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The year hardly seems to matter anymore. This world is one of growing chaos, war, and knives being shoved firmly into backs. An alien race has invaded the Earth. These artificial humanoids call themselves Sirens and are heavily armed enough to destroy entire fleets of warships in a single sortie. The nations of this world, still recovering from a recent war that spanned most of their world, quickly joined together to pool their resources against this threat. This coalition was called Azur Lane.

But even the most modern warships weren't enough to drive off the threat. They were not immortal. The Sirens could be damaged and driven off, but each time the price grew higher. Slowly, the Siren's technology began to fall into scientists hands in bits and pieces. Their strange weapon systems were so advanced and at the same time startlingly familiar. The final key to the puzzle was a strange device that came to be called the Wisdom Cube. Though some called it a Memory Cube instead.

The Wisdom Cube is a device containing a staggering amount of energy and unknown technology. While no one is entirely sure how it works, even now, they have discovered ways to use it to help their fight against the Sirens. When a pair of these Cubes are pressed against the hull of a ship they transform it in a flash of light. The ship gains a sapience, personality, and the form of a lovely or cute woman. These transformed ships, called Shipgirls, pack all the destructive power of a large warship in a form that can dance across the surface of the water.

Shipgirls changed the shape of naval warfare forever. They allowed the forces of Azur Lane to fight back against the Sirens on more equal footing. The alien invaders' technology still outstripped that of the Humans struggling to catch up, but sorties were no longer single sided massacres. For a time, the Sirens even seemed to be on the defensive.

Then the unthinkable happened. The peaceful coalition of Azur Lane split into two factions in a gout of flames, bent steel, and flames that destroyed a number of Shipgirls on each side. The Iron Blood and Sakura Kingdom nations launched a surprise assault against the Royal Navy and Eagle Union forces. It comes to light that the Iron Blood and Sakura Kingdom have both radically changed their vision of the future. Now they see the Sirens as a glorious opportunity, not as terrifying invaders.

And so the Sirens watch as the world tries to rip itself apart. They hold to the vast swaths of the seas they have claimed as their territory, observing, planning, waiting. For what, no one knows. At least... not yet.

You will need these: +1000 CP

Origins

All Origins are Free. You may freely choose your age inside the range given for each Origin.

Shipgirl (Age: 12 - 30)

The technological marvel of the Wisdom Cubes and the hull of a ship with a long service record have come together to give birth to something amazing. You! Armed with both beauty and firepower, you awaken into a world in desperate need of your help. What exactly you look like will depend somewhat on which Faction you are a part of and what Classification of Shipgirl you are. However you are free to disregard those guidelines if you want to stand out a little.

Despite their appearance, Shipgirls are more mechanical than biological. They subsist primarily on normal food, but require oil to participate effectively in combat. Don't worry, you'll find your taste buds quite enjoy the taste and it perks you up just like a good cup of coffee. You will also find that you are able to glide across any body of water as easily as walking on land. Your speed will vary depending on your Class but even the heaviest are capable of moving without sinking under the waves.

As a Shipgirl, you have several choices to make. You may choose to be the incarnation of a historical navy vessel that sailed the seas anywhere from 1900 to 1940. Or you may instead be an experiment that resulted in an entirely unique vessel instead. It can even be one you already own if you would like to import it as your new body. The former would require you to pick the same Classification as the historical vessel and would have you replacing that Shipgirl in the cast. The latter would allow you to freely choose your Classification as well as which faction you belong to. In either case, you may instead follow the last Azur Lane commander on his search for answers about what is really going on.

If you do not desire to be female then that can be arranged. Just be aware that you will be the only male Ship"girl" on the seven seas. Which will lead to a lot of attention. If that's not the kind of life you were hoping for, one might suggest you invest in a convincing wig and skirt.

Additionally, all Shipgirls will come with a full tank of Oil and several extra barrels. This will be enough to engage in several sorties before refueling becomes an issue. Your Faction will supply you with any Oil you need for engaging in missions you participate in.



Commander (Age: 22 - 60)

Shipgirls alone might win battles, but to win wars it takes something more. It takes knowledge gained from years of surviving the battlefield. It requires the ability to step back and make the hard decisions for the sake of the larger picture. But most importantly one needs a firm hand to guide the strong personalities into something resembling order. Seriously, it is like herding cats made of Jello most of the time.

As a Commander, you are a Human. It makes no difference if you are male or female. Though the kinds of interactions you have with Shipgirls will likely be wildly different based on the choice. You might be fresh out of a military academy, Ready to do your part to help push back against the alien menace. Or else you might be a survivor of the original push against the Sirens, old and wise with scars showing your hard earned knowledge. Wherever you fall on that spectrum is up to you, as is the appearance of your form. Within reason.

You have lots of options of how you want to begin your time as a Commander. You may choose to be independent and pursue your own goals. You may choose to be aligned with one of the Factions, though you will be expected to help them towards realizing their ideal future. Or you may choose to throw your lot in with Azur Lane, taking the place of, or fighting beside, the last Commander still holding the group together. No matter what you choose, your resources will be limited until you take steps to rectify that. You will discover a small cache of Coins and Oil that was sent to aid you in starting up your command. The Oil will last ten Shipgirls through six sorties before running out and the Coins will be enough to start up a small base, if barely.

Support (Age: 18 - 50)

Of course, there are those who do not wish to be placed into the line of fire or be burdened with responsibilities. Most people fall into that category in fact. But there are still ways to assist the war effort without picking up a gun yourself. Mechanics are required by the dozens to help keep Shipgirls in top-notch fighting condition. And merchants are needed to move vital supplies from production factories to the front

lines. Making a small profit along the way never hurts. There are also those that fill all the niches in between.

Supporters may choose to align themselves with a Faction if they wish, but many operate independently and often for the highest bidder. A few have decided to work for Azur Lane despite the lack of profit found there. You could do the same if you like. Most are Human and you can choose to be male or female without issue. You could even choose to be a Shipgirl if you desire that. There are a few cropping up now that the Wisdom Cube has been discovered and are leaking onto the black markets at a trickle. However, if you do choose to be a Support Shipgirl, you do not gain any Freebies or Discounts from Shipgirl Perks. You do gain a small cache of Oil to sustain you through a pair of battles, should such an emergency arise.



Shipgirl Classification

All Shipgirls must pick a Classification. This will determine what kind of weapons they can use, the strength of their armor, as well as their role in a squad. If based off a historical ship, Shipgirls should choose the classification that best suits the role of the original ship.



Submarine

These submersible ships offer the widest range of types, capabilities, and uses of any other vessel. They can be small, quick torpedo boats meant for hit-and-run missions against surface ships. They can be large, well-armored behemoths meant for protecting aircraft carriers. Everything from blockade running to stealth missions to even salvage. Despite this versatility, they are vulnerable due to their reliance on radar for detecting the environment around them. Their systems are often more fragile than the other classes of ships because of how valuable space is inside.

Submarine Shipgirls tend to be small, or sleek of build, or both. They also have a propensity for wearing swimsuits instead of regular clothes, though the style of these depends on their faction.



Destroyers

Destroyers are light ships that focus on speed above all else. They typically wield lighter guns as a result and don't have much raw firepower. They do, however, carry powerful torpedoes capable of sinking ships much larger and tougher than they are. They are excellent escorts for fleets, are nimble enough to distract enemy guns, or even intercept incoming fire if it comes to that.

Destroyer Shipgirls are one of the most common varieties seen on the seas as a result of their widespread use. The Fletcher-class alone has 175 members. As such, they run the gamut of personalities, styles of dress, and heights. They tend to have younger appearances than the other classes.



Light Cruiser

A classification of cruiser that is no longer in use. It refers to small to medium-sized warships that were armed and armored, but neither very heavily. They commonly served as fleet escorts or scouts. They were moderates in all things and packed medium-sized naval guns as well as small torpedoes. But just because they were average doesn't stop them from being effective war machines.

Light Cruiser Shipgirls tend to have strong, unique personalities that they accompany with stylish or flamboyant clothing. Their builds and body types run the full range due to the wide variety of situations this class of ship once found itself.



Heavy Cruiser

These warships were designed for lots of everything. Armor and firepower were both delivered in excess. However, all of this required them to sacrifice maneuverability and speed. As far as frontline ships go, these are the tanks. They're capable of soaking up punishment and continuing to fight on. All while firing large cannons and larger torpedoes back at their foes.

Heavy Cruiser Shipgirls are most often the big sister type. They can be counted on to be reliable, loyal to those they care about, and protective of their "sisters". Beyond that, their personalities can vary quite a bit. They all tend to have more mature body types.



Monitors

These warships were the predecessors to the Battleship class. Unlike their descendants, Monitors were not heavily armored nor particularly fast. However, they did possess a ridiculous amount of firepower for their size. Cannons both large and small lined their decks. They were meant to bombard and overwhelm from a distance. But their fragility tended to be a problem that led to the class being retired.

Monitor Shipgirls are an odd bunch. They tend to have a ghostly, haunted air about them and are accompanied by trails of fog. This might have to do with how many of them were sunk in action. They tend to be a little chunny and a little over dramatic at times, but are far from actually evil.



Battlecruisers

These capital ships were most common during the first half of the 20th century. They were more lightly armored than Battleships to garner extra speed. They used that advantage to hunt down lighter ships and their massive weapons to fight off larger ones. Later on they were mainly used alongside Battleships where their large and medium cannons could provide support fending off Destroyers and Cruisers.

Battlecruiser Shipgirls tend to be a prideful lot. They put a lot of faith in their own abilities and it can take a while to earn their respect. However, once it is gained, you will have it for life. They also tend to be taller and a little bit older than the other classes.



Battleships

When one thinks of a modern warship, one tends to think of Battleships. Brimming with weapons and sheathed in armor, the only thing these ships aren't is fast. But they can stand in the face of a brutal firefight, destroy the enemy, and still come home in one piece. Their large cannons are mainly meant for long-range assaults though, so keep them off the front lines.

Battleship Shipgirls most often hide their true feelings behind a mask of arrogance, silence, or professionalism. It's hard to know what they are really thinking most of the time and it's going to take time to break through their walls. This doesn't hold true to the girls from the east. They tend to be chipper, cheerful, and tiny to the point of seeming more ship than girl.



Aviation Battleships

These unpopular battleships were designed to provide the firepower of a Battleship's large guns as well as the air support of a carrier. In practice, there were none built that successfully achieved that ideal balance without serious problems. By the time WW2 rolled around the idea had been abandoned in favor of ships that specialize in a role. Understandably, this is a class of ship without a lot of members. They also all used to belong to the Battleship class, only existing as Aviation Battleships thanks to extensive retrofitting.

Aviation Battleships seem to come in pairs of tight knit sisters. They are a boisterous, lively bunch. The kind of girl that can't stand to sit still.



Light Aircraft Carriers

While not as large as traditional Aircraft Carriers, this lighter classification was commonly fast enough to keep up with and provide air support for cruisers. They all hosted smaller fleets of aircraft due to their size, but had anti-aircraft guns to compensate. They concentrated on defending their fleet instead of attacking the enemies. However, some managed to outperform their larger sisters.

Shipgirls from this class are a highly individualized lot. No two are remotely the same and there's no predicting just what you're in for with this lot. Style, body-type, personality, these Shipgirls are all over the map despite the relatively small number of them.



Aircraft Carriers

These large, slow ships more often resembled floating islands than actual ships. But these ships have been instrumental in nearly every major modern naval battle. Time and time again they have proven their massive fuel and upkeep costs are well worth the destruction they can rain down from above. Fighters, bombers, and torpedo bombers can all be launched from their decks even during a pitched firefight.

Aircraft Carrier Shipgirls are all tall. They have to be to lug around the massive equipment they wield with ease. They tend to have tough, self-reliant personalities. But that doesn't mean they don't appreciate some affection.



Repair Ships

These auxiliary ships were almost never seen on the lines of battle themselves. They often trail behind and only came in after the battle was over to repair any ships still floating. However, there is a long history of these ships and their crews going above and beyond to do what needed to be done. It would not be wrong to say that these ships were just as instrumental in winning battles as those with guns. They were commonly armed with light anti-aircraft guns, but nothing more to have room for spare parts, materials, tools, and ammo.

Repair Shipgirls are a kind and considerate lot. They always look out for the welfare of others before their own, which sometimes causes problems. Despite their soft personalities, they tend to be fearless when they see an allied ship in need.



Sailing Frigate

A relatively new appearance on the high seas, but not one entirely unexpected by those thinking creatively with Wisdom Cubes. The Sailing Frigates are all ships that have come from the bottom of the ocean and existed during the Golden Age of Piracy. Their weapons are exclusively various sized cannons which are devastatingly powerful and capable of dramatic volleys. They are capable of operating either above or below the water line, which adds to their already impressive durability. However, they have no defense against aircraft and none are capable of using modern torpedo weaponry. So while they are frighteningly powerful on the seas, modern navies still have a shot at tearing them to shreds.

Sailing Frigates are a wide and varied lot, as one would expect from such a rich history. They do tend to be tall, lovely women who have certain... fixations. Whether on treasure, love, or simply napping as much as possible, there is always a motive driving these ships. Additionally, they all have the ability to control tentacles as part of their wargear. And they aren't shy about using them off the battlefield either.

Universal Toggles

Crossover Central (+0 CP): Due to its unique nature, the world of Azur Lane has branched out and touched a number of other worlds. In fact, cross-dimensional antics seem to be something of a regular occurrence here. Girls getting pulled here from other universes and turned into shipgirls seems to be a nearly yearly event. This option allows you to decide which crossover events you would like to have as canon to your time here and which you want to exclude. You can add as many, or as few, as you like. Or skip this option altogether and have the borders between dimensions mind their own business while you're here.

Lighter Side of Life (+0 CP): This version of Azur Lane is much less war focused than usual and more focused on the day-to-day life of the Shipgirls themselves. Expect sorties to become much less common, the war to be entirely forgotten about for months, if not years, at a time, and the Sirens act more like a gang from a rival school than alien invaders looking to wipe out Humans. But just because the world is less focused on war doesn't mean life is anymore peaceful. After all, there's still going to be Shipgirls living and working besides each other. That's bound to cause all sorts of excitement. You may not gain any points from Drawbacks if you take this option.



Perks

Each Origin receives a 50% Discount Perks from their Origin and one of their 100 CP Perks for Free.

General

As Lovely As The Sea (Free): Let's face it. There's a certain something about the salty tang of fresh sea air that just makes everything better. The lovely girls become more beautiful, the cute ones all the cuter, and it brings out the most handsome qualities in all the men. So you don't feel left out, you will also find yourself far more attractive, cute, or handsome, depending on your preference, during your time in this world.

The Future Finds Us (Free/200 CP): Humanity didn't truly stumble onto the seemingly magical science of the Wisdom Cubes. The Sirens planted them where they knew they would be found. This fact and the reason why have both been carefully hidden from everyone, but there's no reason not to enjoy the fruits of the secret. During your time here you will come across a fairly steady supply of these energy spheres. Your Shipgirls will come back from the occasional sortie clutching a few or merchants will offer one or two among their wares.

If you would like to pay **200 CP**, you will find that Wisdom Cubes continue to find you in other worlds. The Sirens will have to get a little more creative getting them to you though. You'll stumble across them in unlikely places instead, like inside your shoes or as the prize in your cereal boxes.

Time For A Break (Free/400): Wars are, unsurprisingly, not a lot of fun. The extensive planning sessions and mountains of paperwork are tedious. Then there's the actual fighting to consider. Sometimes you could really just use a vacation. As it turns out, this universe thinks so too. Every month or two, for one to two weeks, the world lapses into an unofficial ceasefire as everyone indulges in Halloween spookiness or Christmas spirit. Or they might discover an odd ripple in space-time and turn to exploring that instead of trying to fire at each other. Of course, if you decide to use that time to launch a cunning sneak attack, all bets are off. But why would you do that when you could enjoy Valentine's themed shenanigans?

Should you like this spirit of mutual cooperation to follow you beyond this world, you may pay **400 CP**. While it will not guarantee "events" happen every few months, you will find one cropping up just when you feel completely burned out. You won't be able to put off what is happening in the world around you forever with this. But there will always be time to celebrate Christmas, enjoy a hot springs episode, or just goof around a bit.



Shipgirl

Quirky (100 CP): Shipgirls are a pretty varied bunch. Personalities range all over the map. From Dedicated Older Sister to Sweets Maniac to even Utter Bitch. But no matter what, people still tend to like them. Even when they should find them slightly annoying. And now, they do the same to you. No matter what kind of personality you have, people will more easily put up with you and your quirks.

Experienced (100 CP): The amount of combat Shipgirls have seen varies almost as wildly as their personalities. Some barely made it out of the dock in time for the end of the last war. While others fought in sortie after sortie until they sank below the waves. You fall into the latter group and have plenty of battlefield experience to show for it. You are a seasoned veteran of combat, capable of using your Shipgirl weapons with an ease and precision that the others will envy. This experience also helps you keep a cool head when the situation goes pear-shaped.

The Ties That Bind Us (200 CP): Life is no fun if you have to go it alone. Thankfully, that's exactly why people invented friends! And despite their artificial origins, Shipgirls are all aboard the friendship train. Even the coarsest of them find at least a few others like themselves to hang out with. You have a similar ease when it comes to finding pleasant company. If you go looking for a friend you'll find one. It might not be the one you expect, but it will always be someone your life will be the better for.

The Loyalties That Define Us (200 CP): It can be hard to know who to trust in this world wracked by war and tainted with treachery. The breakup of Azur Lane came with a surprise attack that left a lot of scars. Despite this, there are bonds that have grown even tighter in the face of adversity. You will find this especially true of those around you. You have learned to cultivate deeper bonds with your friends and allies. This makes them much less likely to try to betray you and more quickly earns their loyalty. All you have to do is make a little time for them, listen to their problems once in a while, and generally be a decent friend to them to keep this trust.



Bombardment! (400 CP): Most Shipgirls of any given Classification have roughly the same ability to attack their foes. There are variations in cannon style and torpedo tubes, but munitions technology has only advanced so far. You, however, are something of an anomaly among Shipgirls. The weapons you use may not look any different from those of your sisters, but you know how to make them really hurt. Cannons, torpedoes, and even anti-aircraft guns on your equipment just tear through enemies. Simply put, your Shipgirls weapons punch way outside of their weight class.

Water Strider (400 CP): While armor is nice, the best defense is simply getting out of the way of incoming fire. But for anything larger than a Light Cruiser dodging has more to do with luck than actual maneuverability. For you this simply isn't true. You are much lighter on the water than you should be. Armor will only weigh you down a fraction of what it should and you'll be able to run circles around anyone sharing your Classification. Imagine your enemy's shock when they see a Battleship turning and ducking like a Destroyer.

The Power of Friendship (600 CP): Friendship and trust are more than just words in this world. They're bonds that can tie lives together, a reason to smile when the sun is hiding behind the greyest clouds, and a strength to draw on when times are dark. For you, that strength can be turned from figurative to literal. When you are fighting and working together with a group of your friends, you will find your strength growing beyond what it should. You will be able to endure more punishment, strike back harder, and rally your allies more easily. This works best when used with eight allies. It loses some effectiveness in smaller or larger groups, but still provides a minor benefit with groups of allies as small as three or as large as sixteen.

The Power of Love (600 CP): Not everyone needs a whole group of friends to support them. Some just need that one special person. The one they can pledge their heart and soul entirely to. For those, that single bond can be more powerful than that of a thousand friends. You have found, or shortly will, someone that has filled



your heart with that mixture of happiness, lust, and anxiety that is love. And now you can use it to empower your actions on the battlefield.

When you fight for, or beside, that one person you love above all others, you will find your will is an almost unstoppable force on the battlefield. You'll be able to ignore pain without losing awareness of the damage you're taking. Your lightest guns will hit your foes like your heaviest. And those will truly be devastating weapons to behold. For love, you can even become a titan of warfare that could hold off even a Siren for a short time. Just remember, ignoring wounds isn't the same as them not existing.

Commander

Officer On Deck! (100 CP): A hat and a uniform does not a commander make. It comes from within. The confidence to lead and the ingrained authority to command are simply a part of those truly born into the role. It cannot be taught and must be forged by years of practice. Or you could just take this perk. This grants you that same aura of command and presence that makes those around you want to follow your commands. You can turn this off if you desire to enter the room without making heads turn.

Not Just A Fancy Hat (100 CP): Whether you went to an official naval college of some sort or won your experience on the high seas, you have a solid grasp of naval battle tactics. You know enough to arrange ships in basic formations, understand the differences and uses of the various Shipgirl Classifications, and issue effective orders to groups on the battlefield. You might not be a genius, but you're not going to have all your Shipgirls sunk below the waves in their first sortie either.

A Dash Of Rugged Charm (200 CP): Most Shipgirls will show some level of deference and willingness to follow orders to their commanding officer, even if mistreated or ignored. But having a fleet that is willing, and even happy, to follow orders certainly makes for a less stormy atmosphere in port. Like a certain mysterious commander of Azur Lane, you have a quality that just makes Shipgirls like you. Commanding them in battle and a dash of positive attention is all you need to see your bond with your fleets deepen. This also works to a lesser degree on females of all kinds.

Teamwork Wins Wars (200 CP): Powerful personalities and strong wills abound among the Shipgirls. Organizing a group of them to do anything can be a daunting task, especially when three would rather yell at each other than fire at the enemy. However you have the talent, or the training, to organize them and get even those with long standing feuds to work together. Simply put, you have excellent managerial skills that work especially well when it comes to organizing those with strong personalities.



Personal Attention (400 CP): For Shipgirls, love and friendship are more than just words that look pretty on greeting cards. They are as important and vital as they are to any human soul. Those who command them must come to understand that fact, or they will find themselves on the losing side when faced with those who do. You understand it all too well and have learned to turn small moments of fun and affection into actual boosts in power for those you spend time with. While it is not a large effect initially, it grows the more care that is put into each person. A few kind words will offer little. A heartfelt chat, on the other hand, will do so much more.

Team Building Exercises (400 CP): Just like any military force, a navy runs on its stomach. Shipgirls are thirsty creatures. They require ammunition and oil to be replenished after each sortie. Repairs and maintenance are both constant drains on the pocketbook as well. But there are other ways Shipgirls can be useful other than direct battle. They make excellent escorts across the now perilous seas. It is one of many services merchants and smaller governments are all too keen to pay high prices for. You have a talent for drumming up small jobs to pay the bills, especially those that your companions and allies can easily perform. Additionally, your rewards for such jobs may include trinkets and items beyond simple cash. In this world that means weapon parts and systems, or even the occasional Wisdom Cube. In other worlds, expect similar, but different, bonuses.

Master Strategist (600 CP): War is a game almost as old as man itself. It is a game of chess played on a massive scale with pieces too numerous to list. The only sure way to win is to stay ahead of your opponent, adapt to any surprises, and always keep the end goal in mind. The great leaders of the past understood this. And now you do as well. You have been gifted with keen insight into the art of war that would do Sun Tzu and General Patton proud. Given a little information about any given battlefield along with a map or two and you will all but instantly know the best way to use it to your advantage. A few moments is all you need to find a way to turn surprise assaults against your foes. You are not impossible to defeat in battle, if barely, and your strategies will make your opponents pay dearly for every nautical mile you are forced to yield.

Harem Navy (600 CP): It's a little hard to be against women in the navy when women *are* the navy. It's even harder when the ships themselves are all competing for your attention. There's bound to be fighting, especially with so many strong personalities around. Thankfully, you've gained a true insight on how to manage such a horde. By introducing them to each other. With just a little guidance on your part, the multitude of Shipgirls under your command will discover reasons to like each other instead of hate. They'll be more willing to share your attention, find other ways to divert themselves with other like-minded individuals in your radius, and overall give you time to breathe. Additionally, this will cause any teamwork performed by those in your circle to be dramatically more effective due to the lack of infighting. Keep in mind that this insight doesn't do anything to actually attract women to you. But it does help you manage those that do attach themselves to you.



Support

Discounts? Nyaaver! (100 CP): Money. Gold. Coins. Moolah. Greenbacks. Despite the focus of the world on those pesky alien invaders, there's still a lot of business opportunities. Naval shipping has been all but shut down and some areas of the ocean are too dangerous to even fly over now. But where there's money to be earned, you'll find a way to do it. You've got a nose for profit that would make a bloodhound jealous and the skill to drive sales right through the roof.

Elbow Grease (100 CP): Shipgirl weapon systems don't grow on trees. Despite the rapid advancement in technology that is taking place as more and more is understood about the Siren's technology, a lot of the hard work is still done by hand in a machine shop. You now have a solid understanding of the ins and outs of Shipgirl weapon systems. You can put them together, maintain them ease, and even upgrade them to reload faster and strike harder if you're given some spare parts. Knowing what you do, if given a lot of spare parts, some time, and a little trial and error, you would be able to convert all kinds of weapons into Shipgirl weapon systems. Including those from other worlds with enough practice.

Box Nyaaddiction (200 CP): Stuff placed in boxes is just better, okay? Everyone knows this. It's a fact of life that if you put some junk in a box, slap a giant question mark on it, and set it up as a lottery, they'll fly off the shelves. While that is not entirely true, you have a talent for running lotteries and hosting "random stuff in boxes" events that will see you raking in the dough. Just provide a half-decent sales pitch and offer something fabulous as a grand prize. You'll have people waiting in line.

Custom Paint Job (200 CP): Tooling around with the effectiveness of weapons is one thing, but there's such a thing as style. Panache. And it's more than just painting flames and shark teeth on the sides of aircraft. The new technology flowing out of the war is offering an unparalleled opportunity for customization. You've taken to it like a fish to water. You have learned how to lend weapons of all stripes specific looks, themes if you will, without changing their effectiveness in combat. You could make a ship cannon that looks like a Christmas candy cane, smells like one, and even tastes like one, but still fire deadly explosives at long ranges. If you put in a little extra work, you might even be able to customize each shell to look like flaming skulls or dolphins. Is it a little silly? Of course, but it is fun. And that's what matters.



Nyaaw in Stock (400 CP): Knowing what to stock is as vital as selling items at the right price in the world of business, but finding it can be difficult. Oil and ammo are easy enough but a lot of luxury goods are getting hard to find. Except for you. You always seem to know, or are able to find, someone who can find you just about anything. Silk kimonos? You know a guy. One hundred year old wine? Yeah, you can find that too. A cache of Wisdom Cubes? Might take you a few weeks, but sure. You might have to pay a bit of a premium for the rarer goods, but you'll always be able to come up with what you're looking for eventually.

Shipgirl Retrofits (400 CP): The mysteries of Wisdom Cubes and Shipgirls are still being investigated on a daily basis. Each experiment creates as many new questions as it answers. But just like any engine, Shipgirls don't arrive in their peak condition. Spare parts can be used to tune their systems, tweak them to greater efficiency, and sometimes even cause a breakthrough. You are one of the rare few who have tinkered enough with Shipgirls to understand this fact. You can apply your knowledge to help them reach their full potential. It can be a costly endeavor, and they will have to train hard to surpass some of their limiters, but the difference in combat ability can be staggering in most Shipgirls. A few may even change Classification in the end.

Nyaap Time (600 CP): Running a business empire can be tiring. So many questions and decisions and sometimes you just really want a nap. Naps are pretty great after all. But invariably some harried-sounding individual tracks you down and demands to know which third quarter projection you want to report to the stockholders and just won't shut up about it. Except now your ability to slack off and still make obscene profits knows no bounds. Any business you own, legal or otherwise, runs just as efficiently when you aren't there as it would if you were putting in forty hours of solid pencil pushing a week. The business will continue to make decisions as if you were at their head carefully considering each matter. If you want to change the direction it is headed, all you have to do is show up and spend a day organizing things. And don't worry. Your underlings always looked that stressed and sleep-deprived. Go have another nap. They got this.

Secrets Of The Sirens (600 CP): You've done it. The impossible. The insane. The unthinkable. You've cracked open part of the secrets of the Wisdom Cube. Not all of it, because the little devices are far more complicated than anyone could have ever expected. You might understand more with time and research, lots and lots of each, but for now what you do know is an impressive step forwards. You can create Shipgirls without Wisdom Cubes. You need only a ship, some spare parts, and a little time to make the conversion. You are certain this is not how Sirens create their versions. However, your method is reliable and consistently produces results. It is



pure engineering, no magic at all. It involves melting down the ship's hull to use as the body, tearing out wiring and weapon systems to use for internal components, and adding in a few devices you invented yourself. Though the exact details may vary slightly from mad scientist to mad scientist. Try to put your knowledge to better use than the Sirens themselves. [Notes 1 & 2]

Items

Each Origin receives a 50% Discount on Items from their Origin and one of their 100 CP Items for Free.

All Shipgirls

Wedding Ring (100 CP): This simple silver band set with a large diamond is more than just a fancy piece of jewelry. It is a promise. It also happens to be capable of transforming the clothes of whoever puts it on into a fantastic, stylish wedding dress. Transforming back is as simple as wishing it so. If you desire, you can change this device to switch between two other outfits you have instead.

Cute Underwear (100 CP): A whole collection of panties and bras in a variety of styles and colors so you can suit yourself up properly. They will all fit comfortably and provide a perfect level of support, should you need such assistance. If you have to be a male Ship"girl", this can become a collection of very comfortable boxer shorts instead. Unless you want panties after all. I'm not here to judge.

Endless Sweets (100 CP): This small tin box might seem rather ordinary, but open it up and you'll discover it is chock full of lollipops, chocolates, hard candies, soft toffees, caramels, pocky, panda cookies, licorice... well, you get the idea. The best part is that if you don't like what's inside, or happen to empty it, simply close the lid and open it again. Voila! Instant refill. Never be without your favorite treats again! Just watch your waistline.

Special Reserve (100 CP): While most Shipgirls get along just fine on oil, some crave a little extra kick in their engine compartment. This small collection of whiskies, wines, and sakes are just the thing to indulge in a little post-battle relaxation. Each morning you'll find all the bottles full, fresh, and ready to be popped back open. Just don't let the little ones get into the spirits, no matter what those French ships claim is proper.

Costume Wardrobe (200 CP): An elegant wooden standing wardrobe with more than a few secrets hidden inside its drawers. It begins with a stock of maid costumes in a variety of styles that are all guaranteed to fit you. With each world that you visit after this one, it will create a few costumes for you that will allow you to blend in with the locals while standing out fashionably. Should you participate in any Events or otherwise experience any major, life-changing moments along the way, you will find the wardrobe will create a costume based around that event. What exactly it makes may not always be the most flattering outfit, or it might be entirely too much so, but they will always fit you comfortably and be easy to wear.

Radar Headband (200 CP): This headband can look however you like. Normal, high-tech, with small radar dishes on it, or even with cybernetic versions of animal ears attached to them. Whatever it looks like, the headband offers a range of useful functions. They can operate as headphones with a variety of built-in jacks, receive AM and FM signals, and can even be set to receive and broadcast a wide variety of military-class signals of various stripes and bandwidths. Should you happen to have a "sister" with a set as well, the two of you would find it easy to communicate privately using them.



Advanced Equipment (200 CP): While each Shipgirl comes out of their transformation equipped with a full set of weapon systems, your own have been given a notable upgrade. Not only do they have greater firepower than normal, but their reload times are reduced. A side-by-side comparison would make the standard equipment seem like last generation's hand-me-downs.

Dorm Room (400 CP): Despite their ship-like nature, Shipgirls greatly prefer to have private rooms instead of being left in dry dock. This room is comfortably large without being extravagant. It is rather plain at the moment, but you'll soon fix that. A small panel on the wall offers a variety of furniture, wallpaper, false and real windows, as well as decorations and carpeting. At the moment it will only offer designs based around the world of Azur Lane. Nautical themed items mostly. However, that panel will offer new designs that are based on each new setting you visit. You can attach this room to your Cosmic Warehouse or any property you currently own. Otherwise it will push itself into each new world in some way that makes a measure of sense.

Instant Retrofit Package (400 CP): This is... a red Wisdom Cube? This isn't supposed to exist. Are the Sirens tampering again? No matter, it is now yours, so I suggest you use it wisely. This red colored Wisdom Cube contained an entire library of upgrade schematics, compressed experiences, and enough alien technology to make even the best genius of this world call it magic. When pressed against the chest of a Shipgirl, this Retrofit Package instantly unlocks all of the limiters and corrects any imperfections in their makeup. In other words, this instantly retrofits any Shipgirl to her maximum potential without all the mucking about or hard work. Just use it wisely. You will only get one every ten years.

Armory (400 CP): A girl has got to have a place to store her heavy artillery, after all. This large garage is a windowless square with a number of racks and hooks for storing Shipgirl weaponry of all stripes. It has room enough for rows upon rows of weapon systems of all stripes. There are even places on the walls and ceiling to hang some of your favorites. Additionally, it comes with a Quick Equip system of robotic arms, capable of outfitting a Shipgirl with one of four preselected loadouts in less than a minute. It has enough memory to instantly recognize up to a hundred different Shipgirls as well as their preferred loadout. Perfect for turning surprise assaults around or when those perky Sirens launch a sneak attack.



Commander

Smartly Dressed (100 CP): While attitude is what makes a commander a true leader, dressing in the right uniform certainly helps out. This set of three uniforms will be perfectly tailored to accentuate your masculinity while also staying impeccably clean. The exact look of it will change depending on your choice of Faction, but no matter what they look like, they will ensure that whoever sees you knows that you are someone of import. And yes, of course it comes with a hat.

Tactician's Desk (100 CP): This desk is so large that it could easily be mistaken for a table with delusions of grandeur. You will be able to unroll the largest of tactical sea maps onto it without having the edges drooping off. In addition to the large number of drawers, it also has several map holders cut into the left edge and a peg to hang your hat on the right. This desk also comes with an impressive and comfortable chair that rolls, swivels, and even leans back for the days when stress starts to build.

Cache of Wisdom Cubes (200 CP): This briefcase of average quality, size, and appearance seems no different from any of the millions of others that just hold simple documents and folders. But this one holds something far more valuable. Twenty (20) Wisdom Cubes sit inside, ready to be used to create Shipgirls if one can find a ship's hull to press them again. The briefcase will refill once every ten years, but will never hold more than twenty. Use them wisely and remember that you may not get what you expect from otherworldly ships.

Affection Gauge (200 CP): A palm-sized pocket mirror might seem to be an odd thing for a Commander to have in their pockets. But this is no ordinary mirror. For one, the mirror is actually a one-way piece of glass, allowing the holder to look through it at others. When used this way, the glass lights up with a HUD displaying the affection that the person being looked at has for the holder. An easy way to see just how deep your relationship has grown with the Shipgirls around you. Just be discrete about it. Some won't like you peeking.

Tactical School (400 CP): Shipgirls don't come out of their transformation in peak condition. Giving them a space to hone their skills and lend a few pointers to each other can help out a great deal. This small room is set up with a dozen desks, a few blackboards and whiteboards, as well as a number of simple training manuals contained in a bookshelf. It is a functional area for Shipgirls to teach each other or hold classes on whatever you desire to have them learn. Despite the simplicity of the room, people do find it very easy to learn there. The room can be attached to your Cosmic Warehouse, any other property you own, or you can simply find a new space allocated to you at the beginning of each new world you visit.



Meowficer (400 CP): The relationship between cats and the Navy is a long tradition that began as a practical one but has long since become something much more. In this new age of Shipgirl Navies, the relationship has changed yet again. This overgrown cat-house has everything that could tempt a feline inside. Delicious food and treats, lots of sunny places for lounging, dozens of scratching posts, and a bunch of empty boxes to play in. The practical upshot of this is that you will always have a supply of friendly, sociable, and strangely battle-hardened felines to send off with your fleets. These cats are not mousers, but they do bring luck to any fleet with one aboard. While some cats will prove luckier than others, most will have enough to turn aside a lethal blow from time to time. A few of the rarest and cutest may even inspire your Shipgirls to new heights of battlefield prowess.

Arena (600 CP): While fighting among Shipgirls isn't normally encouraged, it can be an excellent way to train practical battlefield experience into the less capable ones. This large stadium comes with a flooded "floor" that is only a few inches deep. It is enough for Shipgirls to skate on and can have its depth increased if Submarines are taking part. The Arena includes more than enough space for the combatants to maneuver, dodge, and test out larger strategies against either stationary targets or other Shipgirls. It also comes with a collection of non-lethal versions of the most common Shipgirl weaponry so that nobody takes anything more than a bruising from the training. Those who do exceptionally well in their maneuvers may find small prizes waiting for them when they leave. Usually chocolates, hair ornaments, or things like that. Nothing expensive, but certainly enough to encourage those participating to give it their all.

Dockyards (600 CP): Most Commanders are going to find themselves in charge of a military base of one size or another. Especially if you joined a Faction. But for those wanting to take a little slice of this world with them, there's this purchase. This large plot of land is set on the edge of a gentle cove that is deep enough to allow for even aircraft carriers to shelter inside it. While there isn't much there, several concrete docks have been built to give both ships and Shipgirls a place to dock. There are also several metal warehouses and a small naval headquarters set a short walk from the docks. It will be enough for any naval officer to establish a foothold.



While this stretch of land cannot attach to your Cosmic Warehouse, it will follow you between worlds and can be modified or upgraded if you like. It will always set itself down in an appropriate location if there is one to be had. If you would like, you can place other pieces of property you have following you between worlds onto the stretch of land or have it become part of an island or landmass you currently own.

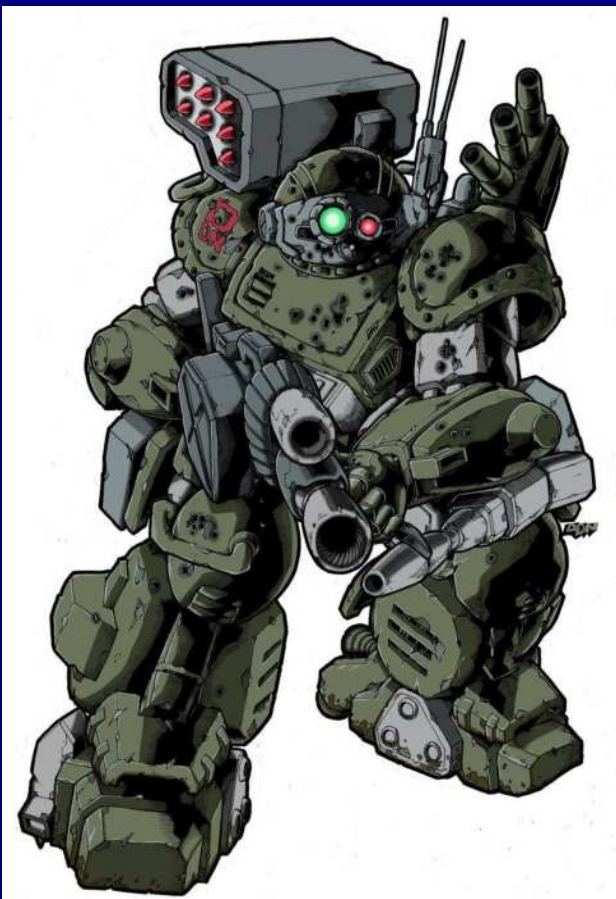
Support

Eyecatcher (100 CP): Why settle for a simple banner or hand-painted board to make your customers aware of your shop's presence? This large, colorful, fully digital sign can handle anything from simple scrolling text to complex animated graphics. It's sure to attract attention and draw in customers with ease.

Toolkit (100 CP): This assortment of hand and power tools contains everything you need to repair, modify, and even retrofit Shipgirls. Other than the spare parts, of course. Drills, screwdrivers, hammers, socket wrenches, and even a whole selection of impact wrenches for unlocking those truly stubborn joints. And all of it contained in a classy, small red toolbox. Don't worry about misplacing any of the tools either. They will all assemble themselves back in the toolbox each morning.

Black Market Pass (200 CP): Every world has a black market. The kind of shady underground that allows goods and services to be exchanged without silly notions like empathy and ethics getting in the way. This small, black card can lead you to the nearest of these markets in whatever world you find yourself in. While you never know what you'll find there, you can be sure that the goods will be rare, illegal, or possibly both. Just bring a sack full of gemstones. These markets seem to demand precious stones as their only form of legal tender.

Box of Spare Parts (200 CP): Most people would look at this box of gears, metal tubes, nuts, bolts, and various plates of metal and see only junk. But you, you see possibilities. This wooden box of miscellaneous parts is perfect for any work you might need to do on Shipgirls or their weapon systems. There are enough parts to create an entire weapon system if you used everything in the box. You could likely put them to other uses as well. Should you empty the box, you will find it full again at the start of each week.



ATM-09-WR Marshydog (400 CP): This... doesn't belong in this universe. But there's a lot of that going around these days. Since you found it, you get to keep it. This waterproofed mech suit may not be able to glide on top of the waves but it can swim under them as well as any submarine. The guns, cannons, and single missile pod that decorate its limbs may seem rather outdated compared to Shipgirl technology. But don't be fooled. Each shell and bullet is just as deadly as anything being produced today. This wearable suit can allow a human to stand toe-to-toe against any single normal Shipgirl. The Sirens are another matter.

The antiquated, yet futuristic, design is hiding a few additional secrets as well. Its ammo will never need to be replenished. Each time a clip is depleted, another will appear to be slotted into place. Additionally, its missiles can be toggled between normal rockets, high explosive, armor piercing, and even cluster grenade modes. They will also replenish themselves, if more slowly than the other ammunition.



Waterfront Shop (400 CP): This small shop might not look like much with all the buoys, rope, and tackle strewn about, but it has a certain amount of charm. And it comes with a dock that customers can tie up to if they don't happen to come by land. The interior is just as rustic as the exterior except cleaner. Impeccably so. While the spools of rope might look moldy, closer inspection reveals it to be just paint. The building comes with plenty of room for shelves and stock, as well as a small room in the back for storage. Whatever you choose to sell in it, you'll find that your profits will be far greater than they would be if you sold the same goods anywhere else. People simply seem willing to pay more for the same goods in your shop. It can

attach itself to your Cosmic Warehouse, any other piece of property you already own, or simply follow you between worlds, as you wish.

Coin Smeltery (600 CP): This is a little odd. By all appearances, this perfectly normal smeltery is fully equipped to cast small coins out of precious metals. Gold in particular but it can manage the others with a new melting pot or two. It can melt down gold bars you already have to produce as many coins as you wish to put the work into making. Except, even unmanned, unattended, and without precious metals, you'll discover this smeltery producing a steady stream of coins anyways. Not many. A few hundred a day normally. But in any world where gold is still a precious metal, that is quite a bit of money. If you want to customize the coins, there are also plenty of materials, molds, and precision chisels to make your artistic desires come true. The smeltery can attach to your Cosmic Warehouse, any other piece of property you already own, or simply follow you between words, at your choice.



Oil Refinery (600 CP): This large factory specializes in the refinement of crude oil down to more useful components. Unlike most, this one is set up to refine a large number of the various chemicals that can result from the process. Naphtha, engine oil, gasoline, and even more exotic hydrocarbons like paraphins. You need only pull a few simple levers to set your output and feed it a supply of crude oil to get barrels of whatever you wish. However, there is something strange about this refinery. Even unattended and abandoned, it produces twenty barrels of the light, sweet oil that Shipgirls use after each battle. Each barrel is enough to replenish a Shipgirl between battles.



Companions

Old Allies (50 CP/200 CP): So you have some friends you wish to bring along into this world of sweetness and war? Very well. For **50 CP** each you can import a single Companion you already have, or create a new one to meet during your time here. Either way, the Companion gains an Origin, its freebies and discounts, as well as 600 CP to spend on Perks. They also gain access to all the General Perks while they are in this world, but may only buy Beauty Booster to keep. If you pay **200 CP**, you can import or create 8 Companions in this manner.

New Friends (50 CP): Perhaps instead there is someone from this world that has caught your eye? This option allows you to add any one of the Canon Shipgirls to your roster of Companions. While they do not come with any CP or specific Perks, they do continue to possess any abilities they already have and come with a full loadout of excellent quality weapons. If you do take any of the +0 CP Drawbacks below, you may purchase characters who have been featured in those crossovers with this option. Keep in mind that the powers they had in their own universe may only have minimal functionality, if that. They will be outfitted as Shipgirls first and foremost.

A Full Fleet (300 CP): Picking and choosing just a few Shipgirls is a hard, and often heartbreaking, decision. Worse still is the fact that only bringing a few with you won't be of much use in future engagements. So this option allows you to pick sixteen of your favorite Canon Shipgirls and bring them along. That's enough for two full active squads, the three submarines that typically make up their squad, and one Shipgirl to dedicate to the role of your Secretary. You need not decide which sixteen at the moment you purchase this option, but can instead do so after your time in this world is completed. So you have a chance to experiment and get to know them before you choose. You may choose to have all sixteen take up only a single Companion slot, if you wish. However, doing so will have them split the power of any perks or items assigned to them. Which may get awkward. You may break them out of this arrangement later, if you wish, but never return them to it again.



Drawbacks

*You may take as many Drawbacks as you like, but can only gain **800 CP** no matter how many you take.*

Censorship (+100 CP): Everything in this world seems more wholesome somehow. The Shipgirls will be less physical in their shows of affection, more proper in the amount of skin they show, and overall the world will simply be a less tantalizing place.

Censor Bars Everywhere (+300 CP): This world has been invaded with a new kind of alien invaders. Unlike the Sirens, they aren't interested in experimenting on people. They just want to keep everything as kid friendly as possible. Expect large black bars to cloud your vision, and indeed the vision of anyone around you, at the merest suggestion of sideboob or a flash of panties. Naughty jokes or words will devolve into an annoying beeping sound. And heaven forbid you try anything racier than holding hands. Interruptions will always leap upon you before you can have any kind of naughty fun. And not the fun, harem comedy kind of interruptions either. I hope those points were worth it.

Sugar Addict (+100 CP): Just because you can eat what you want doesn't mean you should! You're simply addicted to sweets. You'll need a constant supply of lollipops, gum, hard candy, and other sweets just to make it through the day. Doing without your sugar fix simply isn't an option outside of battle. Worse still, this is going to play merry hell on your teeth. Cavities will break out in your pearly whites every other month and they'll hurt like hell. Even if you should be immune to both pain and cavities.

Heh! Penetrated! (+100 CP): Oh, grow up! You're something of a gigglepuss and seem to be able to find something endlessly funny about any conversation. Even those you shouldn't be laughing at. Especially those ones. You'll crack jokes at funerals, mock the commander during mission briefings, and work a pun or three into practically any conversation. If you marshal your willpower you can control this urge for a while, but it will always shine through again soon enough.

Couch Potato (+100 CP): These reports aren't going to finish themselves and you've still got your training to do. Hey! Are you even listening? You're going to find it very hard to work up the enthusiasm to do much of anything with the free time you have. Oh, you'll still go on missions, do your job (mostly), and do what is required of you. But everything else? You'd rather be playing video games or watching TV. Which you will find a way to do given half a chance to sit down.

FBI Alert (+100 CP): You have certain strong feelings when it comes to the cuter, smaller, and younger Shipgirls. As a Shipgirl yourself, you'll become more protective of them. This will lead to recklessness on the battlefield and a tendency to dive in front of enemy fire to shield them from harm. Otherwise you'll find that you can't help but endlessly spoil them, to the detriment of your other duties. Some of the Shipgirls you lavash your attention on won't appreciate it either.

Repressed Memories (+100 CP): Your entry into this world hasn't been without a complication or two. Painful, traumatic memories have been created or dug up in your mind. Their intensity have caused you to block out certain portions of your memory. Often this takes the form of forgetting certain people entirely. Family members, valued friends, lifelong companions. You will find yourself haunted by half remembered visions of those memories until you discover who and what you forgot, and why.

Attention Hogs (+100 CP, Commander Only): Shipgirls may have been clingy before, but there's something in the air and it isn't the spirit of cooperation. You'll find Shipgirls under your command desire a lot more attention than normal. Which wouldn't be a problem if they knew how to share. None of them are interested in sharing anymore. They each want you to themselves. Expect fights to break out at times. You're going to spend a lot more of your time mediating inter-Shipgirl disputes than normal.

Z-Class Woes (+100 CP, Shipgirls Only): With so many "sisters", sometimes it can be really hard to get a little credit. Like the Fletcher and Z-Class model ships, you have a lot of sister ships just hanging around. This is going to make it hard for you to stand out and get noticed. Even if you perform some extraordinary feat or display exemplary battlefield courage, nobody is going to notice. You will even find yourself sharing the credit with your sister ships the few times your actions forcibly snag attention. Get used to hearing "It was a team effort." because that's the best you're going to get.

Silent Type (+200 CP): You really don't like talking. It might be because you're shy, or because you don't like the sound of your own voice, or any of a dozen other reasons. But whatever the reason, you just don't speak. The words seem to stick in your throat no matter the situation. Asking for the butter at the table? Hopefully your friends will notice your pointing finger. Trying to warn your allies of incoming fire? You might manage one or two words at the most. Maybe you should carry around a pad and pencil.

Complicated History (+200 CP): There's a reason people don't like you. It might be because of a past marked by shady actions, betrays, or lies. Or perhaps you were responsible for a particularly miserable defeat due to your cowardice. Maybe there's an even more sinister reason. Whatever the cause, a number of people in this world outright hate you. Your reputation hasn't spread very far just yet, a dozen or two people at the most, but given time to fester others may pick up the bias. You may be able to improve the way those people view you over time, but similar misunderstandings are going to be common during your time here.

Shy One (+200 CP, +400 CP for Support): You have a real problem interacting with people. When you manage not to freeze up entirely, you're left stuttering over every word. Someone asking you how your day is going can be a whole mess of social failures. Nevermind what happens if someone touches you. Or if you have to touch someone else. If you absolutely have to interact with others, you can do so if you manage to marshal your willpower. But doing so on a regular basis is going to leave you exhausted. Maybe the power of friendship and love just isn't for you.

Fuel Shortages (+200 CP, Commander Only): Supply lines are tricky enough to manage during the best of times, nevermind in the middle of a three-sided war. Pirates abound in the unclaimed portions of the seas. There's also the problem with the various Factions "appropriating" any supply ships they find to fund their war effort. No matter what side of the war you find yourself on, you're going to have problems keeping your allies fed and armed. Even guarded transports are going to seem like prime targets for raiding. And any factories you own keep suffering from mysterious and time consuming malfunctions. Expect to run on short rations during your time here no matter what you spend your time doing.

Leaky Fuel Tank (+200 CP, Shipgirl Only): How embarrassing. You seem to have trouble holding your oil. You have a habit of taking direct hits to the fuel tank or somehow managing to leave port with only half a tank of oil. Either way, the result is the same. You are commonly going to find yourself adrift in the ocean, unable to move and requiring a tow to get back to shore. Which is going to cause at least some mockery from the other Shipgirls. Should you try to avoid this by not engaging in battle at all, lethargy is going to plague your time here, requiring you to take frequent naps. Especially when something fun is happening.

Ties Take Time (+300 CP): You have a problem. You don't really understand friendship. You can see how it is supposed to work. You can even go through all the motions that everyone else does when trying to make friends. There's just something off putting about you that seems to get in the way. It's nothing obvious, not something anyone can quite put their finger on, but it exists and it is going to get in the way of your relationships during your time here. Friends are going to be hard to make and relationships of all kinds are going to be difficult to maintain. Trust is not a commodity you're going to be rich in.

Tone Shock (+300 CP): For the most part, everyone in the world of Azur Lane does a pretty good job separating the horrors of war and mirror sea battles with their day to day life. Sure, they'll feel sad when a friend sinks below the waves or hurt when a betrayal strikes out of nowhere, but PTSD and battle shock aren't really issues here. Except, you wanted more points. So now the war is real. It is terrifying. It is the bloody struggle of survival that sees allies ripped apart and bonds shattered. The precious smiles of the Shipgirls are not going to last very long unless you do something. And even then, scars don't ever truly fade.

Sword To A Gunfight (+300 CP, Shipgirls Only): A number of Shipgirls carry swords into battle. They're stylish, intimidating, and delivering an inspiring speech while waving a saber around just looks so cool. So nobody is going to look twice at you having one at your side. But actually using it? Getting within spitting distance of the enemy and thrashing at them with the sword? Are you insane? Nobody does that! Ramming is absolutely a last resort in normal circumstances. Except for you. You're going to find yourself leaping straight into the front lines of battle to lay about with your sword. Which is likely going to get you shot. Try not to hold all that friendly fire against your allies. But hey, at least you get a free sword.

The Observers Grow Bored (+600 CP): The Sirens would have normally been content to sit back and watch Humanity struggle against them. To see how they and the technology evolves this time around. But they have determined there is nothing more to be gained from this potential future. It's time to restart things. To turn it all back to the start of the war and change a few details to see how it changes things. But first, they're going to let their more violent sisters have a little fun. It's time for a full scale apocalypse. A one-sided war the likes of which hasn't been seen since the Sirens originally appeared.

Thankfully, rolling over everything with their ability to warp reality would be just as boring. They're going to fight mano-a-mano. But even still, their strength and technology might as well be magic compared to normal Shipgirls. A Siren could wipe out a dozen with a single barrage of shells. A small army wouldn't tax them more than walking to the corner store. I hope you brought some serious tricks to this apocalypse. Because if you don't stop them, they're going to restart this world. And make sure you aren't in it.

To be clear, should you fail to stop them or die in the attempt, this will be the end of you. Permanently.

Outro

The final morning revelry has sounded on your time in this world. You must now depart for other seas, foreign shores, and distant new lands. Any Drawbacks that plagued you during your time here will do so no longer. But there is still one final choice to be made. The same one as always.

Back To Familiar Shores

You have decided to head back to your original world. Whatever reason has caused you to come to this decision, we wish you well on your chosen path. You will be allowed to keep everything you have gained on your journey thus far and everything purchased in this world.

The Sea Beckons

So this is the world that calls to the depths of your soul? Very well. You are allowed to remain in this world at the cost of your ability to ever travel beyond it again. No more will you wander the cosmos at the whims of your mysterious guide. One hopes that you will be truly happy in this world.

Ever Adrift In A Restless Sea

Time to move on to another port? As you desire. You will continue onwards towards your next destination through whatever means brought you here in the first place. We hope that someday you find what you are looking for.

Notes

1. Shipgirls you make can be treated however you treat sapient creations you make in your Chain. If you follow the traditional rules, they're Companions. If you follow your own house-rules, then follow those instead. I'm not going to police how people run their Chains.
2. With a little experimentation, you can use the Perk to turn girls into Shipgirls if you would like. The process will be notably different, messier, and likely get you thrown out of any medical school. But you will be able to figure out how to combine a ship and a normal girl to get a Shipgirl using the knowledge you gain as a jumping off point. Additionally, applying it to spaceships is also possible. Again, the process will be slightly different and would normally result in a Shipgirl unless you take the time to experiment on how to make proper Spaceshipgirls.
3. Passengers and Cargo - Shipgirls are roughly the size of normal people can thus no longer have room to haul passengers or cargo. They can still carry their own ammo. Escorting supply ships, which is still very much a thing in Azur Lane, is the way most people move cargo and passengers.
4. If you would like to buy any of the Companion options more than once, you absolutely can.
5. No, you cannot Companion the Sirens.
6. Shipgirls do not need Oil to survive, but they do need it to be able to function in combat effectively. Essentially it feeds their "engines".
7. Shipgirls who are Companions will not need to be supplied with Oil once you leave this world. Shipgirls you make likely will still need oil, unless your house-rules state otherwise or you come up with another energy source.

Shipgirl Faction Section

Really just extra info on the various factions.

They are currently split into Axis, Allied, and Independent allegiances.

Sakura Empire (Axis): The Sakura Empire is essentially Japan. All of their Shipgirls have either animal ears or horns. Catgirls are the most common, but there are a wide variety of different animal ears represented. Girls with horns in the style of Oni are the least common. Their Faction is militarily aggressive and they were the ones who struck the first blow that began the latest war.

Ironblood (Axis): Ironbloods are the German ships. If you like black and red and lots of both, you'll love the fashion sense of these military dogs. They pushed the boundaries of the Siren's technology a little further than the other Factions. Which may or may not be the reason why their Shipgirl equipment resembles metallic sharks and dogs. Aggressive and dominant personalities are especially prevalent among this group.

Eastern Radiance (Axis): The Chinese ships of the world. There aren't that many of them, but they are all high quality ships. However, there isn't much known about the faction. They tend to keep to themselves and only rarely strike out at others.

Eagle Union (Allied): This faction contains the ships belonging to the United States of America. They're a true powerhouse of a navy with a wide assortment of battleships and a massive number of them. Their Shipgirls tend to show a lot more skin than the rest and be bold, brave, and loyal. They were the first to join the Azur Lane alliance and the last to leave it.

Royal Navy (Allied): The British and Commonwealth Ships and the third largest navy in the world. These ladies are tall, elegant, and classy. More than a few of them enjoy dressing up as maids and have personalities to match. But don't mistake their class for weakness. They stand firm against aggression and hold the line better than anyone. They have a long running dislike of the Ironbloods that was still in place even when the Azur Lane alliance held.

Iris Libre (Allied): The ships from the North part of France. These girls are rebels, revolutionaries, and have the kind of spirit that just makes you want to pick up a gun and defend the home country. Which is appropriate considering the southern half of their country sided with the Axis alliance. They lack bigger guns in their arsenal, but the destroyers and cruisers that make up most of their force are a scrappy bunch. They are also a highly stylish bunch and have some of the prettiest equipment on the seven seas.

Azur Lane (Unaffiliated): While the alliance of nations that once made up the backbone of Azur Lane have fallen to petty squabbling, the faction is not entirely extinct yet. One lone Commander has settled in a nearly empty base and assumed command of a half-dozen Shipgirls. If you do not take his place, he will quickly set about patrolling the seas, investigating the Mirror Seas, and poking his nose in anywhere he thinks he will find an answer to what is really going on. Along the way his forces will grow as individual Shipgirls from all sides become convinced he is doing what is right for the world. He could certainly do with an ally if you want to give him a hand.