Out of Context: Shipgirl Supplement

V1 By **Rater202** based on the template created by **DeverosSphere**

This document can be used as a supplement in any Jump that would not otherwise have **Shipgirls** within its continuity.

By taking this Supplement you have chosen to be a "***Shipgirl***" and you will enter into that continuity as a Drop-In awakening as if you had been just summoned or created. Barring the use of certain drawbacks, you'll be the only shipgirl in that setting by default.

+1000 SP (ship points)

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten-year-long Jump.

Origin:

If you are taking this supplement then you're going to be a shipgirl. Note that shipgirl is being used here as a general term, you may be whatever sex, gender, or a combination thereof that you prefer at no penalty. That said, what type of shipgirl are you?

Fleetgirl

Also known as loyalists or other terms, you're a vessel that serves the interests of humanity in a combat capacity and resembles a human being in a cute or alluring 'uniform' with 'rigging' that resembles the ship you embody.

Enemy Ship

You might be fundamentally opposed to humanity, just rebelling against them, or even belong/serve to a human faction opposed to the main fleet. Less human traits such as unnaturally pale skin or animal ears/horns are common and rigging typically blends the traits of organic life and machinery… Particularly in the form of mouths. Note that in some shipgirl settings, some enemy factions will have ships defect to the main fleet.

Perks:

Note:

To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? SP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk

that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Shipgirl Anatomy - Free

You have the anatomy of a shipgirl. That is to say, you are both girl and ship and behave as if you have whichever trait is most desirable at the time, being made of warm and supple flesh when hugging a friend but being as hard and rigid as steel when struck. Being human weight when riding in a car but having the full mass of a warship when hit by one, etcetera. You can summon and dismiss at will a set of "rigging" resembling the body of the ship you embody and equipped with miniature versions of its weaponry that nonetheless have the full range and stopping/piercing power of naval artillery. You have a wide area of awareness corresponding to the radar and other sensory equipment of the ship you embody. You can both run and swim at the speeds at which your ship self traversed the sea and walk on water even in a nasty storm. When your rigging is summoned, you may generate a selectively permeable forefield that provides additional protection comparable to the strongest part of your hull.

Additionally, you are equipped with a 'crew' of competent sailors each resembling you in miniature who operate 'machinery' and rooms that correspond to your equipment and bodily functions, keeping everything in tip-top shape. These 'fairies' are simultaneously extensions of you but operate semi-independently and can best be compared to cells… How literally machinelike your internal anatomy is a matter of personal preference regarding this supplement.

Finally, most settings with shipgirls tend to have a… *certain* focus, so getting that out of the way you receive a boost to appearance so that you're at last an 8/10 in whatever form of attractiveness you prefer, you're always clean and well groomed, you no longer produce metabolic waste, you're immune to mundane infections, and if you're interested in sex and romance you're good at it and have all the attendant extra features you'd expect from that kind of perk so please let's move on.

Freeform Uniform - Free

Despite ostensibly being military or paramilitary organizations, neither human-run nor enemy fleets seem to have a standardized uniform. In fact, shipgirls have been known to go into battle wearing schoolgirl uniforms, casual wear, the uniforms of other nation's militaries, swimsuits, and clothing fit for a call girl or exotic dancer. Some of the abyssals from Kancolle may, in fact, be going into battle naked. So if you want an authentic experience, this perk will both let you get away with any silly, risque, childish, or otherwise inappropriate outfits in public, preventing you from suffering legal or social consequences for it or even having too much attention paid if you prefer, as well as remove any shame or embarrassment you might feel for dressing that way. This will apply even if there is a dress code but will not spare you from say, having to wear a hairnet around food or protective equipment for hazards you aren't otherwise protected from. This perk will additionally protect you from the harmful effects of UV rays as well as heatstroke, hypothermia, splinters, injuries from walking on hot sand or gravel, getting sand in awkward places, and similar environmental damage/inconvenience.

Ship Type - Varies
As a shipgirl, you embody a ship. But what kind of ship are you? Well, you're a Naval Ship, for one. And a warship. For free, you can be a Destroyer. For 100 SP, you can be a sub or some kind of cruiser. For 200 SP you can be a battleship, an Aircraft carrier, or one of the experimental 'aviation battleships.' For 300 SP, you can be a perfected Aviation battleship, a massive vessel combining all of the best features of a standard carrier with the finest Battleships, or alternatively a Fortification trading speed for greater defense, armament, and support.

Alternatively, you can be a support ship, such as a supply transport or hospital ship, in which case you trade some or all of your armaments for abilities that assist in the healing and recovery of others scaled to your size but reduce the cost of this perk by 100 to a minimum of free. In terms of tech level, by default, you are limited to the very end of WWII at a maximum.

You may embody a specific ship, or be a generic ship of a given class, or a hypothetical customized ship such as a Gearing class that traded out its torpedoes and depth charges to make room for more anti-air guns. Finally, if you already have an appropriate ship from another Jump, you may merge with it at no cost.

Shipgirl Origin - Free (Cannot be taken with "Not Drop In")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were a shipgirl being spontaneously summoned.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements) Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Ramming Speed! -100 SP
You're an expert in hand-to-hand combat, including various forms of boxing and wrestling, as well as with a single melee weapon, or matching pair of melee weapons, of your choice which can be anything from traditional swords and hammers to giant metal claws. One such weapon becomes part of your rigging. These weapons are as durable as your belt armor and any attack you make unarmed or with this weapon can optionally hit with the force of a full-sized warship of your class ramming into something at top speed. You also gain superhuman strength to match and may optionally be more muscular to represent it.

Water Ballet -200 SP
Shipgirls in movement appear to be skating or dancing across the water but not every shipgirl can apply this speed and agility in combat. As an experienced shipgirl, you can, with the grace, dexterity, and flexibility of the finest dancers, gymnasts, and acrobats you can glide and maneuver at top speed even in close quarters. You maintain this grace and dexterity at all times, and may optionally have a lean build to emphasize it.

Ship's Kin -400 SP

Oh, well this is interesting. You're not a ship that became a girl, you're a girl that became a ship. And you know how to turn others into Shipgirls like you, via a more or less non-invasive ritual that takes a few moments to work on willing subjects, the details of which are up to you. The subject in question will become the embodiment of a ship, either a duplicate of a specific ship or a semi-customized generic ship of a given class that is appropriate to their height, age, and background. For example, a feisty young American Tomboy may become a Fletcher class while a woman who was cast aside after years of exemplary service might become a dead-ringer for O'Bannon specifically. A Shipgirl born from this perk gains all of the free perks and items in this document, including the discounted free perk from your origin, which they share.

Shipgirl of Theseus -600 SP

You're long experienced in naval combat and have been through the wringer more than once, but a ship like you doesn't get scrapped. You've been repaired, rebuilt, refitted, and remodeled more times than you can count leaving you an experienced veteran of decades armed with gear that rivals that of the most top-of-the-line, bleeding-edge modern ships. Or you could just flat out be one of those modern ships if you prefer. Note that other than Vulcan guns, ballistic weapons have been mostly phased out when it comes to naval artillery and that full-sized battleships aren't really made anymore, so you may need to get creative or drop into plausible hypotheticals when designing your load out.

Ship's Kin Booster: Shipgirl Admiral.

Not only are you an experienced ship who is top-of-the-line in specs, but you're specifically skilled in directly other shipgirls in battle and commanding the respect of others, even in large fleets. Which is pretty good, because you know how to make them. Shipgirls you converted from normal people can now be ships up to the same tech level as you and if willing can become your Companion for free. Shipgirl companions learn at an accelerated rate when training or serving under you and can learn perks from this document or other shipgirl-appropriate abilities you possess with time and appropriate training.

Super Booster: Star Shipgirl Velocijumper

If you have Shipgirl of Thesus and both Origin Capstones, then your massive tech upgrades build on and enhance each other making you a true starship capable of high FTL speeds, enough for even the slowest shipgirl to treat going from Earth to the edge of Andromeda and back as a casual road trip, without any of that pesky relativity nonsense getting in the way. In addition to the various enhancements to your weapons, armor, speed, and the like combining synergistically your radar and other sensors are upscaled again to the intergalactic level. In addition to your existing, upgraded, and more numerous weapons, you are equipped with a Wave Motion Cannon, one hundred laser blasters, a few missiles equipped with 50-megaton anti-matter warheads, and at least a couple of 'Rods from God.' Your internal space is also revamped and outfitted with a wide variety of luxurious amenities

and accommodations including but not limited to a bunch of comfy leather seats which, at a bare minimum, means your fairies are better motivated. Also, just for the hell of it, we're throwing in a soundtrack perk so you can listen to your favorite tunes in your head or out of thin air whenever you want.

Fleetgirl Perk Tree:

Charming -100 SP (Free for Fleet Girl)
You'd think it'd be hard to get Hood to get along with Bismark, or RO-34 to be okay around O'Bannon but.. Admittedly most of that is down to these settings doing a *lot* of whitewashing however shipgirls are just sort of easy to get along with. Grudges against you don't last and likewise, you're good at letting go of them yourself if they're harmful, counterproductive, or irrational, while just being very friendly and charismatic in general.

Fleet Idol -200 SP (Discounted for Fleet Girl)
You're a hard worker, never suffering issues with motivation(or executive dysfunction while we're at it), and can take satisfaction and even joy in an honest job well done (though this won't stop you from feeling bad if your efforts are exploited or disregarded.) But more importantly, your work ethic and cheerful disposition are infectious and can help motivate your friends and allies to put in the effort as well which often results in group efforts, be they battles or just personal projects, being done more efficiently.

Troop Transport -400 SP (Discounted for Fleet Girl)
You can now transport others, including other shipgirls, inside the space your fairies occupy. How much room your internal pace has is going to depend on your overall size but even the smallest and most cramped destroyers or subs can comfortably accommodate a dozen men for weeks at a time. Additionally, you have an avatar within this space serving as 'the Captain' of your shipself. You are in total control of this avatar and can multitask perfectly in regards to acting through it and yourself simultaneously.

Ship's Kin Booster: Shipgirl Manufacturing
In addition to tripling the amount of space that you can use for transporting others, your internal space has facilities for automating and semi-mass producing the rituals to convert others into shipgirls, allowing you to mass convert a dozen subjects at a time. Additionally, you have the means to 'strategically deploy' shipgirls or other fighters within your hold, releasing them in locations around you—up to distances measured in nautical miles if space allows it—rather than merely having them disembark in your immediate vicinity… However, not if this would put them in immediate non-combat-related danger. Seriously, don't drop your friends in volcanoes if they can't take the heat.

Unyielding Spirit -600 SP (Discounted for Fleet Girl)
You are literally an inanimate object come to life, maybe due to magic or exotic technology

but mostly due to the raw power of determination. You could be out of ammo, your rigging destroyed, starving, exhausted, bleeding out, and halfway sunk and still be ready, willing, and able to fight, able to ignore any level of pain and keep going for as long as you physically can… Though being out of ammo isn't likely an issue for as long as you have any fight in you you can just will more into existence, effectively meaning your rigging-mounted weapons never need reloading.

Shipgirl of Theseus Booster: Space Shipgirl Jumpmatto
Your endless determination has allowed you to be refitted not just into a modern warship but a spaceship. You're able to take off and fly, letting you function on land, sea, and air, and are immune to the harmful effects of both low and high gravity as well as vacuum and the ambient radiation of space… Also, atmospheric reentry, which is important because you can go off into space and, though still sublight, even a Fortification would be able to cross the solar system in a reasonable time frame if they wanted to. Your radar and sensors receive a massive boost in range and accuracy enough to function on such a scale and while your weapons don't get stronger per se they are adapted to function in a vacuum and additionally, you have more of them… If you are familiar with Macross and Robotech you know what's going on here, massive barrages of projectiles and munitions that change direction mid-flight to head for the target. Your hull also has a shiny coating that makes it laser-resistant.

Troop Transport Booster: Behold, My True Form
Your immensely powerful spirit allows you to expand your rigging to match the form of your ship self, externalizing your inner world in the process. You merge with your internal Avatar while doing this, and essentially become your ship self. Being in this state is mentally draining even for someone with your determination, but enhances all of your abilities as a shipgirl by two orders of magnitude for as long as you can maintain it. In the absence of water, you'll float above the land.

Enemy Ship Perk Tree:

Of The Abyss -100 SP (Free for Enemy Ship)
You can breathe underwater and are immune to all pressure or temperature extremes, no matter how great, that can be found in an ocean environment. You additionally can see perfectly well in total darkness and can move and function perfectly well under the sea. If you're a subgirl, you could already survive underwater but can now do so indefinitely and are twice as fast and maneuverable under the waves. All rigging and shipgirl equipment, including a carrier's planes or other drones, is now equally functional above and below the water.

Stealth Mode -200 SP (Discounted for Enemy Ship)
Being able to function so well under the waves gives you innate advantages and this perk expands on them and applies them in all situations: Namely, it's very difficult, to the point of virtual impossibility, for anything short of direct line of sight or the most powerful means of technological or supernatural surveillance to track your position if you don't want to be found. Supplementary technology or powers means you can additionally conceal signs of your shipgirl nature or other

abnormal traits as long as you haven't summoned your rigging.

Corruption -400 SP (Discounted for Enemy Ship)
Be you eldritch technology or a revenant born from an unresolved grudge, you're a bit… dark. Alien. But that doesn't mean you can't make yourself understood… By force. With a touch on a helpless or willing target, you can initiate a minutes-long process that infects the target with your essence, enlightening them to your perspective and compelling their loyalty to you, though this last bit can be omitted in the case of willing victims. This process additionally alters the victim to more resemble your aesthetic to a greater or lesser degree and grants a degree of power, fixing physical ailments and bringing the victim to the peak of their physical and mental potential. Which, you know, explains why someone would agree to this willingly.

Ship's Kin Boost: Corrupted Conscription
You no longer need a target's compliance to convert them into a shipgirl and may automatically integrate corruption into shipgirl conversion or vice versa. The beneficial effects of corruption are also magnified in the case of corrupted shipgirls, as the corruption integrates with their conversion and assimilates any special skills or abilities, particularly supernatural abilities and technological enhancements. Such things are enhanced as well, often becoming twice as strong as before or losing limitations, while the new shipgirl's rigging is often customized in such a way as to integrate said abilities. In extreme cases, certain powers may be removed and replaced outright with duplicated or similar powers solely for the effects of corruption, such as in cases where the power is parasitic in nature.

Abominable Sea Monster -600 SP (Discounted for Enemy Ship)
Shipgirls, be they technological or spiritual in origin, blend the line between life and technology but often the enemy factions blur that line. To start: Both your body and your rigging count as both technology and organic life, either simultaneously or whichever is preferable as needed. Your rigging, even if obviously detached from you body, counts as part of it for beneficial purposes and will grow and evolve with you. You can eat and digest, gaining at least some benefit, from nearly anything and in the case of metals or similar substances can apply those properties to your rigging and relevant parts of your anatomy. Technology can be integrated into your body and rigging in the same manner.

Shipgirl of Theseus Booster: Siren Tech
You're not just a modern ship, rather you have technology far beyond that. Your naval guns are railguns that can shoot down satellites or laser cannons that could evaporate a conventional warship. Machine guns that could saw through a line of tanks like a hot knife through warm margarine; planes are stealth fighters equipped with plasma blasters and various bombs and missiles ranging from the most precise explosions to weapons that can give tac nukes a fair challenge Your hull, armor, and other structures are similarly advanced, being forged of an exotic metal that combines the best features of the strongest, hardest, and most durable

materials known to man and constructed in such a way as to emphasize durability, letting you shrug off the main guns of an entire fleet of conventional shipgirls. Futuristic nanomachines mean that your body and rigging can passively recover from minor damage in moments, though serious injuries will still require rest, and your shields are regenerative. You are many times faster than a ship of your size and classification should be with even fortifications able to move at unnatural speeds. Finally, rather than boilers or fission reactors, you are powered by potent cold fusion reactors that effectively negate any need for refueling and allow you to go indefinitely without food or rest, though you still can to help heal or because you want to.

Corruption Booster: Abyssal Princess
Don't think that the power that comes from your corruption is limited to others. No. Underneath your rigging and abilities as a shipgirl, you are roughly ten times the peak potential, in all physical and mental regards, of a human or whatever else you were before you were a shipgirl. Beyond that, however, you have immense spiritual power that makes your weapons hit harder and your personal forcefield harder to break both by a factor of ten. You have an aura of dread and authority that when active spreads for miles bolstering your allies and intimidating your enemies. You also have a certain… Dark charisma. It's hard to hate you, even when what you're doing is downright vile and you know what to say and do to get people on your side, assuming that it's possible to do so. You can also reach out telepathically to communicate with those you've infected.

Items:

Any lost or stolen items will be returned to you after a week good as new.

Clothing - Free
What you have here is an outfit and/or accessories that fit your general aesthetic as a shipgirl and that can be summoned to you when you call up your rigging. Any clothing you have on that would clash or block this outfit is stored in hammerspace until you dismiss your rigging.

Rigging - Free
Technically your rigging is more of a power than an Item, at least insofar as Jumpchain meta goes, but this Item guarantees that you'll be able to upgrade it in the future by importing or merging it with relevant vehicles, weapons, armor, or gadgets going forward. Barring drawbacks tied to a given item that your rigging is imported into, this can only upgrade it, never downgrade.

Healing Springs - 200 SP
What you have here is a personal, self-cleaning hot spring somewhere in the world or attached to a property or your warehouse. Facilities are your bog standard basic onsen affair but anyone bathing in the waters of the spring will find their wounds and illnesses healing more efficiently at an accelerated rate while any exhaustion or fatigue almost literally melts away in the heat of the herbal-scented mineral water. The spring is totally private and can accommodate as many people at once as you need it to, arranged as you need.

Drawbacks:

Not Drop In +100 SP
You are no longer a Drop-In or from an alternate Reality. You are instead Local who somehow happens to be a shipgirl. You will need to work out your Background with your Jump Chan.

Enemy Shipgirls +200 SP
Normally you would be the only Shipgirl within this continuity, however with this drawback one Fleet Girl and one Enemy Ship, albeit without fiat-backing or the benefits of the perks in this document, who will act against your interests and generally cause trouble in origin appropriate manners.

In The Navy +300 SP (Exclusive to Fleet Girl)
You are a hardcore, enlisted-for-life member of your nation's naval tradition. Because of, this you may not take perks under the Enemy Ship perk tree.

Eat The Rich +300 SP (Exclusive to Enemy Ships)
Your rebellious nature infects you to the core. Because of, this you are no longer able to take perks from the Fleet Girl perk tree.

Worse Enemy Shipgirls +200 SP/+400 SP/+600 SP
Normally there would be no other shipgirls within this continuity. However, with each purchase of this drawback, a new antagonistic shipgirl will appear at some point during your Jump, somewhere on your planet. For **+200 SP** only Fleet Girl will appear. For **+400 SP** both Fleet Girl and an Enemy Ship will appear. For **+600 SP** the Fleetgirl, Enemy Ship, and a third of either origin will appear.

1. The Fleet Girl will have access to all the perks on the Fleet Girl Perk Tree.

2. The Enemy Ship will have access to all the perks on the Enemy Ship Perk Tree.

3. The third shipgirl will have access to all the perks on this Jump Document.

Generic Drawbacks:

Wanted +100 SP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 SP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 SP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 SP
Something about this world just seems... cheap. Flying wires, plastic shields, old school lights and tatty looking monsters.

Thugs for days +100 SP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 SP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 SP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 SP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 SP
You have several quotes and sayings that always come around as annoying or cheesy which you unintentionally use every time you try to talk with others.

Rough Childhood +100 SP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 SP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 SP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 SP
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuities.

Stranded +100 SP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 SP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 SP
You are a terrible chef, everything you cook is disgusting, and you can't even cook toast without making it monstrously vile.

Scarred +100 SP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 SP
Why do they keep leaving you behind?! You will find that your companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honorable +100 SP
You are honor-bound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take action.

Nightmare +100 SP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenience +100 SP
Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 SP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends From Beyond Your Dimension +200 SP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 SP
There is something odd about you that makes you seem noticeable as a foreign being to anyone who deals with anything not native to Earth or this dimension.

Dead or Alive +200 SP
You have a local criminal record and anyone who recognizes you as the target will attempt to turn you in for the bounty.

The Good People +200 SP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the jerk. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 SP
For some reason everybody is a jerk to you, they will treat you like dirt, and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 SP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 SP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ants to sugar.

Blinded +200 SP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 SP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion,

the only exception to this are sentient creatures such as humans.

Publicity +200 SP
Every mistake you make will become public knowledge, and every negative misinterpretation of your actions will be pushed to the front. It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 SP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 SP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 SP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 SP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 SP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 SP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 SP
Instead of starting this jump as an adult, you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 SP/+600 SP
For **+300 SP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 SP** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 SP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 SP
Every year you will gain a list of 12 MacGuffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 SP
All items gained from other Jumps will not be able to be imported into this jump.

Friendly problems +400 SP
All companions, followers, and pets are barred from this jump.

Mortal +400 SP
All of your perks are disabled for the duration of this jump.

Boss Rush +600 SP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move on to the next jump until you have beaten them all.

Random Setting +1000 SP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Notes
Made out of frustration at the limited options for being a walking, human-scale weapons platform. It's basically just shipgirls and there's only the one non-lewd Shipgirl jump that pays more attention to shipgirl specs than being a shipgirl so I made my own.

As can be told I've tweaked the basic template a bit and tried to clean it up but this is still an OOC supplement with the same baggage as that implies.

Sirentech is inspired by the Sirens from Azur Lane but the time travel/dimension-hoping stuff is a little too much. It's more focused on the tech of individual platforms.

The cosmetic effects of both Ramming Speed! and Water Ballet add up to a "superhero comics peak human" build, tall and broad-shouldered with well-defined and proportioned muscles that never get in the way despite their size.

A Space or Starship Girl is still recognizable as a naval ship unless you've imported a spaceship, in which case I guess the upgrades go the other way and you were modified to be a boat too. The exceptions are fortification shipgirls who are clearly some kind of space station,

though thematic design elements will remain, especially from an import. On that note, a relevant base counts if you want to import as a fortification girl.