It's like a French kiss but down under.)

Sometimes these changes can have benefits, but also costs. For example, doing UNREP by breast-feeding your fellow shipgirls allows them to benefit from any properties of your milk, but it is slower than just handing out lunchboxes and juice boxes.

In addition, this allows you to fully manifest your hull. This can be used to block sight of your fellow shipgirls or smaller ships, transport living creatures, disguise your shipgirl nature, bait attacks, and just look cool. It takes a few moments either way, so be careful.

Fully manifesting your hull results in your fairy crew becoming full-size, non-chibi humans. While more capable in this mode, they will revert to chibi mode off your hull unless you are a troopship. Useful for amplifying your capabilities a bit, or for dragging a special someone to your captain's quarters for a two-person gangbang. (You're not the lonely sort of girl who would have to resort to multi-body masturbation, right?)

Flagship Facilities (400 CP)

One of the advantages of having semi-sapient internal manifestations as your cells is it allows you to do a lot of things at the same time. Consider how hard it is for most humans to rub their bellies and pat their heads at the same time. For you, it isn't even a challenge. Essentially,

each part of your body, each function of your body, all functions that you can do, have their own fairies distributing your decision-making.

However, you also have a crack set of commanding officers riding herd on your fairies and keeping them synchronized. This means that while your functions can act independently, they act in sync as well.

This also grants you the situational awareness to not only focus on you and your immediate opponent, but also on your fleetmates and all identified targets within your senses.

Fleet Idol (600 CP)

Fame - what is it good for? Well, boosting you, for starters. You are empowered by fame, with your strength and skills growing with your fame and reputation.

For every person who knows about you, you get stronger and tougher. It's a straight boost to your power. Your reputation is a bit more complex. Your skills increase based on what people think you're good at. If people think you're a whore, your abilities in bed become much more thorough and refined. (Or crude. Maybe "evidently practiced" would be the best way to put it.) Have a reputation for not dying, and your damage control skills will shoot up.

Of course, the boost does depend on people knowing you, and the skills fade if not reinforced by your reputation. If you burn your identity or your reputation fades, this can't help you.

Operations

Butterbar (100 CP)

You've certainly hit the books. You have exhaustive, encyclopedic knowledge of naval combat tactics and strategy. Of course, it's all academic. You have no experience in actually using this knowledge. In future worlds, you get a similar dump of knowledge.

There are a few more books you've hit when you weren't memorizing naval treatises. Namely, the Kama Sutra and other sexual manuals. But you haven't had a chance to actually use that yet. You know what the positions are, but remember: "in theory there is no difference between theory and practice, but in practice there is."

Rumor Filter (200 CP)

Rumors can be horrible when getting to know someone. If you try to indicate you're into their kinks, except you got the wrong kinks from the rumor mill? Kiss the chance of putting a ring on her goodbye. Except you don't have to worry about that. Rumors, intelligence reports, and other indirect sources of knowledge now have their contents judged, and you will be informed about what is found wanting.

People can still lie directly to you, but if they want to lie to you through someone else, they might as well have just highlighted the falsehoods they wanted to put in.

Cunning Linguistics (400 CP)

Codebreaking is one of the things most commanders never think about until after they've found out how much the enemy has managed to decrypt. Fortunately, you're a good code-talker. You can hide a request for a booty call in a perfectly innocent conversation about the construction progress on the new warehouse on base. No subtext, no prearranged code words, no stenographic pattern to find when running records through audio analysis software.

Just ordinary talk. You can also do the inverse, hiding a conspiratorial conversation in orgasmic moaning and dirty talk. It works over radio, too.

Of course, the other parties in your secret conversation need to be able to understand you, so they get a temporary copy of this. You can exclude someone present and involved in the “normal” conversation from the hidden conversation, and eavesdroppers are excluded by default.

You’re also good with your tongue in sexy ways, ascending several levels of skill in oral sex.

(Australian) Kiss For Luck (600 CP)

People say that getting laid is “getting lucky.” That’s literally true for you and your lovers. Sexual and emotional intimacy gives all of you boosts to luck. The longer the “session,” the slower the boost fades. The more intimate the act, the more powerful the boost.

The level of luck starts with “requires statistics to notice” (at a peck on the cheek) and goes to “your opponents get limited to the bottom five percent of possible results whenever they try to do something to you” (requiring an extensive set of sexual acts along with satisfying each other’s emotional well-being.)

Duration for a boost from a peck on the cheek lasts for a few hours, while spending eight hours in bed can give a boost that lasts for weeks.

Logistics

Spreadsheets (100 CP)

You are the master of red tape, the bureaucratic savant. In addition to not having to worry about forms confusing you, if you’re a shipgirl you can have your fairies fill out paperwork with as much capability as you do yourself. (As long as you’re also doing some paperwork yourself. It just minimizes the boredom time.)

As a bonus, you can pull a copy of any form you’ve filled or completed from your ass, or take it out of Victoria’s Secret Compartment.

Repair Buckets (200 CP)

The mysteries of what are in the instant repair buckets is not that brain-melting. It’s sex juices. “Sanctified” saliva, breast milk, and cum. No wonder the girls always shiver erotically when treated.

You, on the other hand, can use your own fluids directly as instant repair fluid. You’d need a few loads to heal someone crippled or maimed, but you can heal anyone through the power of sex. Internal applications are more effective than external, but bukkake is still a valid healing method. Seeing injuries actually isn’t a turn-off for you, so you can still perform while seeing someone who’s been maimed.

You don’t have to provide your fluids directly to the person, but you should make sure to preserve the liquid if you want it to last a while. As an additional bonus, you don’t have a limit to how much of those juices you can provide (or have to worry about dehydration), and anyone who tastes them tastes them as something nice.

Master Chef (400 CP)

When a task force of shipgirls with depleted bunkers hits the mess, they won’t be leaving for hours - or even longer if the chefs aren’t getting enough food out fast enough.

Fortunately that's not a problem for you. You can easily scale up your food production, and without sacrificing taste or nutrition either. Also, food supplies go a bit further when you're in charge of the kitchen.

In addition, there's your secret ingredient: sexual fluids. Adding those to a recipe improves the flavor, texture, nutrition, and just overall quality. In addition, shipgirls or others with spiritual powers who consume a meal you make with those ingredients experience a temporary boost to their powers, until they eat another meal.

Purchase Order (600 CP)

Did you forget to buy condoms, but could have bought them earlier? And even if you literally run flank speed to the PX, the mood will still be ruined before you get back.

Well, with this you may retroactively purchase things that you could have gotten from a store. Then you just pull it out from wherever you "stowed" it. Food, treats, toys, or even things like concrete and lumber can be retroactively purchased. As long as you could have stowed the purchases somewhere, like the base's supply shed or your own hold, you don't really have a size limit on the purchase. You also need to pay (retroactively) for the goods.

If you're further away from base, like on a sortie, you're limited to your unused cargo capacity until you get back to base, and you have a limited capacity away from civilization.

You can't retroactively purchase custom-machined parts or things not available in stores within a reasonable distance. However, you can order things that a store would need to order for you, or simple custom orders like a decorated cake.

Research

Quick Study (100 CP)

You're quite an eager reader, being able to read about five times as fast. In addition, you may read smudged, tiny, or otherwise illegible text with the same difficulty as any other text.

Nimble Fingers (200 CP)

Your dexterity is quite absurd. Using your hands to apply just enough force to something or put something in exactly the right position is easy for you. Precision doesn't come at the cost of speed for you.

In turn, this means that repairing things goes much faster. It also means you can write in smaller letters without losing legibility, or other tricks that help with your experiments.

In addition, it means that using your fingers to please someone is something you are much more skilled at.

LSC (400 CP)

As far as summoning goes, you have a more thorough understanding of the best ways to coax a shipgirl into existence. While currently this is only knowing how to increase the reliability and specificity of summoning rituals, with time and research you could figure out how to convert humans and full-sized ships into shipgirls.

Alternative Equipment (600 CP)

A shipgirl starts with her initial loadout of equipment and machinery. Your intuitions are aligned with the rules governing how to change a shipgirl's loadout. You can create versions of

any other technology you understand, in order to add them to a shipgirl. How hard this is depends on what exactly the technology is being used for.

Ammunition is almost as easy to swap as planes, while swapping weapons is more difficult. You'd need more experience before you could add a radar or other sensor, and doing structural work or machine replacement requires more experience yet. But you seem to be a prodigy with this.

As for your existing knowledge, you do have a fair amount of naval mechanical knowledge. But the rest of what you know... okay, how did you manage to pass your classes if you spent this much time playing around? Sex toys, bondage equipment, aphrodisiacs and other sexual drugs, all sorts of kinky technology.

You can integrate these into shipgirls, making shells that incapacitate their targets by causing them to become incredibly horny, or torpedoes that are actually self-inserting dildos. Or maybe depth charges that explode into shibari?

Ship Form



Shipgirls gain **+1000 KP** to spend in this section and may convert CP to KP at a 1:1 ratio. Sub-purchases add their cost to the main purchase price.

Ship forms act like Items bound to a person as far as imports go. You may still import your ship form to merge with new ships in the future, but may not separate it from yourself.

Hull Type

Pick one

All hulls come with a certain level of Handling and Survivability, as well as crew facilities, engines, controls, communications, and other such things.

Escort (free)

The smaller sorts of ships, including destroyers, destroyer escorts, minelayers, minesweepers, patrol boats, and other ships with tiny hulls but big roles.

Escorts, by virtue of their small hulls, have better speed and maneuverability than larger ships but less ability to sustain damage.

Cruiser (free)

While Heavy Cruisers are capital ships, the good old CLs are the middle of the fleet lineup. There are also various sorts of support vessels in this weight class.

Capital (200 KP)

The biggest girls in the fleet, including battleships and aircraft carriers.

Their massive size means that they can sustain far more damage than smaller ships, but that also means that making them fast and maneuverable is difficult.

Installation (+300 KP)

Large and stationary, Installations are bases. While many anchor up on land, some make like oil rigs and float in place at sea. Their nature as locations more than vessels means that their riggings are deployed rather than summoned, and they can walk around while their rigging stays in place. A deployed Installation rigging may actually be separate parts spread over a large distance.

Because of their large size, Installations get twice the benefit of any Features they purchase. Being representations of landbound bases, they are very hardy. However, their speed and maneuverability is incredibly low - they can station-keep and that's about it. Getting them into place requires them to "pack up" their rigging to do so. They do have good seakeeping, at least.

Installations cannot purchase Handling.

Import (500+ KP)

Or perhaps you already have a ship and would like to become that ship? Very well.

First, you have to pay the base import fee. Next, if the ship counts as a "Capital," you have to pay 200 KP for that. If the ship is, technologically speaking, from later than 1950, there is an additional 200 KP fee. Finally, if it's a spaceship (which definitely puts it past 1950 in technology) then there's a final fee of 300 KP on top of that.

You are now that ship and the Item is permanently bonded to you. No one else can import that ship for their own form and you cannot import the ship as a Companion. If you want to be an installation, you don't get the extra KP and you need a station or base to import instead.

You may also just clone an existing, historical ship to act as your baseline. This may either be from your homeworld's history or the local history if using Supplement Mode or Specific Fanon.

Importing a ship will also change the meaning of Feature purchases similar to Supplement Mode. This may increase or decrease the power of the purchases depending on what the technology the ship is made from is like.

This may also lock off one-time purchases if the ship already those capabilities. (For example, Aviation Facilities cannot be purchased by carrier imports, but they can purchase Catapults and Hangers.) Importing ships of a certain specialization (repair ships, transport ships, and troopships) allows for their special shipgirl-related features without needing a purchase.

Features

*Most Features may be purchased multiple times. Features with a * in the price may only be purchased once*

Melee (100 KP*)

Maybe it's a staff, a hammer, a sword, or maybe it's something else. Whatever it is, it's now part of your rigging. You may summon it without summoning your entire rigging, and it hits extremely hard. How hard? Well, let me just take a ship the same mass as you and throw it at you at flank speed. That's how hard it hits.

Naval Artillery (100 KP, discount Capital/Installation)

The big guns, literally. Naval rifles in the range of 10 inches or up, with range to match their size and the shells to make hits hurt even for capital ships. Each purchase of this increases either the number or caliber of your main battery. Having more barrels means you have more shots to take a hit, while big caliber shells have greater range. Though caliber upgrades will be capped at 18 inches, or four upgrades.

Secondaries (100 KP, discount Cruiser)

For a smaller ship, "secondary" caliber weapons may be their heaviest hitter in the gun department. For larger ships, they can be part of a "turret farm," with so many mounted that you might appear to catch on fire when you fire all of them. Each purchase expands the number of secondaries you have.

Dual-Purpose(100* KP)

While most secondaries can only target surface targets, DP mounts allow for a ship to target both surface and air targets practically. Now you too can look like you're on fire whenever you fend off air attacks.

AA Guns (50 KP)

Light guns on flexible mounts, these guns are intended to quickly respond to incoming planes and shoot them down. They also can be used for mass fire against infantry if you're close to shore, but against hard targets they're significantly less useful. You get a notable amount with each purchase.

Torpedoes (100 KP, discount Escort)

Torpedoes can do serious damage to a ship if they hit properly, due to the nature of how they do damage. Detonating under the keel is painful at best. Each purchase of this gives five launcher tubes for "fish". Launchers may either be placed on the deck or beneath the waterline. Deck launchers have a much greater firing arc, while hull launchers are more protected. (Hull launchers are given as a pair, since their firing arcs are limited to one side of the ship.)

Additional purchases can also be used to upgrade the torpedoes to heavier varieties or oxygen torpedoes, which are much harder to spot and dodge.

Depth Charges (100 KP, discount Escort)

The preferred ASW tool, it sinks to a preset depth before exploding. The shock wave it makes is rather effective thanks to the incompressibility of water. You get one depth charge launcher unit, which allows you to engage a potential submarine at distance.

They can also be used as grenades instead, much to the surprise of the opponent of the first destroyer girl to try that.

Ball and Chain (100 KP, discount Escort)

When it comes to removing your opponent's freedom to move, use this tool first deployed by the people who like to claim they invented freedom.

Your naval mines are spherical, with contact spikes that allow them to detonate immediately if an unfortunate ship runs right into them. They're anchored in place by a chain, holding them at the proper depth. Drop them off your hull to deploy them.

You get an onboard locker filled with some. More purchases means more mines you can deploy without needing a resupply.

Operation Neptune (100 KP, discount Escort)

Minesweeping has two tactics: cut the chain and let the mine float to the surface, where it can be sunk properly, or induce it to blow up while you're a safe distance away.

Each purchase gives you one of those options. Or - and I highly recommend this - you can get a refit that makes it harder for you to accidentally set off mines. Reduced magnetic signature of your hull, lessened propeller noise, those kinds of tricks. Still won't if you run into one of the contact spikes and set it off that way.

Scout Planes (100 KP*, discount Capital/Installation)

Cannot take with Aviation Facilities

A floatplane doesn't require a flight deck to land, and a rail will do just as well when it comes to takeoff if you can put a few pieces of metal on the plane first. This allows a ship to carry a few planes without needing massive investment of space, materials, and capability.

Of course a small wing is useless in a direct engagement, but it's great for scouting and spotting.

Aviation Facilities (200 KP*, discount Capital/Installation)

Cannot take with Scout Planes

Being a carrier (or aviation cruiser or battleship or submarine) allows you to reach out and touch someone, or prevent yourself from being touched by enemy aircraft. Thus, you need several parts to make this work. First, a flight deck to launch and land your planes on, a hangar to store them, a catapult to get them in the air, the command facilities to coordinate them, and arrestor cables to catch them.

These have now been added to your form. In particular, you get one purchase of Catapult and Hangar included in this purchase.

In addition, choose how you launch them as a shipgirl. Carriers have launched their planes using magic scrolls, bows, crossbows, guns, throwing knives, and more besides.

Catapult (100 KP)

Adding additional launch catapults to your form increases your ability to quickly put up a strike package or CAP. Aircraft can't do any good while they're in your hangars, after all.

Hangar (100 KP)

Your hangar stores your planes when not in use. Each purchase of this increases your capacity to hold planes, increasing the maximum size of your air wing by 24 each time. Select an appropriate type of aircraft to add to your hangars each time, though switching aircraft is easy. Installations can support much larger aircraft than ships, so while they can exceed the limits on carrier-launched aircraft (roughly 10 tons) they will be sacrificing quantity for the larger aircraft.

Sensors (100 KP, discount Cruiser)

Rangefinders, search radar, targeting radar, hydrophones, sonar, and magnetometers. These are the senses through which shipgirls see the world. (Aside from their human senses, of course.) By improving them, you improve your ability to notice and accurately engage your opponents. Each one gives you a top-tier sensor of one type.

This also allows you to get targeting computers for your main battery, which will allow you to automatically calculate ballistics trajectories the same way you automatically keep yourself upright when walking.

Handling (50 KP)

Ships are designed to move. Each purchase can provide a mixture of speed, agility, and seakeeping. Speed refers to the top speed of the hull. This also influences acceleration - a more hydrodynamic hull will give improved acceleration. Agility refers to the ability to change course and respond quickly. Low agility ships rely heavily on tugs in harbor. Finally, seakeeping refers to the ability to handle the giant mass of water that is the ocean being angry.

Effectively, you gain an additive +20% bonus (additive) for each purchase of this, to be split between the three categories. Escorts get +40% in bonuses instead.

Survivability (50 KP)

While planning to not get hit is always a good plan and one your superiors approve of, battles are chaotic and you probably will get hit even with the best of dodging. Survivability covers armor, which is intended to resist damage and on ships only covers key components, structure, representing the redundancy and mass of a ship allowing her to take damage without impeding functions, and damage control, the ability to repair damage taken before it gets worse.

You get roughly a +25% bonus (additive) for each purchase, to be split between the three categories. Capitals and Installations get +50% instead.

Alternatively, one purchase of this can be used to import an existing armor into your hull. This grants the armor's protection on top of your hull protection, and integrates all the functions of your armor into your ship form. This allows you to manifest your armor independently of the rest of your rigging, either in its previous form or as the outfit associated with your rigging. However, any integrated weapons of the armor will not be upgraded to "shipgirl" grade.

Submersion (300 KP*, discount Escort)

Moving underwater is great for ambushes and scouting ahead, but it also leaves you vulnerable to depth charges if someone realizes you're there. Primitive batteries limit your time underwater and odds are that your hull was optimized for surface travel instead of diving speed. Still, for experienced shipgirls, it's a powerful technique.

Nautilus (200 KP*)

Installing a nuclear fission reactor in your hull doesn't exactly grant great power, but it does grant great endurance. A nuclear reactor reduces your caloric consumption significantly. Your base consumption is reduced to a normal human 2,000 calories per day, and just sailing will barely affect that average. Expending munitions will kick up your appetite notably, but only to about double normal. Even carriers benefit from this, as the fuel consumption of your birds can be alleviated by onboard fuel synthesis.

Submersible ships do gain the benefit of being able to run their main powerplants underwater instead of relying on batteries.

Cranes (400 KP*)

Okay, this isn't just cranes, it's almost a full refit. You are now a repair ship, which means that you're a walking toolkit and field surgery. Your nature as the one who fixes means that if there's a tool you know how to use, it's in here.

Inside, you have multiple machine shops, allowing you to produce things like new barrels or liners, gun houses, and radars for your fellow shipgirls, or even new aircraft for them to use.

You also get a skill download, including not only mechanics but also biology and medical knowledge. Patching together shipgirls goes better when you can fix both ship and girl.

Installations who take this have a repair pool included as part of their structure.

Holds (50 KP)

Provisions for crew, fuel, and ammunition are the most common things in your holds, but there's a huge variety in there that your quartermasters have to deal with. Spare nuts and bolts, clothes, tools, grease, and more, the list wasn't as long as your old hull but it's certainly taller than you now.

Taking this expands your existing holds, giving you greater endurance before you need to resupply... at the cost of requiring even more time to eat enough food to fill your belly. At 500 KP spent, you become a Transport Ship. This allows you to slightly bypass the rules on food in shipgirl hulls. You can unload provisions and have them maintain their value, but they have to be full-sized cargo that you stuffed in your hull. In addition, you can only do this at an actual port or to an Installation girl.

Marines (100 KP)

Small fairies with big attitudes and reasonably sized guns, these are the shipgirl version of an immune system. Except most immune systems can't operate outside their main body. You can either have them aboard to help with damage control or fight against boarding operations, or you can have them board other shipgirls and try to seize control of them.

At 400 KP spent, you become a Troopship. This means your fairies have full strength outside of shipgirls, and future purchases can even include tanks or other more powerful weapons of land warfare.

Companions



Jumper only

Transfer Packet (100 CP, first free)

Make up to eight selections per purchase from the choices below, creating or importing Companions for your selections. Each individual Companion gets 600 CP to spend and selects their Origins from the ones available to the selection that created/imported them. They get 50% of Party Drawback CP and may take personal Drawbacks.

Huge Tall Girl

Loyalist/Revolutionary, Shipgirl, Operations/Logistics

Dignified, professional, and competent. The very image of a model officer, this shipgirl was once a capital warship, and flagship of a prominent fleet. However, in her new life she also finds herself liking cute things and being a hopeless romantic. Perhaps you can help her bridge the gap between who she thinks she should be and who she is?

Her ship form must have the Capital Hull. She can get Aiming for free or Flagship Facilities for 100 CP.

Bruiser

Loyalist/Revolutionary, Shipgirl, Operations/Research

While there is a range for how quickly shipgirls adapt to modern times, this young woman has certainly managed it quickly. She's picked up a hobby or two, knows how to use her computer and phone as well as any teenager, and can text and type with high proficiency.

She also picked up a little chuunibyou as well, making her prone to dramatics and odd fashion. Be sure to keep an eye on her in combat.

Her ship form must have the Cruiser Hull. She gets 100 CP off either Shipgirl Uniform or Fleet Idol.

DesRon (counts as 2)

Loyalist/Revolutionary, Shipgirl, Operations/Logistics

Three small ships with big hearts, these girls want to help and protect, even if their appearances make you want to protect them instead.

Their ship forms must have the Escort Hull. They get two purchases from the following for free: Torpedoes, Depth Charges, Ball and Chain, and Operation Neptune.

Support Hull

Loyalist/Revolutionary, Shipgirl, Logistics/Research

A hard-working shipgirl who might not be built for the frontline, but that doesn't change how useful she is to your war effort. Treat her well, and she'll treat you and the rest of your fleet well.

Her ship form must either have Cranes or be a Transport Ship. Depending on her Role, she gets either Repair Buckets or Nimble Fingers for free.

Dockyard Queen

Loyalist/Revolutionary, Shipgirl, Logistics/Research

Standing at 250 centimeters tall in her bare feet, this woman is big. She's also motherly in a lot of ways - patient, understanding, willing to comfort and coddle. Oh, and also wanting to be bred. She doesn't want to just be a surrogate mother, after all.

Her ship form must have the Installation Hull. She can either get Construction Authorization for 300 CP or Aggressive Replenishment for 200 CP.

Revolutionary Flagship

Revolutionary, Shipgirl, Operations/Research

A proud flagship for humans, until she recognized how poorly she and her fleetmates were being treated. Now, she's decided to stick it to the REMFs and paper-pushers who mistreated her and her charges.

Prideful, experienced, and heavily competent, her revenge list is shorter than most revolutionaries, being restricted to navies and their civilian oversight. She's strict and won't mind seeing her partners on their knees in the bedroom. On the other hand, she does desire to be pampered and spoiled, but that isn't something her pride will let her to admit to anyone she isn't already very close to.

She gets 100 CP off either Rumor Filter or Flagship Facilities.

Woeful Girl

Revolutionary, Shipgirl, Operations/Logistics

A lost shipgirl not directly connected to a ship and therefore having no memories before her summoning, this girl lost the rest of her fleet in battle and wound up in your care. Intensely curious about a world she's barely seen, she definitely wants to experience everything her old life denied to her. She's surprisingly adaptable and good at thinking on her feet. Note: Requires cuddles romantic, sexual, and platonic in nature.

She can take Quick Study for free or Ambush Tactics for 100 CP.

Rezerker

Revolutionary, Shipgirl, Operations

An adrenaline junkie and masochist, this girl is fighty. Not flighty. Important difference. She enjoys getting into combat with other shipgirls and will pick fights. Even with the shipgirls she helped seduce into your fleet. And yourself, if you're a shipgirl.

In addition to being fairly compatible with most masochist kinks, she particularly likes wax play... just with molten lead or something hot enough to burn humans. (Do not listen to her suggestions to use fluorine or white phosphorus. Let me just save you the trouble there.)

She gets two free purchases of Survivability, focused entirely on damage control.

Blueprint Book Girl

Revolutionary, Shipgirl, Research

Coming right out of some naval architect's dreams, she never was supposed to be real. But here she is. The reckless nature of her design has translated over to her personality, as her envelope-pushing experiments often mean she hurts herself.

She's going to need quite a few modifications to her equipment, and maybe a full refit, before she gets past the flaws her design process left in her. Be sure to give her support through that trying time.

She gets one purchase (two if Cruiser) of Sensors for free.

Grand Old Lady

Loyalist, Shipgirl, Logistics

While age brings wisdom, it also brings obsolescence. Her time as a warship has come and gone, and now she's more of a figurehead. Doesn't mean she isn't wise beyond anyone else in the room or set in her ways.

She must take the Age of Sail drawback and cannot take an Import that would require the date fee. She can get Collective Experience for 100 CP, International Perspective for 200 CP, or Moorings for 100/200 CP.

Prodigal Engineer

Loyalist, Human, Research

Confident and energetic in the workshop, and shy and blushing in the bedroom. This engineer might have graduated or they might still nominally be in college, but their experience in sexual matters is nonexistent. Even thinking about it can make them blush right now.

They get Butterbar for free.

Larcenous Lieutenant

Loyalist/Revolutionary, Human, Logistics

Following in the tradition of submarine crews, this young quartermaster has absolutely no problem with creative reinterpretations of requisition regulations. And they do this both through paperwork and in-person.

They can get 100 CP off Results-Oriented Superiors or Nimble Fingers.

Admirable Admiral

Loyalist, Human, Operations

Fleets need Admirals! This is an experienced and attractive human seaman (or woman) who earned their position running a fleet or base with hard work, skill, and a deep and abiding love for the sea and their ships. Naturally the two of you have a strong bond of some kind. If you wish, you can have a young man or woman with a lot of talent instead.

While they have "Loyalist" as their faction for discounts, their actual faction is up to you. They receive Spreadsheets for free.

Background Hentai OC

Loyalist/Revolutionary, Human/Shipgirl, Operations/Logistics/Research

Don't like any of the other options? Just import an existing Companion here.

Crossover Casting

Loyalist/Revolutionary, Shipgirl, Operations/Logistics/Research

An existing ship made flesh and blood.

She must be a “created” import and her ship form must be the Import Hull.

Items



Supply Contracts (50 CP)

Shipments of food, ship materials, and other miscellaneous supplies for your base, arriving weekly. Each one is enough to support about a hundred men, or about 10-60 shipgirls depending on their logistics footprint and the operational tempo of the unit.

The Jumper gets one free.

Jane's Fighting Shipgirls (100 CP)

A set of booklets. Each contains information on a single ship, military vehicle, or unit. Facts include armament, handling, survivability, detection capabilities, and even logistics footprints. While the information isn't the most precise, all the information is accurate. The collection is very thorough, having a booklet for each subject that has been encountered by your side. This continues in future Jumps.

Of course, each booklet has been decorated with pictures of the subjects... as sexy women. Shipgirls will consider these as pornographic materials, so you can use them to embarrass the shy girls and invite propositions from the saucier girls.

A Box of Rings (100 CP)

Actually, it's empty right now. However, whenever your relationship with someone advances to the point where they would be willing to spend an eternity with you as a Companion, a ring is generated for them. Once they put it on, they become a Companion.

Each ring is customized to match the recipient's personality, taste, and relationship. Those with a romantic relationship get a more obviously "marriage" ring, while friends and family will have rings that clearly aren't wedding rings.

Waterproofing Box (100 CP)

A box about the size of a microwave. Put in the object inside, close the door, and press the start button. A few minutes later, the object will be water- (and any-other-fluid-)proof. Touchscreens will still work even while underwater, the batteries won't short-circuit and discharge, buttons still work just fine, and you can now clean them in a dishwasher or clothes washing machine. Don't worry about any water pouring out of your treated electronics - the chips and circuit boards themselves actually become waterproof. It's this trait of the treatment that means you don't need to worry about crush depths. Fibrous materials will avoid absorbing water and just get a bit damp. This will also prevent fluids from staining an object.

You also get instructions to make your own versions, as well as how to make the hydrocarbon polymers the copies need to treat something. The box itself is also waterproof, and any copies can also be made waterproof too.

Do not put living things in here, though. It won't end well.

Tailoring Order Forms (150 CP)

A form and a pre-addressed, pre-stamped envelope to send it in. Or maybe the electronic equivalent. Either way, by sending a picture of someone and some information on what kind of outfit you want to give them, you'll receive the outfit and another form a few days later. The outfit is guaranteed to fit, since they didn't take your money they can't have a money-back policy.

Aside from being self-cleaning and self-repairing, if you check the right box the outfit can replace a shipgirl's rigging outfit. She'd have to put it on first, but then it would permanently switch to the new outfit. Be sure to include panties in your description unless you want her to flash everyone constantly. This applies to other types of outfits associated with manifesting power or transforming, such as magical girls or angelic raiments.

You may make a mass order, which will take six weeks to fill. This allows you to create an outfit for many different people at once. However, you are limited to a single base outfit, with possible color and accessory variations for the different recipients. Badges, nametags, insignia, matching hair accessories, ribbons, buttons, that kind of thing. Each one will still fit its intended wearer perfectly.

Summoning Pool (free/200 CP)

In order to get ships, you have to ritually sacrifice materials. This room is where that happens. Get enough steel, fuel, ammunition, and other shipbuilding materials and ship supplies, and you're all set to get another shipgirl. Wait. Can't forget the tantric part. Each summoning requires a sexual component. Whether that's fucking right in the room, or putting jugs of se(a)men in the pile, this indoor pool's ritual requirements are lewd.

However, this is only capable of summoning shipgirls based on ships from this world. For 200 CP, the pool will be able to summon shipgirls from any world on your journey. The type of construction materials and supplies needed varies depending on what each world's ships need.

Repair Baths (free/200 CP)

The basic repair baths are simply an onsen, large and communal but utilitarian in construction. Soaking in the baths can heal any injury, regardless of the source or the composition of the person using it. Of course, the steam hides the occupants from view and muffles sound, meaning that the occupants feel like they can have sex without getting interrupted. And while the water seems clear and not clouded from sexual fluids, it seems like the water does contain diluted repair fluid, which means that anyone having a soak will be getting horny. That might also be why the water stays clear even with all the orgasms that happen in it.

For 200 CP, the baths are decorated and beautiful, as well as having attractive attendants to help the guests. The attendants are also trained in sexual massage, where they bring guests to orgasm with just their hands. This also makes the healing process much faster.

Moorings (200/300 CP)

Sometimes you need to secure a ship before working on her. Thus, this chest full of bondage gear. Rope, straps, cuffs, bars, everything you need to secure someone. However, these pieces of equipment work on shipgirls and other powerful beings, allowing you to safely secure a shipgirl and prevent her from freeing herself using her massive strength or her firepower.

In addition, there are also gags, plugs, blindfolds, and earmuffs to apply to any girl you decide to tie up in here. While there is not an exhaustive set of all BDSM gear inside, any mundane bondage gear you store in the chest becomes part of the inventory and will be repaired and replenished as needed. The chest starts with enough gear to restrain four girls.

For 300 CP, the chest includes a few dozen tags that can be applied to rooms or properties that you own, which spreads the same power restraint inside of those rooms or properties. With this, as long as someone is wearing one piece of bondage gear they are rendered no more capable than a fit human and cannot remove that bondage gear. This also shares the same "shipgirl-mooring" effect to any bondage gear associated with the properties while the tag is applied.

Basing Agreement (varies)

One per party

It seems you have control over this base. Regardless of if your control is *de facto* or *de jure*, it's present and accepted. Bases come with their own personnel, with no more loyalty to you than could be gotten through hiring off the street, and replacements will be transferred in if people die. Your Companions can be arranged to start each Jump here.

The base has its own budget assigned for normal operations and supplies. Those holding the purse strings might close them if you get too creative with their funds. Fortunately, you have a second, matching budget to be used for frivolous morale purposes. It's not allowed

to be used for anything besides fun. Getting the newest video game consoles in the dorms, adding an ice cream bar to the mess, or maybe setting up a paintball course.

You also have control over the dress code on base. If you want all women wearing TINY MINISKIRTS, knock yourself out.

In future Jumps, the base may be imported into an appropriate location.

Not all bases are created equal, so pick one of the following:

Patrol (100 CP)

If your nation has a coast guard, this base might have been theirs before the war started. Located in a coastal city, this base is fairly small and is intended to provide force immediately in case of enemy attacks on the city. If there are full-sized ships here, they're small patrol cutters. Expect maybe two dozen shipgirls to be based here at most.

Outpost (100 CP)

Fancy an island vacation? This base is in territory that neither faction is trying to claim, and is intended to act as a forward warning outpost. It's far from civilization and reinforcements and supplies have long gaps between them. However, maybe five dozen shipgirls will be based here at a time.

Hub (500 CP)

A major base, this was definitely one of the larger naval bases before the war started and it hasn't shrunk a bit. Massive numbers of personnel are here, as well as a good fleet of full-sized ships. This base has a decent fraction, if not most, of your nation's shipgirls here, as well as potentially visiting shipgirls. There are facilities to construct and repair full-hull ships, though not with any supernatural speed.

However, the amount of resources provided here means that there are a similar amount of operational requirements. Expect the base to be preparing for, or conducting, a major operation pretty much the entire time during this Jump.

Drawbacks



Only the Jumper may select Party Drawbacks.

Party Drawbacks

Supplement Mode (+0)

Rather than going to plain-old Earth with added lewd boats, instead use this document as a supplement to another Jumpdoc, one with a setting where the navy plays major roles. Fill out the Jumpdocs separately, keeping CP separate between the documents. Use the starting time and locations from the other document. You may automatically import any ships you purchase in the other Jumpdoc as a shipgirl for free.

In addition, this adjusts the parameters for ship forms. Basically, adjust the weapon Features to give appropriate amounts of firepower in the appropriate format for each one. If the important ships in the setting are submersible, then the Submersion feature may be taken for free. This will affect aircraft as well - the specific limit of 10 tons was selected based on the maximum takeoff weight of various WWII torpedo bombers, and should not be applied to other settings blindly.

When Importing a hull, the 1950s technology threshold will be replaced with a technology threshold based on the contemporary ship. Also, if the setting is about spaceships instead of oceangoing ships (I would say “wet navy” but how long will it take you to get these spaceshipgirls wet?) then the fee for Importing a spaceship is removed.

Specific Fanon (+0)

If there's a doujin, quest, or story involving lewd shipgirls you want to head to specifically, then go ahead.

If taken with Supplement Mode, you must instead pick a shipgirl story that crosses over with the supplemented Jumpdoc. This means either a shipgirl from that Jumpdoc's setting

crosses over to another world, or there are shipgirls in that setting. The original source material does not have to be lewd in this case, but the world that the jump will take place in will be.

Concealed Weapons (+0)

As mentioned when I talked about how shipgirls are all attractive, some of them are packing heat in their pants (or skirts.) Taking this allows you to adjust the frequency of futanari in the shipgirl population, ranging from “none” to “all.” You can tweak the frequency slightly between different navies, but humans are remarkably similar across the world, so this shift can get up to maybe fifteen percentage points between the maximum and minimum.

Post-Jump, the ratio set here will apply to all shipgirls you summon.

Annoying Fairies (+100 CP)

Fairies are a bit out of control. They’ll do things like wander off their ships without permission to leave, eavesdrop on conversations they shouldn’t, go hooligan or repaint shipgirls in another navy’s colors. Nothing that should affect combat performance, but expect a few fairy annoyance sessions for everyone during your stay here.

Cut Off (+200 CP)

Maybe things have taken a turn for the worse, maybe you chose a world where your faction is in trouble, or maybe you are deep behind enemy lines. Enemy forces superior to your own have cut you and yours off from easy supplies and reinforcements with food going to be an issue within weeks. Hopefully you’ll be able to arrange a convoy you can sneak through or protect before then, because any fiat-backed supplies or followers are deposited half an ocean away (or equivalent, if in a larger setting), and you’re stuck with the normal limits of travel and logistics (for this setting, anyway. Shipgirls are still shipgirls).

Prestissimo (+300 CP)

Have you ever started getting each other’s clothes off, and then the base alarm goes off? Well, expect that to happen a lot. The tempo of the war is very fast, with days of peace being few and far between. Constant attacks, constant operations, and what feels like constant combat sometimes.

And yes, it will kill the mood quite often.

Leveling Effect (+400 CP)

You’d think that modern technology would be more than up to the task of dealing with a few angry boats. But that isn’t the case, because of something called the “leveling effect,” aka “no cheating I want my boat waifus to be the only effective weapon.” To comply with this rule, any perks, powers, and items you and your companions have will be sealed until the end of the Jump. Imports are an exception to this rule, however, and are not deferred.

Personal Drawbacks

Treaty Weapons (+200 CP)

You have a dick. And it’s absolutely tiny. What’s worse is that you can’t do anything with it. It can barely get hard, your male orgasms are weak and unsatisfying, and it’s definitely something to mock. You can’t even use it to please others, since it seems like anything it touches gets numbed.

Ruinous Rigging (+200 CP)

You have a disconcerting tendency to get tangled up in cables, ropes, and the like which you can't just rip out of. You often end up looking like a shibari model until someone unties you. Beware any age of sail shipgirls.

I've Seen Where This Is Going And I Don't Like It (+200 CP)

You just give off the aura of a Japanese or Catholic schoolgirl (yes, even if you're a man in your forties) and your enemies have a lot of tentacles now. Even if you're a Revolutionary, the Loyalist shipgirls will have tentacles, and they'll be using tentacle monsters for Conversion.

Personal Drawbacks (Shipgirl Only)

Grudge Fuck (+200 CP)

It seems you were a formidable ship, and that hasn't been forgotten in the present. Allies will seek to punish you in bed for those sins, and the navy doesn't care to stop them. Enemy ships will target you more than most.

Age of Sail (+200 CP)

Perhaps you are a relic from the Age of Sail, or perhaps certain parts of you were never built. It'll be fixed post-jump, but until then you lack weapons capable of hurting enemy ships, your armor is weak, and the best shipboard communication you can manage is semaphore. You won't be sent out to fight, but this is incompatible with other combat-related drawbacks. Perhaps you'd do well as secretary-ship or playing denmother?

In addition, you cannot convert CP to KP.

Spicy! (+300 CP)

Whether or not it was true before, spiciness in food for shipgirls roughly equates to the energy density of fuel (for their time) in their ship form. Ships that upgraded their engines tend to like it hotter, and older nuclear-powered ships tend to eat small servings of dishes hot enough to make others wish they could die just from the fumes! And now you're on the wrong side of that. If you like spicy foods, you need to keep it bland... a glass of carbonated soda or adding pickles to your sandwich could make your heart and stomach hurt for hours. Actually spicy foods could kill you!

On the other hand, if you're not a fan, then you'll soon become an expert in pain. If it isn't spicy enough to make a grown man cry, it might as well be plain water for all the nutrition it provides, and doesn't fill your stomach at all. Anything that would help you adjust or allow you to skip meals is not available during this jump.

Mutiny (+400 CP)

Cannot take with Annoying Fairies

Your fairies aren't as unthinkingly loyal as most. They demand better food. They demand time off. They demand...to watch you get tormented by a fucking machine? The specifics will vary, but won't be one of your favorite fetishes, and performance will suffer dramatically if their demands are not met.

BuShips Construction Only (+600 CP)

Requires an Import Hull. Your Hull can be a Capital but cannot be recent enough to require the date fee.

Oh, sorry, did you want a fancy ship made from pure MSSB that would be impossible as a normal ship? Sorry, not happening. Select a ship from local history that was actually produced. That's your ship form. No added Features, no spending any KP. In addition, your hull seems disturbingly resistant to upgrades. If you're a carrier, it would take all day for you to swap planes. Refits are out of the question unless you want to spend a year in a medically induced coma.

Notes

Can shipgirls see each other's forms? Fanwank.

If you select the same Companion type multiple times only one has to have the described history and personality. Imported companions will have the same effects on them as normal native imports.

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Changelog

v1.0.1 - added additional notes to Hull Imports