United States Angel Corps



Version 1.1

United States Angel Corps is an adult comic/art series by Dave Cheung. Following the adventures of the titular Angels, it is primarily a spy/military thriller hentai and began as a series heavily featuring non-con, guro, and snuff, but in recent years has become much more vanilla in content.

Set in a technologically advanced version of earth sometime in the first half of the 21st century. You will begin in the United States with your exact location depending on your origin, and spend at least the next ten years here either as an Angel or their opposition.
Here take this **1000 CP** and good luck.

Threat Level

The World of Angel Corps is a highly dangerous one. But perhaps you'd like a little control over just how dangerous?

Dusk

This is the setting as shown in the VanillaCookie20 era of Dave's art. While things like kidnapping, drugging, non-con, brainwashing, peril, etc, are still present, you'd have to really, really, piss off your enemies before they resort to more permanent solutions and the nastier side of things comes out to play.
The underworld here is still just as dangerous as the series implies. It's just that people are less willing to casually and wastefully discard highly beautiful and highly competent young women.

Midnight

[+500 CP]
This is the setting uncensored. As it was during Dave's Skribblekid era, where villains and criminals are perfectly happy to brutally and sadistically dispose of enemy operatives, and sometimes even their own just for kicks.

Background

Angel

You stand proudly alongside the members of the US Angel Corps. As an Angel you are likely a female (though you can be a male if you really want, maybe you're a femboy agent, or even a supporting officer working from base) and must be at least 18 years old.
Angels begin at U.S.A.C headquarters in Washington DC.

Vanguard

Are you a member of Vanguard? Or perhaps you work for some terrorist cell. Maybe you even operate your own criminal syndicate? Regardless, you stand in opposition to the Angel Corps and their allies. You may freely choose your gender, and be any age above 18.
You begin at a safe house in New York City.

Perks

Perks are discounted for their origins, with discounted 100 CP perks being free.

General

C-Class Agent
[Free]
This is the bare minimum qualifications needed to survive here in this line of work. There is a war raging in the shadows on a global scale. Thankfully you are a world class intelligence operative and would be the pride of any mundane government agency. Highly skilled at investigation, espionage, and urban combat, you can hold your own against all but the most effective operators in this world.

Chemically Resistant
[200 CP]
Whether it's truth serums that cause cardiac arrest, anesthetic gasses, or flesh melting acids, you are extraordinarily resistant to dangerous chemicals. What was lethal becomes merely debilitating and something debilitating becomes simply inconvenient.

Genetic Outlier
[400 CP]
Built Different. With genetics operating at the peak of your biological potential, that's a term that accurately describes you. Completely free of biological defects, with an IQ of 210, the resting fitness of a multi-disciplinary Olympic gold medalist, and the metabolism of an effortlessly slim runway model. You could also be described as a peak human specimen.

Super Agent Serum
[600 CP]
You received an experimental genetic enhancement serum, improving you beyond your previous limits. This increases all of your physical and mental capabilities by 15%, even enhancing your attractiveness. This stacks multiplicatively with your Bodymod and other relevant Perks, effectively reducing the rate that you experience diminishing returns from having multiple similar abilities.

Angel

Fashionably Angelic
[100 CP]
How exactly do the Angels do what they do, while dressing like they do? The grace of a ballerina, coordination of a gymnast, and reflexes of a martial artist. And now you have these too. You could be a highly effective international superspy while dressed in fetish swimwear and stiletto high heels, and only very rarely would you ever suffer a wardrobe malfunction or loss of footing.

G.I. Journal Cover Girl
[200 CP]
None can dispute that the ladies of the Angel Corps are great beauties one and all. And now, whether pretty and petite, graceful and svelte, or regal and curvaceous, so are you. As a natural one in a billion 10/10, you are one of the most gorgeous people on Earth.

Major Intelligence
[400 CP]
A cross between Sherlock Holmes and a legendary hacker, you stand at the pinnacle of Earth's investigators and cyber operatives. In part perhaps, because whatever your IQ was before, it's now 15 points higher.

S-Class Angel
[600 CP]
Granted the highly exclusive S-Rank designation by the U.S.A.C you are one of the foremost covert agents on the planet. Stealth and infiltration, marksmanship skills, hand to hand combat, etc. You are easily somewhere in the top ten most competent operatives on Earth.

Vanguard

Rugged Rapist
[100 CP]
On average men physically outclass women. And you further skew that average. With an extra 6 inches of height and 30 pounds of evenly distributed lean muscle, you'll have little trouble overpowering any potential prey.

Mechanized Misogyny
[200 CP]
When it comes to automated defenses, you are an engineering savant. You could easily design and manufacture a system of tranquilizer turrets, a series of elaborate and humiliating traps, or even a cutting edge server firewall. All much more quickly and efficiently than anyone else could manage.

Sadistic Scientist
[400 CP]
Chemistry, biology, medicine, such is your grasp of these topics that lesser minds might compare you to a comic book genius. With an IQ 30 points higher than it was previously, you could rapidly iterate on a dubiously effective truth serum, install complex cybernetics, or even develop a system for brainwashing enemy operatives.

Malevolent Mastermind
[600 CP]
A mastery of bureaucracy keeps the circles of hell running smoothly. And you are the figurative Satan. With the talent, skill, and sheer criminal charisma to run an international criminal organization, a worldwide conspiracy, and be the public leader of a minor nation, all at the same time, while being highly competent and effective at all three roles.

Items

Items are discounted for their origins, with discounted 100 CP items being free.

General

Civilian Life
[100 CP]
A luxury penthouse in your starting city, stocked with all the clothing, furniture, and amenities expected of an urban socialite. Also provides 5000 USD monthly. Can become a warehouse attachment post Jump.

Hypercar
[200 CP]
This vehicle comes in the model and colour of your choosing. It is fully street legal, self repairing, and even has unlimited fuel. It features an ultra luxury interior, as well as advanced and highly durable components. You could expect to drive this in any road conditions, maintaining perfect traction while breaking top speed, acceleration, and handling records across the board.

Mega Yacht
[400 CP]
With unlimited fuel, provisions, and supplies, this massive ship can stay in international waters indefinitely. Fully staffed with followers, including crew, technicians, security, and more. It also features three anti-air autocannons for defense, an E-war command room with an advanced supercomputer, as well as a heliport with a pair of stealth helicopters, and a hidden underwater submarine bay, stealth sub included.

Tres Commas
[600 CP]
You must have gotten into this career for the fun of it. Because money certainly won't be a motivator. You now have an untraceable, untaxable bank account with a starting balance of 2,000,000,000 USD, and a compounding monthly interest rate of 0.5%. This account can be withdrawn from, but not deposited to. It is only able to grow on its own, through interest.

Angel

Angelic Fashion
[100 CP]
This iconic (and skimpy) outfit comes in a style and colour of your choice, with a matching set of high heels. It is surprisingly durable, resistant to soiling, and is unlikely to snag or tangle. There will always be a new one ready back at base or in your warehouse should you need a replacement.

Night R.O.B.E.

[200 CP]

Regulating. Organic. Barrier. Extension. Is a nearly full body nanotech system that directly interfaces with your skin and hair keeping them healthy, clean, groomed, and luxuriously smooth. Its primary purpose however is for environmental protection and as a stealth system. Self powering and repairing, it is easy to apply and remove, being completely comfortable and unnoticeable.

The nanites perfectly regulate body temperature, protecting you from all but the most extreme temperatures and creating a false surface temperature that prevents detection by thermal imaging.

They also increase cellular resilience and eliminate waste byproducts, so you cannot be detected by scent and no forensic evidence such as sweat, fingerprints, hair, etc, will be left at a scene. This increased resilience has the additional benefit of preventing minor scratches and abrasions, as well as providing brief protection against hazards such as radiation or chemical exposure.

However as a side effect the skin becomes more sensitive, with agents reporting that it causes them to be quite ticklish.

Visual H.A.L.O.s

[400 CP]

Helpful. Analysis. Link. Optics. are nanotech contact lenses that directly interface with your eyes and brain, providing a host of benefits. Chief among these is a low level technopathic ability allowing you to remotely interface with technology, to control (unsecured) and even attempt to hack into (secured) electronic devices within 20 metres. While this will aid you in hacking attempts by accelerating your mental processes to keep up with any automated defense systems, you will still require the underlying skills to be successful in these endeavors.

By directly interfacing with your eyes these nanotech augmentations provide enhanced vision, with a wider visible range of color, even allowing thermal and ultraviolet vision modes, as well as variable zoom up to 40× magnification. Self powering and repairing, they are easy to apply and remove, being completely comfortable and unnoticeable.

They also come installed with an advanced suite of augmented reality scanning features for analysing trajectories and impacts, footprints and fingerprints, chemical residue and aerosols, subsurface electric lines, electromagnetic signals, and even radiological signatures.

Do note however, that the enhanced optical-neural pathways leave the user more susceptible to hypnosis and some forms of brainwashing.

Medical W.I.N.G.

[600 CP]

Womb. Integrated. Nanotech. Guardian. is a contraceptive device that directly interfaces with the reproductive system. Aside from blocking conception it also greatly eases the menstrual cycle, reducing pain and mess.

The primary benefit it grants however, is a low level healing factor. Should your enemies leave you for dead you could walk off near lethal injuries after only a day of rest, healing back to perfect health. Once per Jump (or every ten years, whichever is sooner) this can even heal you fully from death itself.

The contraceptive effect can be toggled off if desired, leaving pregnancy possible while still allowing full use of the other functions. When used in this mode, the user's fertility is greatly increased.

Self powering and repairing, it is easy to apply and remove, being completely comfortable and unnoticeable.

There are however a few side effects while using this device. With your libido, sensitivity to pleasure, and even the intensity of your orgasms, all being mildly boosted by W.I.N.G.

Vanguard

Monomolecular Sword

[100 CP]

A double edged katana, mastercrafted from an experimental alloy. One third the weight of aluminum and twelve times stronger than steel, this blade holds an edge that can easily cut through all but the most durable and exotic of materials. Also comes with a stealth composite nanotech sheath that will hide the blade from scans, as well as maintaining and repairing it.

Thanados AC-5

[200 CP]

A further refinement on the AC-4 formula, this version does away with the lethal side effects by lowering the intensity and focusing on long term stability. Any woman injected with this serum will have her nervous system and brain chemistry permanently altered. This alteration causes the victim to become much more submissive, both in personality and sexually, as well as her libido and sensitivity to pleasure becoming greatly heightened. You receive one vial of AC-5 and the formula to produce more.

Chrono-Pulse Device

[400 CP]

A two billion dollar time dilation field generator hidden in a ruggedized but otherwise innocuous suitcase. Capable of effectively pausing time in its location of deployment, field duration is proportional to size. You could stop time at the Pentagon for 30 minutes, or in someone's apartment indefinitely. Comes with the advanced suit necessary to act within the dilation field.

Global Conspiracy
[600 CP]
Your own international criminal organization. With roughly a million members spread across the globe, from street dealers and beat cops, to billionaires and politicians, this crime syndicate is a powerhouse of the underworld. And it answers directly to you.

Companions

Import
[100 CP]
You can bring as many Companions into this Jump as you'd like, but must pay this price to grant them a Background and a 600 CP stipend.

Canon
[Free]
You may take any character as a Companion on your Chain, so long as you can convince (or “convince”) them to join you.

Thanados AC-5 Victim
[200 CP]
Congratulations, you've “convinced” them to join you. Hope you don't mind the side effects.

Drawbacks

You can take as many Drawbacks as you like. Imported companions may take any Drawbacks that would only affect themselves.

Supplement Mode
[0 CP]
You may use this Jump as a Supplement to any other Jump that is set on Earth in the 1990s-2090s era, merging the two settings.

Self-Insert
[0 CP]
Should you desire to insert as one of the Canon characters here you may do so. Maybe you want to be Samantha Appleton, Tanya Riley, or Octavia Baxter? You could even be someone like Armando Ramos, Prof. Troy Hancock, or Daniel Toshida. You must select the background most appropriate for your chosen insert target.

Extended Stay
[+100 CP]
If you wish to stay here longer you can extend your Jump duration by 10 years. This may be taken twice.

Male Gaze
[+100 CP]
Creeps, opportunists, and low criminals. You can be sure that they've all got their eyes on you when you're around. Expect a lot of abduction attempts in your future. Van drive-bys, spiked drinks, alleyway chloroform, etc. They want you, and they want you bad.

Too Careless
[+100 CP]
While normally well composed and coordinated, sometimes you just seem to fumble at the most inopportune times. Tripping on your heels during an escape, uniform snagging on the way into a ventilation shaft with a guard approaching, or even cartwheeling crotch first into a brutal counterstrike.

Little Princess
[+200 CP]
You are naturally sexually submissive, and are especially vulnerable to sincere compliments from people you find attractive. You could have an enemy agent at gunpoint and still manage to have the tables turned on you through seduction.

Thanados AC-4 Survivor
[+200 CP]
At some point you were subjected to a lethal dose of this failed truth serum. Though you managed to survive, some of its effects linger. Your libido, sensitivity to pleasure, and even the intensity of your orgasms, are all significantly increased. It has also caused a slight increase to your pain sensitivity, and left you able to physically experience pleasure alongside pain when aroused.
Ironically it has also caused you to become worse at lying, unable to hide your physiological tells.

Deep Cover

[+200 CP]

Assignment: Infiltrate a powerful international human trafficking ring.

Infiltration Method: Pose as newly acquired merchandise.

Operation Progress: Ongoing.

Is infiltrating a dangerous sex slavery operation as a prospective sex slave a good idea? Your superiors and mission handler certainly thought so. Unfortunately you begin your Jump past the point of no return on this operation, already having inserted into your cover.

Fitted with a power dampening slave collar that restricts any out of Jump superhuman abilities, weakening them to peak human, or locking them away entirely for your more exotic capabilities. Severely bound, you will soon be led out from your cell to a slave auction where your new owner surely awaits.

Escape is not impossible but will be very difficult, with the collar being nearly indestructible, possessing multiple control methods such as shock controls and aphrodisiac injectors, and featuring an advanced quadruple authentication system with unknown requirements to unlock. Good luck on your mission agent.

Vanguard Target

[+300 CP]

The opposing faction has set their sights on you. At first they might only try to suborn you with bribery and blackmail, aiming to turn you against your allies. But should you resist they will escalate, moving on to capture and brainwashing, even eventually attempting elimination should you resist all their less permanent efforts.

Kompromat

[+300 CP]

A cabal consisting of a dozen of the most powerful people on the planet have their strings on you. This group of politicians and oligarchs hold a damning degree of blackmail over you, even attempting to resist it could implode your life ruinously. They will use your body as a carrot to broker influence, and your skills as a stick to eliminate targets. It might be possible to free yourself from their hold, but they have been exceedingly careful to hide their identities and organizational ties from you, with your orders always issued indirectly and anonymously.

Omniversal Lockout
[+300 CP]
For the duration of this Jump you are reduced to your Bodymod. With your Warehouse and all previous Powers, Perks, Items, etc, locked away and unavailable. You must make do with what you have gained here (or in an attached Jump should you be Supplementing). If this is your first Jump, enjoy the free points, you'll need them.

Scenario: Agent Jumper

Required Background: Angel
So you want to be an Angel do you? Good choice. If you're willing to challenge yourself a little then there's some rewards in it for you. Firstly you forfeit your starting CP. Secondly you must take the Little Princess, Thanados AC-4 Survivor, and Omniversal Lockout Drawbacks. Thirdly, both Little Princess and Thanados AC-4 Survivor will become a permanent part of your Bodymod post Jump.
To offset these challenges, the CP for both the Little Princess and Thanados AC-4 Survivor Drawbacks is doubled, and if you took Threat Level Midnight, that CP is doubled as well.
As a reward you may permanently add any Perks and Items you got from this Jump to your Bodymod.

Ending Choice

Move On
You've managed to survive and hopefully thrive here. Take what you've gathered here and continue on your Chain.

Stay
Has something about this place caught your eye? Maybe you've built something you can't bear to leave? Regardless, this ends your Chain and leaves you here to further pursue your goals.

Go Home
Do you need to run home for some eye bleach after what you've witnessed here? Take what you've gathered so far and end your Chain, returning to where you began.

Notes

A Jump by Comrade Chairman KGB
v1.0 - Release
v1.1 - General balance changes, side effects added to H.A.L.O.s, nano augment names updated, loosened restrictions on Supplement mode, Scenario changed to not require being first Jump, new Deep Cover Drawback.

I took some luxuries with the writing of some lore, perks, and items. The series doesn't exactly have the most fleshed out world building.

C-Class Agent puts you well above the average three letter agent or criminal. But still leaves you below the level of the named cast.

If you take all four of the relevant perks you could achieve an IQ of 280 here.

Mega Yachts helicopters and sub also have unlimited fuel and a full crew.

Tres Commas earns you an additional 10 million dollars per month in its first interest payment. This money can be used digitally or retrieved at any bank or machine. The USD can automatically convert to any contemporary or successor fiat currency if needed, but cannot convert to things like gold coins or spirit tokens.

All three of the nanotech augments take the form of a small metallic crest when not in use. Simply needing to be touched to the relevant area (between the collarbones for R.O.B.E, between the eyebrows for H.A.L.O, and on the pubic mound for W.I.N.G.) for it to install and merge into you. Removing an augment requires a small flex of will for the crest to reform on your skin.

Thanados AC-5 Victim lets you pay to guarantee a Canon Companion joins you, however they will have had the effects of the serum applied to them.

On the matter of the Scenario reward and Supplements.
Whether you use this Jump as a Supplement, or use another Jump to Supplement this, as long as you fulfill all the Scenario requirements, then you may also add the Perks and Items from the other (if you're Supplement chaining you must choose just one other) used Jump to your Bodymod as well. However, to do this the offered power level in the chosen Jump must be street level at maximum. So for example the Ghost Recon Jump or even Marvel Defenders Jump would be fine, while something like World of Darkness or a wider MCU Jump would not.