Azur Lane Bad End Fanfiction Jumpchain!



By BlushingAnon

Welcome Jumper, to the wonderful and magical world of Azur Lane, where there is a beach for every occasion! A bitch too. See, this world is a bit special Jumper, twisted towards being a little more… fun. For the men at least, and I suppose the women, eventually. This is a version of Azur Lane where all the Ban End art, doujins and fanfics happen, or could happen, up to you really. You will be here for ten years.

But I get ahead of myself, here, take these and make sure to enjoy your stay: 1000 CP.

(Content warning: Misogyny, Noncon, Beast, Ryona, Guro, Cannibalism, Snuff, amongst others.)

Species:

Before anything else Jumper, how old are you? Since it only really affects humans, you can choose any age after 17.

Human (Free): Nothing particularly special here, you really should be familiar with this form, for free you get a little bit of naval know-how as a male. As a female your willpower against lewd situations gets a fair bit weaker, enough that a man you normally wouldn't even consider sleeping with might just look appealing after a drink or two, on the house. Men also get another advantage:

- Girls who could kill you with a stern glance if you tried blackmailing or other underhanded actions towards them… just won't do that. Maybe they think you set something up in case you died? Maybe they are just too overwhelmed by the situation? Or maybe, they're just dumb sluts and didn't consider it. It's most likely that. You still need some kind of leverage though.

Animal (Free): Ok, so maybe you wanted your Bitches a little more literally. That's fine Jumper, the sluts here will certainly not care what their 'hubby' is, not after enough time in his tender mercies. Choose an animal Jumper, you are now that. **Animals must be male**. It could really be anything mundane, you get several freebies:

- First off, your lifespan is changed to ensure you spend the next ten years in the prime of your life, even if this shouldn't make sense, no one will question it either.
- Second, you are ensured a decent life: a stray dog might know a restaurant which will feed him regular scraps, a farm animal might be a prized pet instead of heading to the butcher, and so on.
- Third, you become compatible with shipgirls and humans both, from a breeding perspective, and your Bitch is perfectly safe carrying your young to term, even if it's a human giving birth to a pair of foals.
- Fourth and last, your luck for getting in lewd situations is improved by a fair amount, when they are not arranged by you: a stray cat might come across a shipgirl being blackmailed, and said blackmailer would make her debase herself by giving you a French kiss.

Shipgirl (+600/+800): Ah shipgirls, beautiful beyond what human women can ever achieve, whether that is as a bodacious bombshell or a cute girl, you can now be counted amongst these wonderful beings. Wonderfully easy, at any rate. **Shipgirls must be female.** As a shipgirl, you now fall subject to a few boons **(This applies to all shipgirls this jump, even if you didn't pick this.)**:

- Imaginary mass: Are you a slip of a girl whom a man could fold over with a single blow? Well, it doesn't really matter. As a shipgirl, you are able to apply the mass of your ship form as 'imaginary' mass to your human form. This means that while your weight itself doesn't increase, you strike as if you did indeed weigh thousands and thousands of tons. Your durability can also be compared to your ship form… at least for lethal damage. It won't do anything if your beloved admiral decides to take some stress out beating you, we wouldn't want to inconvenience him, so your body will be softer than any human woman to him.
- Mobility: Not only can you accelerate and maintain your ship forms naval speed on land, you can do so on water as well, to allow this, you can now walk atop even the roughest seas like they were a still lake.
- Fairies: Wait, what? This shouldn't be here! Well, it seems the Sirens decided to take inspiration from certain other sources when introducing shipgirls to this timeline, you can now summon a number of little chibi constructs called fairies. You have as many as your ship form had crew, each in their respective positions. They massively accelerate your healing in battle if given materials to work with, each one also has the strength of a peak condition adult man, despite their size. Extremely skilled at doing paperwork you don't want to deal with, too.
- Spiritual Power: Another carry over from different world, you have a pool of spiritual power you can use for certain things, from minor visual effects to creating barriers that are twice as tough as you are around your body, or even enhancing your strikes, it's pretty handy stuff.
- Rigging: The real meat and potatoes you are looking for, you can summon a stylized and compressed form of your ship form around your person, this hits like it should, so an 18 inch cannon will topple a building, even when it has the size of a pea shooter, it also doesn't weigh anything, and never gets in the way during combat.

For six hundred extra points, you can be either a heavy cruiser, a carrier or a battleship. If you want more points, you can get two hundred if you choose a destroyer, a submarine or a light cruiser and yet, I must ask, are you sure you want this Jumper? Are you absolutely, completely certain of it? …very well. Know that there is a reason this gives so many points.

If you couldn't already tell from the theme of this jump, being a shipgirl here is most certainly **not** a good thing, they are Fated for misery and now you get to share that experience, the following drawbacks are intrinsic to your being:

- As a shipgirl, your lust is doubled, your sensitivity to pleasure and pain both is also multiplied by five times, strangely, this doesn't come into effect until you are first raped, and while it should get in the way during battle, you will come to enjoy the sweet, sweet pain before long. You will even learn to cum from it, soon enough.
- You are meant to stem the tide against an impossible enemy, being incapacitated by pregnancy isn't useful for that, as such, even in the last term of your pregnancies you will be able to fight like you aren't pregnant at all. But trust me, you will be: not only are you incredibly fertile now, at the bare minimum getting triplets each time you have sex, your holes also compatible with ***everything*** now. Pay attention to the phrasing now, I said holes, not womb. If a fly gets into your nipples? You are about to be a mother. Bigger mates can only impregnate your womb and ass. (Yes, you can get your throat pregnant, but really, you'd have to be trying.) Female children are also shipgirls. Be fruitful and multiply Jumper!
- The loyalty of a weapon should never be in question, and now, neither is yours, you see, your soul is now a by-product of a funny little thing called a wisdom cube, and it has certain funny sub-routines installed: once you take a dick inside you, whether this is from a blow job, nipple penetration or anything else, your soul will start to re-write itself without your notice, becoming more loyal and attached to the owner of said dick, cumming provides a 1% completion of this process. If this process is completed by anyone not your companion, your new 'hubby' will take over your jumpchain, with you as a free companion.

Strangely, it seems the creator of the wisdom cubes didn't consider it necessary to limit the code to respond only to humans, only males. And so, several shipgirls have already become subby little wives to stray animals looking for headpats, let's hope you don't share that fate. Or maybe that's what you want? Why else would you become a shipgirl?

- Rings are super effective against you now, if someone were to give you a wedding ring, even if it were a cheap candy replica, you will find yourself deeply in love, at least for a few hours, and would happily flash your tits to whoever gave it to you, and if it were a genuine gold and diamond ring? You might just cum your soul out on the spot.
- Relating to the previous drawbacks, receiving a ring will double the speed at which your loyalty is ensured. And your sensitivity, making you ten times more sensitive to pleasure and pain.
- Your body's survivability, elasticity and regeneration are massively enhanced when out of combat. You could easily do the most complex of yoga poses without noticing, and you can compress your body to fit into any space bigger than your tits. Why is this a drawback, you may ask? Simple. This does two extra things, first off, it makes you absurdly skilled at sex, your body contorts on instinct to receive and grant the most pleasure it can, even against your input and second, you make for absolutely amazing livestock now, not only can you lactate enough to leave actual cows dumbfounded, your flesh and milk are supernaturally delicious and just melt in the mouth.

  But don't worry, no one will even kill you to get your meat, or more accurately, you won't die, no matter how much they harvest from you. They could bleed you for days, take every strip of flesh from you, and even harvest your brain, you'll bounce right back in a day or so. Every time. No matter what happens to you. This regeneration is not under your control, whoever is having fun with you will be able to mentally change this, so if they don't want you having arms or legs but find your titflesh the tastiest, your limbs won't come back at all, but your tits will. This won't help in combat much though, you still get a lower level healing factor and the flexibility, but that's about it. If you don't have the decency of becoming a delicious lunch, or a good onahole, at least you can make a pretty corpse.

- Finally, your wisdom cube is coded so you take bliss in submission, but this isn't just spiritual and physical encouragement, your armour penetration, healing factor, speed, instincts, spiritual power, durability, strength, accuracy and even intelligence increase the deeper you submit to your owner. Anything to make you the best weapon you can be, on and off the battlefield.
- At least as a bonus from all this, once someone has taken ownership of you, you won't stray at all from them. Fate itself will conspire to ensure your loyalty, preventing you from being raped or taken advantage of by others, your cube will no longer re-write your soul and you even get a luck boost so you can come back to your owner safely. This won't do anything about your owner getting tired of you though, that's on you.

If, finally, after all this, you still wish to be a shipgirl, I will gladly congratulate you on your new life. I hope you have a deliciously agonizing time here.

As a gift for knowing your place, I shall give you another free boon to make you an extra useful slut: You can now infect other women with your shipgirl nature, simply provide a wisdom cube, which can be created from your processed brain, something you instinctively know how to do, and place it in their body. Their natural power will decide what they become, but you could always provide more resources if you want a fleet of battleships made from common village girls. That will take a lot of resources though! Good thing your milk is a pretty good substitute, with three dozen tons being enough to ensure conversion to a heavy cruiser. At the rate you lactate? That should only be a few days. The process of extracting your brain is hilariously pleasurable too, you are guaranteed to cum at least several dozen times. **You won't remember this in Jump, until you are first raped, only the boons. That way you can have the full native shipgirl experience, since they aren't aware of this either.**

Have fun!

Origins:

Drop-In: As a human or animal, you get nothing to your name, a fresh start, as a shipgirl, you are just now stepping off a summoning circle to face your new Husb-I mean Belove-, admiral, that's it. Or maybe some random mook just lucked out when bumbling about in a dusty room. I'll even be nice enough to let you choose if your summoner is human or an animal you want. It matters.

Veteran: War is hell, but you know your demons, by now, you've probably even killed a few of them, a marine to the core, if you are human, you've been part of your fair share of naval landings, and are very good at your job. An animal will be an attack dog, or a war horse, or a… logistics pig? There's an explanation in there somewhere, I'm sure. As a shipgirl, you've faced Sirens, fellow shipgirls and mass produced models a-plenty, and you've proved superior to them all. Miraculously, you haven't encountered any lewd situations yet, but your fame will make you a tempting target.

Officer (Human or shipgirl only.): The battlefield is chaotic dance, lucky for you, you are the best dance partner any of your fellows could ask for. As a human, you are a squad leader, skilled at both straight combat and tactics, you lead a group of a dozen loyal brothers, maybe share a bitch or two with them? They've each saved your life once or twice. As a shipgirl you are trusted by your admiral to lead a small fleet of girls, they trust you with their life, you wouldn't lead them astray, would you? You have a huge crush on your superior officer, but he doesn't see you as anything more than a weapon, there are always other fish in the sea who would be glad to eat you right up though.

Conspirator: You don't work for mankind, you work for the Sirens. As a human, you would be an informant, giving them information on naval movements or new research data, perhaps they've rewarded you with a slut of your own, if you've been useful? As an animal, you are kept as a way to humiliate shipgirls, breaking them over your cock again and again as they burn with the shame of loving you and knowing they are to be yours for eternity. If you are a shipgirl, you've been broken in by one of the above options, but have received a big upgrade to your capabilities, or maybe you are just like Akagi, cooperating out of your own free will, I'm sure they won't backstab you for a laugh Jumper, don't worry.

Location:

Roll 1d6. Or pay 50 CP to pick, it's all the same to me.

1. **Sleepy Hollow:** A quaint little village that sprung up near a local naval base, your faction alignment decides where exactly it is. The naval base is very small, only having three destroyers stationed there, the commander is also rather corrupt and inept.

2. **Patrol Base Alpha:** A moderately large naval base kept by your faction, it's not too far from the conflict but isn't likely to be attacked directly, there are five destroyers, two heavy cruisers and an escort carrier stationed here, along with enough mass produced models to cover them.

3. **Farm:** A little rice farm a few minutes' walk away from a local village, there's a Sakura naval base a few hours away by car, you hear some strange, muffled moans coming from the barn but the owners seem to be asleep, if the lights in the house are any indication. How odd.

4. **Jungle:** You find yourself deep in a jungle in a middle of Asia, there's furious gunfire echoing in the distance, the ground is shaking and planes dance in the skies above, a girl is leaning against a nearby tree, her rigging shattered, her stomach bleeding and her eyes cloudy, you wouldn't take advantage of her, right?

5. **Hell:** Welcome to the Red Front Jumper, there's an armoured column traveling in a nearby road, perhaps you could get their attention? You can't tell quite what faction they belong to, so it could be the enemy, if you are a Drop-In, they will detain you for questioning.

6. **Observatory:** An underwater outpost belonging to a certain Siren voyeur, luckily, she hasn't noticed you yet, so you have a few minutes to come up with a good lie, then again… you've heard Sirens are based off of wisdom cubes just like shipgirls, perhaps with some quick thinking, this won't be so bad?

Faction:

War Jumper, war never changes. The world is engulfed in dreadful combat, led by four major factions in a bid for ultimate victory, all the while Sirens plot and consume in the background, mankind too blind to care.

Who do you fight for?

Sakura: Steeped in tradition and with a focus on skill, their shipgirls excel at spiritual energy manipulation, sadly, the great empire is divided by politics and greed, siding with them, you will become very skilled with a katana, to the point you can use it in modern combat to great effect. Starting with them will see you having Ayanami follow you around, she considers you her lord for some reason, might as well have fun with that.

Iron Blood: Efficient, precise and calculating, Iron Blood focus on maximizing their technology, as such, their rigging is undoubtedly the most powerful on the planet, bar Sirens. Their soldiers get the best, most modern equipment and training, you start with an assault rifle as a human, and can easily dispatch an entire squad of enemy soldiers on your lonesome. Starting with them has Z23 run into you and quickly develop a fierce crush on you.

Eagle Union: When someone thinks resources, they think of the union, their shipgirls will never lack for supplies, even ridiculously frivolous things like ice cream barges, and certainly never in ammo or repair supplies, soldiers don't either, having the best medical care and survival rate of any faction, in addition, they've been shipping prototypes to the front lately, you might just luck out and get something useful. Starting with them will, you will find Laffey napping next to you on the regular, she won't mind a little fun, just don't make her work too much.

Royal Isles: Believers in the classics, they have will like no other, showcased by their shipgirls being able to shrug off damage that would kill their counterparts, they also all happen to be stellar maids, even if some aren't aware of it yet, their soldiers are merry and they are plenty, a comrade will never be too far to assist you in times of need. Starting with them, Vampire will become interested in you, slightly old fashioned, she knows her place as a woman, enjoy her tender care, she's very good at massages.

Minor Faction: There are many smaller players vying for control of the waves in this world, perhaps you'd rather throw your lot in with them? Truly embodying the concept of being glossed over, you find that your misdeeds get ignored a lot more, they have too few soldiers as it is. This isn't absolute, especially if you personally offend a major faction, but it is notable. Starting with them, Le Malin will plop herself down in your lap one day without comment, you're free to use her as you like, she's just pretending to be asleep.

Independent: Then again, some people aren't really built for the whole teamwork thing, and that's fine, you don't need to join one of the players in the war, in this case, your desire for freedom means you tend to come across more lucky breaks when escaping an enemy, even an impossible encounter could be weaselled out of. Starting as an independent, you'll one day come across Lung Wu, who declares herself your new head chef, she's quite skilled at it, and at being a housewife in general.

Sirens: Or maybe you don't want to be on the side of angels, that's fine too. The Sirens could always use more cannon fodder to order about, but you seem to be quite lucky in that regard, whenever missions are assigned, you just seem to get the lowest effort out of the lot, and still get a decent reward, on some luckier assignments, you may literally complete them by doing nothing at all, Sirens aren't very adapted to common sense. Starting with the Sirens, Observer will carelessly throw a low level terminal of hers at you to keep you entertained, it has as much firepower as any of the other choices here though, don't get excited. It's also not directly connected to her.

Jumperia: Oh? You are looking to carve out your own little slice of hell on earth Jumper? Don't worry, you seem to have a talent for it, being able to handle the administrative tasks with utter ease, and finding that subordinates are just a little more competent when interpreting your orders, if not necessarily carrying them out. Starting on your own, you will find Stremitelny kicked out of a bar, she will quickly become very attached. High energy and cheerful, she's more than happy to bounce or dance for you, and is a surprisingly good drinking buddy.

Perks:

General (No discounts.):

Rationality (Free): Ok, real talk here, sex is fun, sometimes so much fun it becomes a slippery slope, one you won't have to deal with anymore, anytime you are tempted by a sexual act, you will be able to tell if you will come to regret it later, or would in a normal mental state. If you want some hard core fun but don't want to slip into outright cruelty, this is for you. This won't help you deal with the temptation, that's on you, but you know when you wouldn't normally do things.

Secretary (Free): You excel at time management, you always have enough time to attend to your master before a meeting, or know exactly when you can sneak in some time to train your newest pet, this only helps the lewd acts though, actually managing the normal part of a schedule is still your responsibility.

Hentai O'clock (Free/50): Isn't it annoying? Having such delicious looking bitches to enjoy but being distracted by conflict? Well, now you won't, for the most part. Spend your days with a slut under the desk, being bred by a pig or in a massive orgy, things won't become urgent until you've had your fun, this happens in arcs however. After a hentai arc, you will have to deal with the actual plot, or don't, but until you do, you don't get another hentai arc. This is free this jump, but costs 50 to bring into later jumps.

Arts & Crafts (Free/50): Shipgirls are already supernaturally beautiful, but wouldn't it be better if they suited your tastes just slightly more? With this perk, you can change the general looks of women in a setting, destroyers could remain compact and lithe, but maybe you want Zara to actually have boobs bigger than her head? Are Akagi's tails not fluffy enough for you? A character can't be unrecognizable, but you can make decently large appearance changes, or just designate a general taste. Maybe you want all girls with big tits to have a minimum size, or maybe you don't like your women being tall, go ahead. This is free this jump, but costs 50 to bring into later jumps.

Mona Lisa (100): You aren't just handsome, you are delectable, hot enough that women without partners might try to seduce you for a night of fun, on the other hand, maybe you are ugly as all sin, a mangy, flea ridden mutt, you'll still find a girl willing to take you in for the night, whether luck or looks, you are upper class. If you are a woman, you are beautiful enough that you could pass as a shipgirl, if you squint. And if you are a shipgirl? Your beauty now surpasses nature and logic, arousing even genderless golems and other species, you stand above even your fellow shipgirls.

Vigour (100): So many sluts, just a single dick, but you won't be found lacking. Your cock will leave women drooling on their knees, their minds clouded and hazy with just a taste, and you just don't stop. You don't have a refractory period, and if you wanted, you could cum literal buckets inside a bitch. If you are a woman, you'll find your endurance much greater, you could edge for hours without cumming until someone gave you permission, if you wanted.

Sexual Savant (200): Your skills when it comes to sex are supernatural Jumper, and it shows. There's an aura around you that tells your preferred gender exactly how good you could fuck them silly, even a cow might get a superstar in their barn stall with this and a few other perks. As a woman, with a few years of being trained, you could match a virgin shipgirl in skill. As a shipgirl yourself? You might be mindbroken, but your instincts are superb enough to render that meaningless. Even without a single thought in your shattered little mind, your body is so good at being fucked your owner will never tire of you. Great for after your owner gave you a literal brainfuck.

Dairy Queen (200): Sometimes, you don't want just a tall glass of milk, you want more. As a human or animal, you can interact with wisdom cubes enough to just slightly modify a shipgirl, want to make her lactacte milkshake? Sure! Want to make sure her meat is good for smoking? Certainly! You could even turn her very blood into a fine wine. As a shipgirl, you can alter yourself like this instead, and can even take this slightly further, perhaps you could exchange a little strength for speed or vice-versa, this won't even be further than 5% though. This takes about ten seconds of focus for every change.

Don’t fix it (400): Ever had this one girl you really wanted but couldn’t take because she was too important? Now you can! This perk stops pesky little things like laws or duties from getting in the way once you’ve broken a girl, you could turn Enterprise into an onahole and the Union wouldn’t come after you, neither would the war feel her loss too deeply. This won’t do anything until they are already broken in though. Until then, you are free game Jumper, even if she’s captured.

Starts aligned (400): Fate is important. To other people. For you, Fate didn’t just smile on you, she kneeled and started furiously masturbating. You’ll find that, when attempting to do something lewd, luck will never go against you. This works especially well if it involves leading a woman to a lewd Bad End. This perk won’t help if you just want her dead, but if you want to rape her until her heart bursts from cumming too much? Oh, Fate would love to see that

Extended warranty (600): Sometimes, our favourite toys break, and isn’t that a shame? Lucky for you, yours don’t anymore. So long as it’s with lewd intent in mind, you can do whatever you like with a woman, and even if you fuck her soul to ribbons, it will magically fix itself in an hour, if you want it to. As a shipgirl, this boosts your lewd regeneration to outright being unable to die, you could get impaled on a spike and so long as it was by your pussy? You get to enjoy every moment of that, unless you want to experience death, in which case you can feel it happen, before you reset again. Or you can remain stuck in limbo, the perk will decide by which will cause you the most agony. I recommend finding an especially sadistic owner, so you can enjoy every torture they can imagine.

Cock-a-doodle do! (Free/600): As you can surmise, women in this jump are not the top dogs around, in fact, all of them are just bitches in heat waiting to be shown their proper place in the world, even if they can overpower the men to a silly degree. Now this logic will carry over into other jumps. You will find that women in general are hilariously simple to mindbreak, and tend to fall into Bad Ends with overwhelming ease. A goddess who could crack a continent would still end up fucked by a pack of stray dogs, unable to resist despite her might. You can designate if this is retroactive or not, but you can’t modify the level at which it applies, so they will suffer a fate similar to those described in this document. Free this jump.

Species Perks:

Perks of your species and origin are discounted, with 100 CP ones being free.

Human:

Steel Tongue (100): Oh Jumper, you charmer, when it comes to non-human humanoid beings, you can read their emotions like a book, you also always seem to know just the right way to manipulate this. This perk is especially effective at causing psychological harm, you could maybe charm a shipgirl into your bed, but you could certainly hollow out her soul with agony or shatter her loyalties given a few days to work her over.

Strongman (100): You stand at the peak of mankind, and have honed your will to a razor's edge, allowing you access to spiritual power, much like shipgirls. You won't be anywhere near them, of course, but you could certainly break a tree with your fists and outpace someone riding a bicycle.

Engineering Section (200): You can modify and craft most machines people could make by the end of the second world war, don't scoff at this now, in this world, outside of the BS that are wisdom cubes, you stand at the peak of innovation and know-how, a valued member to any faction.

Saber Rattling (200): You are an expert when it comes to calling bluffs, especially bluffs that involve harm to yourself or what you care for, like your country, this also has a side effect of making you very good at seeing through political plots.

Hook (400): You are an expert planner, you could make schemes to bring businesses to ruin or crash a city's economy, but you especially excel at making plans to bring innocent girls into your grasp. When it comes to that, only being precognitive or a truly overwhelming amount of force could keep them from you, even if reaching them takes a few years.

Line (400): Has anyone ever told you you're scary Jumper? Because you are. You are able to keep a façade as long as you want, lying not just with your words and body, but even your spirit and mind. To see through you would take either personal experience or a supernatural level of intuition, even then, they might not notice in time for whatever you have planned.

Sinker (600): Once you've got your hooks in someone Jumper, they aren't coming out. Break a girl and she's going to stay broken, no matter how much therapy she goes to or what magical artefacts her peers try to use to restore her. Even resetting her soul and memories while switching bodies isn't enough, her whole being is metaphysically scarred by you now. It's only a matter of time before the slut comes crawling back.

Jury Rigged (600): You've achieved something that took Iron Blood's best years to do Jumper, you've cracked the code to rigging, by modifying a shipgirls inner blueprints, you can upgrade the resulting rigging without needing to touch her wisdom cube, which is still beyond you. Carriers must remain carriers, but perhaps you could give them jet fighters instead? If you know how to build them, that's certainly a possibility. You can also use this to make alterations to a shipgirls outfit, if you want a fleet in bikini armour or even fighting in bondage. Remember, rigging never gets in the way during a fight.

Animal:

Animal Magnetism (100): There's just something about you, even if you are a cat or a dog, or even a pig, women will find their gazes subconsciously wandering where they probably shouldn't. They won't ever admit that, but even as they burn from the humiliation of the thought, they won't be able to deny a slight curiosity.

Beast of Burden (100): You are a specimen, you are beyond the natural peak of your species, a horse would be faster, a dog stronger, an insect much larger. This won't make your fur or carapace more attractive, but the sheer primitive strength radiating from your physique can be no doubt tempting to women, who will find themselves wondering what other uses that could have.

Cat's Luck (200): You are very lucky when it comes to getting into accidents, indeed they happen almost every day, if you want them too. Lewd accidents, that is. This is more effective the weaker you are when compared to the woman in the accident, if you are roughly equal or stronger you would at most get a nice view, but if they can crush you without any effort? Well, that shipgirl touring the stalls might just trip and end up French kissing your cock. They won't ever hold you at fault either, after all, you are just an animal, right?

Deep Breaths (200): You stink Jumper, heavily. Your body emits some very heady pheromones that affect not just your species, but others that you want them too, even if they logically shouldn't. This isn't a pleasant smell by any means, but a woman won't be able to help breathing deep, even as she gags, it just feels so good.

Weight of the World (400): Pressing a woman down beneath your bulk will see her rendered utterly helpless, no it doesn't matter that she could lift a thousand of you with one hand, the thought of moving you by force just won't occur to her, not only that, the pressure feels good, being weak before your might, having you shove her face into the dirt. Give it a few minutes and they might just come to relax and enjoy having you press them into the ground. And it better be the ground, this won't work on a bed or anything like that, but becomes super effective on mud, dirt, gravel and asphalt. This perk stops working the moment you try to use it for combat.

Shooting Blanks (400): Or at least, their thoughts will be. You see Jumper, whenever you first penetrate a woman, she will cum. She will cum hard enough to start seeing starts and be unable to move. That's it. It doesn't matter if you are a housefly sticking your dick in her ear, it doesn't matter if she turned off her nervous system, the only way to bypass this perk is at the soul level. After that, it's up to you to keep the chain going, but it shouldn't be hard.

Love Bites (600): If there's one thing you can do well Jumper, it's trigger a woman's instincts, placing your jaws above her neck, growling at her, even taking an aggressive stance or staring her down after a good fuck will see her becoming weak at the knees, as their mind becomes clogged by terror and arousal, even when they know they can fight you off. In fact, that knowledge just makes this even better, the stronger the woman compared to you, the stronger the effect; a normal human might just get the shakes. A titan of steel and power who could wipe you off the face of the earth without effort? She will find herself prostrating before you, begging for forgiveness for whatever imaginary crime she committed, hoping and praying you forgive her. Be careful, as strong as this perk is, it's possible for her mind to clear with repeated encounters. Of course, by then, she might just start playing along.

Dogged Determination (600): You know what sucks? Being considered lesser. And now you won't have that problem, in fact, just the opposite. You see, when you are considered lesser by society in general, such as a pig to a human, you will find any sluts you fuck will start elevating you, considering you so far above them as to be their husband and lord. This won't remove the knowledge that you are lesser from her mind, in fact, it makes it ironclad. But whatever woman you are fucking will know that she is willingly submitting to something so below her it may as well be a joke, and will start loving that humiliation.

Shipgirl:

Tending Barge (100): You excel at being a servant, cleaning, cooking, caring for children, attending to your husband, you can do all this and more at a supernatural level. You could keep a family of 18 fed by yourself, all the while keeping a manor spotless and a garden that's the envy of the neighbours. This also comes with free singing and dancing skills, specializing in lap dances, and makes your voice lovely, especially so when you are desperately moaning. This isn't out of any skill or knowledge, but rather sheer instinctive ability to excel in these fields.

Natural Art (100): Your body knows how to seduce perfectly Jumper. You might start shaking your hips just right when you pass by someone, maybe lean forward at the perfect angle. The best part is this perk works automatically, so you never have to worry about your hubby not knowing if you are aroused or not and even beyond that, this communicates these subconscious intentions through a subtle telepathy. This does have the side effect of being incredibly bad at lying however.

White Gold (200): You have a rather unique ability, you can refuel your fellow shipgirls, or indeed, any machine that uses liquid fuels, by using your milk, it will operate at 60% capacity instead of full power, but it means you can keep campaigns going for far longer. This also makes your milk highly charged with spiritual power, making it a very useful ingredient, should someone know how to take advantage of it.

Luxury Brothel (200): All shipgirls can summon their hulls with a bit of effort, most simply don't since their rigging is by far more convenient. You have a reason to, Jumper, your hull is basically a luxury hotel, complete with dining rooms, bands, five star suites, you even have a pool and spa with you. This comes with another little trick, first, your fairies now look like actual fairies, and are very stretchy, but most importantly, your senses become linked to the hotel and the fairies themselves, you could leave a fairy at base to be fucked by your beloved and experience being stretched out even if you were on the other side of the world, they can now speak on your behalf too, they have plenty of fun things to say. Finally, you gain the odd ability to shrink to fairy size yourself, as well as summon a miniature hull. Useful for practice battles.

Jugg-ernaught (400): Most shipgirls only have enough spiritual power to keep their barriers up for a few hours every day, even shorter if they are using it offensively, you on the other hand? You have a truly gifted amount of spiritual power, enhancing your every blow and keeping barriers up for an entire day, if needed. This does have the side effect of making your breasts grow two cups larger, and makes them incredibly sensitive. I've no doubt you could cum a few times from someone slapping your breasts, and forget about wearing anything without a sizeable boob window.

Wicked Witch (400): Most shipgirls simply accept that spirit power is for barriers and punches and leave it at that. You are one of the more daring ones, and have reaped the rewards, you've learned how to use spiritual power to cast elemental attacks, to change the trajectory of your shots, and even to change the weather through lengthy rituals. You also found another, more primal use for it, in enhancing sex, spells like boosting your sensitivity, multiplying the strength of your climax, turning a thunderbolt into a spell that zaps your clit relentlessly, making your body even softer than it already is or even turning yourself into a sex toy. You just can't seem to cast this on other people, sadly. This latter use of spiritual power is so instinctive that if you don't keep a perfect hold on it, you'll find yourself using it. Don't worry, blanking out in pleasure will warn you of when it happens.

Ghosts (600): All these perks make you a girl, this is the perk that makes you a Ship. With this, your efficiency, skill, willpower, instinct and creativity in combat becomes matched only by legends of the waves. Your fairies complete orders before you think of them, your cannons almost never miss, you hit at just the right angle to cause catastrophic damage and find yourself surviving wounds that would have killed you several times over by just willing yourself to power through them. With this perk, a high end battleship could perhaps keep up with Musashi for a few minutes on her lonesome.

The Future is Now! (600): Most shipgirls are limited to 1940-50's technology. Not you. Your cannons come with auto loaders and aiming systems that are bleeding edge even in the 2020's, as does every one of your other systems. This increase in efficiency means you can also pack several missile batteries into your hull, and if you are on the bigger end of warships, perhaps a can of sunshine or twelve.

Origin Perks:

Drop-In:

Pixelated in Spirit (100): Is there a fetish you don't particularly like Jumper? Then this perk is perfect for you! It will rearrange things so it those you meet regularly or care for won't be into that, and it won't happen around you as much. You're shit out of luck if it's a core part of a Jump though.

This is Fine (100): People won't really care as much that you are somewhere you shouldn't, you still can't go strutting into a military base unattended, but a minor at a bar? No one will care. And when they do, your punishment will be much, much lighter, typically you will simply be evicted the first one or two times you are caught.

Slide on In (200): Sometimes, we aren't the first to catch a girls eye, that's normal, but when it comes to you, it seems such previous connections hold a lot less weight when they haven't been solidified. Your presence could easily dissolve a crush that has been going unanswered for a few years, even if the woman was absolutely convinced it was fated to happen. This won't do anything against actual relationships though.

Journeyman (200): You seem to be competent at your job Jumper, or indeed, any job. Whenever you get accepted to a post, you seem to get the skills to perform it at an above average level, getting a guard post will see you knowing which papers to check, and a politician will know how to draft fairly decent laws. The knowledge won't stay with you after you leave the post, but the experience and anything you commit to learning while there will.

Luck of the Draw (400): You seem to be very lucky at meeting women you could in situations where you can take advantage of them, if you don't designate a target, you might meet a decently attractive slut every two days or so, who might be down for a night of fun, but if you do? You are guaranteed to meet them within the next year in a predicament where they will be relatively easy to rape. This won't bring back the dead or break powerful seals, but if you want a particular shipgirl to fuck? They are going to show up, even when it doesn't make any sense. You can cut the time in half by actively planning and preparing for the encounter.

Memetic Hazard (400): Your presence just seems to stick to women's minds, a single conversation by the roadside will see you remembered for a week or so, but the lewder and crueller you act? The more the memory sticks, a harsh spank might stick around for a month, but a forceful slap that knocks her to the ground before stomping on her breast? It's going to be a life defining event, sticking in her subconscious for potentially decades. Strangely, the women also seem to overthink this memory to the point you end up being seen in a positive light, with them often being the ones at fault. Great if you want a certain lesson to stick.

Editors Cut (600): So many bitches to break, is it any wonder that you might miss one or ten? But maybe you are the greedy sort, that's normal you know, nothing to be ashamed of. If you want, you can designate as many targets as you want right before you enter a Jump, or just a general theme, they will remain pure and unsullied until you have your fun with them, even when this would contradict their backstory. It won't reduce the trauma, simply make it non-sexual in nature, this will see a reduced effect after you've had your way with them once, but is perfect for worlds like these.

Exclusivity Contract (600): Are you sure you won't share Jumper? Alright, that's fair enough. You can start a progress bar on any woman once you've started fucking them, when this is complete, they will share in the protections shipgirls get to remain loyal, except you will see Fate not only trying, but outright demanding they never stray. It would take something capable of shattering the course of history to even see their bare breasts after you've claimed ownership. This doesn't change the sluts view of you, but it might be fun to torture her with being unable to sleep with her childhood crush, even when she desperately wants to satisfy herself. The similarity of how this works also doubles the speed of breaking in shipgirls for you, and is stackable with wedding rings.

Veteran:

Cool as a Cucumber (100): You aren't just a good soldier; you are a great one. You could take out an entire platoon of enemy soldiers with nothing but a rusty knife and a revolver with three rounds, but most importantly, you look really cool doing it, or indeed any sort of fighting, if you get into a bar brawl for a whore's dignity, she might just get under that table for you. As a shipgirl, you will find your fairies to be as trained in combat as a veteran marine, each one of them armed with a semi-automatic rifle and their service pistol.

Warriors Bond (100): You will find the bonds you share with anyone you fight alongside to grow at a far greater rate, if you've been a total dick to that one shipgirl whose pants you want into, participate in a naval landing or two with her as an escort, all the bad things you did will slip right off the slut's empty head, so long as you didn't outright physically harm her. If you did? This might take a few more missions to clear that up.

Priority Target (200): Somehow, when it comes to resupply, you are always at the top of the queue. Ammunition for your gun will never be lacking, and neither will your favourite rations, when performing triage, you are always the priority, even for just a scratch, this is especially useful when you share. Give a dumb slut that ration pack when they're a bit lacking and she might give you a grope in exchange. The more desperate things are, the more you get rewarded.

Fast Track (200): When it comes to promotions or rewards, your superiors are very generous, killing a few enemy soldiers may see a nice monetary bonus, but taking a town in an invasion? They might look away if you decide to keep a slut or two from the enemy numbers, so long as you can keep it obedient. You can even choose the general theme of what rewards you want to be given at any point

Just Following Orders (400): Is your commanding officer a jackass Jumper? Maybe he's been eyeing the one shipgirl you really want moaning your name? Well, not to worry, now you can shift the blame for any misdeeds that you commit upon the enemy forces on them by claiming you were simply following orders, do something bad enough and you might see them court martialled or even executed, while none of the blame will fall to you. If anything, your

fellows might be sympathetic that you were forced to obey such a bastard. This takes one week before recharging.

Grit (400): You are remarkably durable for a human, capable of taking blows that would pulp lesser men without trouble, and sprinting for ten days and ten nights. Putting you down for good takes a truly remarkable amount of damage. If you had enough spiritual power, you might even survive a single half-hearted flick from a destroyer. This also grants you incredible willpower, you are able to delve deep into the bloodiest, most horror ridden battles mankind can imagine and not bat an eye.

Ear Charm (600): Some soldiers collect ears from enemies they killed, you also collect something, perhaps from your kills, if you want, but what this really works with is bitches you've broken in. Maybe you collect their panties? Or hell, maybe you cut out their wombs to keep in your room, I don't judge. Either way, you'll find that any lethal bad luck that would come your way during combat will pass to them instead, but never kill them. Each charm takes one year to recharge.

War Machine (600): Your skills as a soldier are truly the stuff of legends, you are capable of single-handedly stopping an entire army from taking a town for days, but that's just a bonus, the real worth of this perk is in what that skill granted you. You are part of a secret experiment to grant humans the ability to wield spiritual power on the scale shipgirls do, for that reason, your heart has been replaced with one taken from an aging cruiser. You can shred through any mortal army that stands in your way with little trouble, your blows caving in tanks, and your skin deflecting bombs. Hell, with the right weapon, and a whole lot of luck, you might even bruise a light cruiser. Just don't try to take them on in direct combat, they are still fully capable of turning your skull to pulp by accident.

Officer:

Yes Daddy (100): There's just something in your voice Jumper, an unstated authority. When you talk, people listen, and they listen well. Why, if you happened to run into a submissive little bitch you wanted, you could probably have her masturbate in public for you with just a word.

Nepotism (100): You are an officer, so of course you get more benefits than the average soldier, that only makes sense. People won't hold a grudge or envy what you have so long as you officially hold a position above them. And if you decided to share those privileges? Your minions would become very loyal, very quickly.

Apes Together Strong (200): You'll find that you are stronger when fighting alongside allies of your level. A human fighting next to another human might get a 10% boost to their stats, and so on. The stronger you are compared to your comrades, the weaker the boost, down to 0.5%. You can stack this up to ten times.

Ready or Not (200): You have an almost preternatural awareness of your surroundings, knowing where every member of your squad is with unerring accuracy, and the rough location of any enemy combatants for around a hundred meters of you, after that, things become fuzzier, fading completely at the kilometre mark.

Chessboard (400): You are very good at coming up with tactically sound plans on the fly, on the level of a genius, and your squad know exactly what you mean without much in the way of explaining. But when you truly shine is when ganging up on someone, if you and your twelve buddies were trying to capture a destroyer, you might just pull it off with the right equipment, where usually it would take hundreds of deaths to achieve that, if not more.

Desk Job (400): People under your command won't really question or disobey orders that aren't hideously against their beliefs or personal health. You could likely get your troops to jump off a bridge if the most it would do is break their legs, or simply order the secretary under your desk. She doesn't need to know that wasn't part of the contract.

Admiral (600): You start in a very high position within the navy of your chosen faction, with half a dozen shipgirls under your personal command and three more similarly sized fleets you can call upon in nearby fronts. You are extremely skilled at naval warfare, being more than capable of annihilating a technologically and numerically superior enemy while on low supplies.

Glorious Leader (600): Not only are you amongst the very top in terms of inspirational abilities, you are also absurdly skilled at waging war on a strategic scale. If you were given command over an entire nations army, you could easily micromanage every division on every front, while still chewing out your factory supervisors after personally checking deliveries for faults, and buttering up the air force to obey you without question.

Conspirator:

Hand Waving (100): If you really need to get somewhere, wave your hand in a guards face and they will allow you in. It will only work once per week on the same target, but once you do this they will give you a badge or similar marking that will ensure you aren't questioned inside either. This badge works only in that same day; after which it expires.

Nine, Sixty Nine. (100): With this, you are an expert spy, knowing exactly where to bug a room to get maximum effectiveness, how to craft a cover story, how to blend into a crowd and who you need to butter up in order to get what you want. You could probably get into a high security research lab with a few weeks of preparation, even if you were on foreign soil with no established contacts.

Smoke Screen (200): You are excellent at causing distractions, given a day and a few hundred dollars to prepare, you could create a smoke and mirrors show that would have an entire military base scrambling to respond, failing to notice the one lone shadow going inside. These distractions won't ever last more than an hour, but are extremely convincing in exchange.

Buttery Smooth (200): You are a complete social chameleon, given a few seconds and a make-up kit, you could even pass off as an entirely different gender, seduce a big company CEO and make off with his wallet willingly without a single hurdle. This is not great for lengthy relationships, were you excel is at hiding within passion and adrenaline.

Mirror Mist (400): By looking deeply into a misty or foggy location, you can create clones of yourself, each as solid as you, though not as strong, you are connected to each one of them through a mental network, and can process the stimulus from being in several places at once without any trouble.

Startling Clarity (400): The Sirens have rewarded your loyalty by expanding your mind, you can hold three different trains of thought at once, each ten times faster than the speed a normal person thinks at. Not only that, your memory and deductive capabilities have seen a massive leap, being able to categorize and learn entire fields of science within a few months.

Innocence Lost (600): Wouldn't it be annoying if you got killed by your pet's friend Jumper? And with how absurd shipgirls are, they certainly could, if they bothered to try. With this perk though, breaking a girl means her friends will become inept when fighting you, in a stackable chain. If you capture a single shipgirl, any others from her faction might find their stabilizers failing and needing to aim manually, if you've captured a few dozen? The next might trip and impale herself on a sword pussy first, cumming so hard she passes out for a few hours. You can tone this down, if you'd like to pretend they have a chance. The chain resets when you swap themes.

Redlining (600): Your time spent around the Sirens bore fruit, and your understanding of wisdom cubes is unparalleled amongst mankind, at least in this timeline. Of course, that doesn't mean you can alter a shipgirl's soul or mental state, but you do know how to redline her cube, in exchange for constant soul rending agony, all her stats are doubled. If you've taken the time to train your sluts, they will even start to beg for it.

Items:

Items from your race are discounted, with 100 CP ones being free.

Human:

Boots (100): Basic equipment to fight in a war, a main weapon, a side arm, two grenades, an AT launcher, a helmet and a backpack with supplies and a tent. Spent ammo and grenades will replenish each day.

Band of Brothers (200): One hundred armed soldiers and ten commanders, they are all unfailingly loyal to you. The ten commanders come with the perk **Ready or Not**. They will spawn enough IFVs to transport them whenever they need to move. If killed, they will respawn at the end of each jump or after ten years have passed, whichever is sooner. You can upgrade their vehicles and equipment, and it will stay with them for future jumps.

Lander (400): A landing barge, it will always keep its occupants safe until they disembark on a beach. Will become vacuum worthy on Sci-Fi settings. Giving it a wisdom cube will turn it into a shipgirl with a few infantry support weapons, an automatic grenade launcher and two 20mm autocannons.

Fruit of Wisdom (600): A shipgirl on a pair butcher's hooks whose limbs have been removed and whose skull has been cut open at the back to get at the brain beneath, her brain will crystallize into a new spiritual core every week as she writhes in blissful agony from the process. Hm? Why does she look like Amagi? No particular reason Jumper, just make sure to keep her away from Akagi's eyes. Or don't. I'm sure her face would be hilarious if she finds this. There's two pairs of hooks to the left of Amagi where other shipgirls could be prepared.

Tuning Fork (1000): A device much like a smartphone that can interact with any humanoid beings that aren't actually human, you can use it to give them commands they will be unable to resist unless they have truly godlike protections over their soul. Even then, they will not resist orders completely, only partially.

Animal:

Barn Stall (100): Not necessarily a barn stall, this could be anything from a dog house to a large birdcage or, indeed, a barn stall. There will always be enough space here for you and a bitch, who will find herself cramped in a corner but not wanting to leave the place, and who will keep finding excuses for herself about why she's here. There's one in every city you go to.

Chew Toy (200): A small toy you can hold in your mouth, giving it to someone will see them start to play fetch with you, making them extremely tired, even if stamina wasn't something that normally applied to them.

Pestilence (400): A pack, herd or swarm of your own kind, they are all the same gender as you and will help you swarm any target without question, even if it would get them killed. While completely mundane animals, they respawn every 24 hours and when you are with them, attempts to kill you will have to go through them first. Not so useful for stopping a two-hundred-kilogram bomb, but it will do plenty against a few bullets.

Owner's Certificate (600): A collar, harness, saddle or just general accessory that will never become uncomfortable for you, you can use it do designate a target at the beginning of a jump and be inserted as that persons beloved pet, no matter who they are. Not only that, your "owner" seems to hold a slightly more twisted form of affection for you as well, if they are female. Not enough to get them into bed with this alone, but it will certainly stop any recoiling at the idea…

Dragon Heart (1000): Not actually a dragon's heart, it is an organ of a creature related to your bloodline that used to have incredible spiritual powers before it died, when implanted into a living being, it will give them infinite regeneration for any magical or spiritual powers. It won't affect their maximum capacity, but will allow them to use it indefinitely.

Shipgirl:

Combat Plushy (100): A plushy collection of your own design, all five of them are very huggable and most importantly, armed. They have two pairs of point defence cannons they will use to defend you as they float in an orbit around you. As well as a single destroyer calibre gun. They never run out of ammo. Sleeping with them prevents nightmares.

Manjuu (200): These adorable little fat birds seem to show up out of nowhere whenever you are in a safe location, they are always carrying materials you may need to repair, ammo, bombs, fuel canisters and even snacks and drinks. Ditzy in an adorable way, squishing their chubby little cheeks always brightens up your day, and letting them have some of the snacks they bring along makes them chirp so cutely!

Pupper (400): Not actually a puppy, this gives you a second rigging with half your weaponry, it is sentient and will respond to threats often before you do, but is a bit overzealous, so keep an eye on it. It can't move beyond two hundred meters from your body but will teleport to your side to sacrifice itself against any guaranteed lethal blow. Takes one month to reconstruct if lost this way, can be rebuilt in a few hours if destroyed in normal combat.

Mark of Ownership (600): A stylish and sexy choker, can't be worn alongside clothes but it can project any outfit you want over your body, though this is just an illusion, so anyone touching you will notice instantly. The clothing also has a tendency to tease anyone looking at you by almost flashing them. Wearing it will prevent anyone besides a single person or being you designate from getting you into a Bad End. It also helps clear and steady your mind, to the point where receiving a candy ring will simply make you blush and fantasize a little about a real ring instead of making you outright delusional. Won't reduce the sensitivity boost you get from that ring though. In future jumps, if you aren't at risk of a Bad End, the choker will save your life once every month instead, but cannot be taken off while it's recharging, and won't be able to project an illusion larger than some pasties.

Ascendance Artefact (1000): A magical artefact from the founding myths of your faction, if you can incorporate it into your hull, it will produce enough spiritual energy to match a Watatsumi Stone.

Companions:

Import (100): You may import or create as many companions as you can afford, they get 600 CP for perks and 600 CP for items. You may share CP with them at a 1:1 ratio.

Canon (Free/100): You can freely take as many shipgirls as you've bonded from any one faction by the end of your stay, but each girl takes a slot. You can purchase this for as many factions as you like. Your own faction is free.

Bodypillow (100): What do you mean this is Nagato? No, no, no, this is clearly your limited edition automated body pillow Jumper, its ears and tails are super fluffy and warm, and it can even bring you breakfast in bed or clean your room! No, it's not a person, how many times must it tell you this? Cuddling it to sleep is extremely comfortable, always ensures perfect sleep and will heal you of any injuries, though not regenerate lost limbs. And it remains at the perfect temperature for spooning too! Whenever you are out, it will shrink and ride on your shoulder, gently cheering you on.

Lost Wanderer (200): This world has an odd tendency to pull in wanderers from all over the place, most of them Vtubers, for some eldritch reason. Pick any Vtuber you want, so long as she's female. They are required to take the shipgirl origin and get a companion stipend, any natural abilities they had are reduced to a level where they could at most match a destroyer in a fight before their new shipgirl abilities are factored in. Their body type decides their class.

Smug Brats (300): Asanagi and Bache, this pair of smug little brats somehow found their way to you and latched on like leeches, refusing to leave you alone. No matter how brutal you are with them, not only do they keep crawling back, they also keep mouthing off to you. They become despondent if you try being gentle, and will very quickly up the ante until you put them in their place again. They are practically begging for it.

Sakura and the Union won't really care about them following you now, these two are supernaturally annoying. In fact, they were set for execution due to their extreme effects on morale, despite their skills in battle, which are enough to take on up to six of their fellow destroyers without getting too wounded

when working together. Strangely you find that their performance in the next fight is many times better the more painful the beating you give them.

Similarly, shipgirls who knew these two will pretend to have never met them, or thank you for taking them away.

You can choose to import them; they count as a single companion. If you do, they must take the shipgirl origin for free, and get the mentioned stipends and appropriate discounts.

Milk Cow (800): A Taihou that fell out of a glitching portal near where you arrived, she appeared heavily wounded, leaving you the perfect chance to mindbreak her without resistance. Her breasts seem to be four cup sizes larger than the original Taihou's, resulting in a truly prodigious amount of lactation.

So, you are probably wondering why this slut is so expensive. Let me tell you, it's a *damn* good reason. This is Taihou from a timeline where all the factions banded together to combat the Sirens, and lost.

Taihou, being the last surviving shipgirl, was given every possible resource to enhance her, in a last, desperate attempt at survival. Including an experimental procedure to swap her cube and soul to an entirely new hull.

Her new hull, based off a Yamato class battleship before being massively sized up, was packed full of Iron Blood technology, so it not only retains its carrier capabilities, it also has six main turrets, each equal to Musashi's, resulting in a final weight of 138,000 tonnes.

The Sakura Empire provided the power plant, in the shape of a purified Watatsumi Stone, giving her **Divinity** and enough spiritual power to outpace a major faction's fleet put together, to top it off, they gathered every spell and ritual they had into an archive within the hull.

The Royal Isles provided every metal they could find for her armour, resulting in an alloy twice as strong as the usual armour such a battleship would have, on top of it already being three times as thick, as well as ensuring she was mounted with the best spotting equipment out there.

The Eagle Union gave their best point defence blueprints, giving her proximity fuses and turrets which could track targets moving at supersonic speeds, they also upgraded all her aircraft to fighter jets with early age guided missiles, and even managed to produce six nuclear warheads for her.

The minor factions provided the labour and soul of the ship, working millions of men to exhaustion to produce it within a single year, as well as sacrificing the spent wisdom cubes they had managed to recover from every battlefield, giving Taihou enough spiritual power regeneration to recover within an hour.

In the end, when she was deployed, she tore through everything the Sirens could throw at her with ease, fighting for an entire month without rest until Observer had enough and faced her with her main terminal, and all the power that represented.

The resulting fight took a week to conclude before Taihou finally succumbed to her injuries, but she managed to wound Observer to a startling degree as well. Just when the Siren was going to finish her off, the Watatsumi Stone spent itself to send Taihou to safety. Or well, to you.

Even now, in her crippled state, she has every perk from the shipgirl origin scaled up as if they had been bought twice, save for **The Future is Now!** which she doesn't have. Most are inaccesible, since she can't summon her hull or rigging, but even so, she could fight Bismarck to a standstill. She also **Mona Lisa** and **Cool as a Cucumber**; her fairies come equipped with assault rifles and AT equipment.

You will need to provide active wisdom cubes for Taihou to eat if you want to heal her, but if you do, nothing in this world save for another main Siren terminal would be able to stop her. It would take about 100 to fully heal her.

In fact, now that she has adapted to the wisdom cube metaphysics of this world, her bond and submission to you would make a rematch with Observer a very different battle. It would probably still result in a loss, but Observer would be left in a state similar to the one you first found Taihou in, and if you Redlined her? Taihou might just survive the encounter as well.

If you really want to spend all your points on her, you can import her as a companion so she may buy perks or items from this jump.

Drawbacks (Shipgirl only.):

Take as many as you like Jumper, there are no limits to how much fun you can have here, you can choose to keep any of these after the jump. Cum ingested from drawback encounters won't impregnate you.

Fate (Mandatory.): So, I'm not sure you noticed Jumper, but all the perks so far have been designed to make you a better slave, this is where that comes into effect. As a shipgirl, Fate has decreed you are to develop a crush on your summoner, as was hinted in the Drop-In origin, and seeing as you won't remember the negative traits of being a shipgirl…

Milkshake (+100): Say, a bit of an odd question but, how do you feel about French kissing? You like it? That's good then, it should make this drawback here easier. Your summoner keeps/is friends with a little horse you see, and he's a very needy boy, so every day, you are going on your knees and giving that horse cock a big kiss, it shouldn't be hard, since the flare is about the size of your face. Make sure you get your tongue nice and deep into that slit, I hear horse cum is quite precious, your summoner would be very mad if you wasted it. The horse will always cum enough to leave you feeling bloated.

Bitch in Heat (+100): At least, you certainly smell like one, no matter where you go, there will always be a pack of filthy stray dogs harassing you. Any attempts to hurt them will see your body collapsing to all fours and ceasing to respond for an hour. They will only leave after you've made all 4 of them cum twice, but they are rather picky, and won't calm down enough to let you pleasure them until you beg them to and give them a nice sloppy kiss, with plenty of tongue, you then need to drain the cum into a bowl, which you must drink an all fours, you need this to start your engines every day.

Under the Sea (+100): You are a shipgirl Jumper, an avatar of power over the waves, and yet, it seems you need the things found out at sea. Every day, you will run into at least three marine creatures, this is important, since you need to drink their cum to be able to move, it now becoming a critical lubricant to your new nature, if you don't, your body will stop moving and you will start sinking, but don't worry, these little critters would never allow their goddess to perish. They will penetrate you and pour cum straight into your core until you can move again. What loyal servants. Better get used to living near a shore.

Pushover (+200): Normally, being a shipgirl wouldn't really affect your willpower, at least until the dicks came out, now you are a complete pushover, willing to flash anyone who so much as adds a please at the end of their sentence, expect to be relegated to doing a lot of menial tasks and for people to consider you no better than a carpet to step on.

Sleeping Beauty (+200): Don't think you will wake up unless you are in lethal danger, if someone or something is fucking you, you'll stay asleep all the while you cum your brains out, alongside your free will. To add to this, while normally shipgirls don't need to sleep, you need at least 4 hours every day.

Cattle (+400): Shipgirls can already be compared to cattle, but you take it one step further, for the duration of this jump, you live in a literal pigsty, you will eat disgusting brown slop off a trough while on your knees and you need to source liquids on your own. There's only really two choices here, since you can't harm your brethren, and the pigs don't cum enough for you to survive off that alone. You will also be forced to sleep in a cuddle pile of the dirtiest, smelliest pigs I can find out there. There's nothing to do here besides interact with the pigs, and you'll be stuck here when not out on sortie. And the best part? You will long for home when out on missions.

Honeymoon (+400): You know the weakness to rings you had? It's twice as potent now, someone giving you a cheap plastic ring might be enough to get you to spread your legs, they also make you twenty times as sensitive and force your loyalty meter to progress at a rate of 5% for every climax.

Saturn Wraps (+400): Candy rings have become the most popular kind of candy in the entire planet, making up over 50% of it. Good luck avoiding them.

Hula-Hoops (+600): Rings are now metaphysically attracted to you, and you will have an extremely difficult time avoiding them, from stray dogs dropping them at your feet looking for headpats, to a ring festival in the local village, you are guaranteed to run into at least 10 creatures that could give you a ring every week.

Literal (+600): So you know how metaphorical phrases like cum your brains or soul out have been peppered throughout the document? They aren't metaphorical anymore, cum hard enough and you might literally start to leak your brain out your ears, harder than that? Your soul might literally pop out of your body in your true form, an onahole, which counts as fucking you as far as loyalty is concerned, better hope someone takes pity on you and places it back inside you.

Chained (+600): You've already been bonded to something or someone. You do not get to pick what, this drawback will search your subconscious to make sure it's the target you find most disgusting and humiliating, as well as a complete sadist who will not hesitate to take advantage of your shipgirl nature, abusing you in creative and agonizing new ways every moment. You will be free of this bond once the ten years here are up, if you managed to keep the secrets of Jumpchain to yourself despite the love you feel towards your new husband. If you didn't, you will be turned into a companion like usual.

Permanence (+600): Usually, your wisdom cube would no longer re-write itself after you clear this jump, meaning you wouldn't have to worry about sex or rings anymore. Now this is a permanent function of your soul.

Divinity (+1000): You have become the very peak of what a shipgirl can be Jumper, awakening your wisdom cube into a divine core, only two others in this world can claim such a feat, this has a collection of beneficial effects. First off, your spiritual power reserves are five times greater, and it is now denser, meaning it is twice as effective at doing anything: barriers will be tougher, elemental spells more intense, and so on. Not only that, your ascension has given you a connection to an element, pick anything like fire, ice, thunder, etc. Any spells from that element are now four times more intense, far easier to control and only consume a third of the spiritual power other elements do. Finally, this has improved your combat regeneration, it is basically impossible to kill you without destroying your heart and brain at once, but slowing you down or stalling you until you run out of steam is certainly possible.

But… you should know the deal by now Jumper.

Any attempts to rape you, or simply Bad End you in general, are now boosted. As if the ones involved against you had the perks: **Stars Aligned, Steel Tongue, Hook, Line, Sinker, Cat's Luck, Love Bites** and **Dogged Determination.**

The greater they are, the sweeter the fall.

Drawbacks (Compatible with all origins.):

Stink Eye (+100): It seems all your luck went into improving lewd situations, because outside of them you will always find inconsequential but annoying things going wrong; pens run out of ink, a fridge wasn't plugged in properly, etc. It will never be lethal, but you won't be able to ignore it either. I recommend getting a nice punching bag to take your stress out on. Make sure its moans are nice, you're going to be hearing them a lot.

Taped (+100): Getting supplies is a nightmare now. Oh you will be able to get basic things like food, but it's likely to be years old hardtack, because anything else is going to take weeks before the paperwork for it is processed, whether you are an admiral, or a grunt asking for a new gun. Better get creative.

No, the other left! (+100): Driving a vehicle and listening to directions at once has become impossible for you, you'll hear left when someone says right, go right when the map reads left, and head south when a road says the town is to the north. Better hope you don't end up needing to drive a car this Jump.

New Age Diet (+200): Eating anything that isn't a shipgirl derived product will be completely tasteless to you.

Intrusive Thoughts (+200): Your impulse control when it comes to sex is absolutely shredded, you will be unable to hold yourself back if you see a woman you like, and are far more likely to go to extremes if you don't have someone you trust nearby to hold you back.

Low Budget (+200): There are a lot of sluts for the taking in this world, many high class, some lower. Now you will never get a shipgirl you want, but another who is lesser in all departments, and going after shipgirls shown in game will weaken your perks.

Break Dancing (+400): Any equipment you use is far more likely to break down, and will do so at an appalling rate. Every single quarter master or innkeeper you interact with is going to loathe your presence with a passion. This works on things that shouldn't break down normally too, like railings, be careful.

Smoke Signals (+400): Your general area has an incredibly unfortunate weather condition. It's raining lead. If you are anywhere near a battlefield, expect artillery guns and mortars to accidentally target you with absurd consistency, even if they don't kill you, no one will want to be near you.

Wet Storage (+400): Any ammo you try to use will fail to fire, or worse, explode in the chamber, this goes from anything to your service pistol, to a mass produced battleship cannon, if you were aiming it. I mean… there's always your spork, right?

Monk Vows (+600): You can no longer get erect. No magical abilities, or shapeshifting of any kind will allow you to produce a dick during these ten years, but this doesn't mean you won't feel lust, you will simply be unable to act on it. This perk will also ensure you end up in situations you find hot, but can't act upon. This doesn't mean you can't bond shipgirls, it's still possible, if you are clever or observant.

Loner 69'er (+600): You cannot bond to any shipgirls during this jump, even if you tried, the bond will simply fizzle out, leaving them free to go on to their assigned Bad Ends. Due to the nature of this Jump, that also means you cannot take any companions.

Siren Target (+600): Did you not expect this to be here? The Sirens are aware you are an anomaly, and will be throwing harder and harder challenges at you, until you either break, or end up facing them personally. Facing them is nearly impossible alone, unless you took every possible option to boost your power, and even then you might lose. Best gather a lot of allies, you will need them.

SCENARIOS:

These are optional challenges you can complete for special rewards, there is no penalty for failure, unless you die or bond trying to complete them. That still counts as a chain end. No scenarios are compatible.

Chocolate Doughnuts (Shipgirl only.):

Thanks to the introduction of spiritual power into your system, you went a little wild when you arrived here, while you thankfully didn't bond to anyone, you did rack up an incredible amount of debt. More than your salary could ever pay off. Thankfully a kindly old rancher offered you a solution, which your superiors were all too ecstatic to agree to, you will stay at his ranch for a year, helping out, and he will pay off your debt, not only solving the money problem, it also keeps you out of the public eye until this disaster is forgotten, the man's house doesn't have room, and he fears you would wreck it even if it did, given your previous actions, so you will live at the horse stables.

Now, I know what you may be asking, how the hell is a rancher supposed to pay off the kind of debt you racked up? Simple, the man raises a very special horse breed, and their seed is incredibly valuable, but he's too old now and can't harvest it, and his wife, who used to do it until now, passed on.

You see, the horses have a genetic mutation which prevents them from cumming unless they are getting stimulated in their ass and female pheromones are filling the room, but anything too rough like a machine or a fist will cause them to buckle and hurt themselves.

That's where you come in Jumper.

You are going to give these poor horses relief every day, to pay your horrible debt, now, the animals have a lot of experience with this, from the farmer's wife, so you'll need to get deep and sloppy in there, thoroughly savour these doughnuts the horses are kind enough to prepare for you. At first, I have no doubt you'll fail to get through all twenty horses every day. But give it a few days, and you will get good enough with your tongue to only take an hour per horse, the bare minimum they will ever take to cum. Of course, to fulfil the second requirement, you must also be cumming alongside your new friends, but the horses are very narcissistic, you are there for their pleasure, not yours.

As such, you won't be able to masturbate or use any abilities to cum on your own, you will need to do it through sheer psychological stimulation. Do not worry, your shipgirl nature ensures this is possible, you'll just need to adopt that mental state yourself.

After you've managed to make each horse cum once every day for a year straight, you will have completed your task and will be able to continue being a proper shipgirl. Of course, that is if you haven't fallen for the temptation of bonding to one of the horses. If you have? The farmer will keep you around to produce high quality foals, and you will spend the next ten years servicing the herd before your new husband takes the next jump.

If you didn't succumb to temptation, you gain several rewards, first, you will be able to summon this horse herd to your side at any moment, they will always be capable of traveling faster than you can on foot, and they will let you ride them. Or you can simply summon them to get what is likely to be your new favourite treat. The horses certainly won't mind.

Second, the ranch will be in any world you travel to, with a nice little stall where you can stay, a hay pile that is supernaturally comfy and inviting and eating from the feeding trough will refill any magical energies you possess.

Third, you will always find a local horse rancher who will be happy to pay off monetary debt in exchange for this same service you gave the ranch in this world, no matter how absurd the debt may be. Don't worry about his wealth either, his accounts won't see any detrimental effects from your debt.

Last, any and all horse or horse-adjacent creatures know that you are kin now, and will see you as a prized and beloved mare. They will protect you and tend to your needs, even if they expect a little 'service' in exchange for it, but you'd be all too happy to pay them back, won't you?

This works best on things like horses or even mythological creatures like Kirin, who would happily lay down their lives for you, or take you into their herd and give you a very comfortable life, but things like centaurs and animal people will also have a smaller boost, seeing you as trustworthy and a potential friend.

(You can't use this scenario to hide away from your fate. Time outside it will stop while here, but if you want to spend longer with the herd, you can.)

Usurper (Human or Animal only):

I hope you like the destroyer that came with the faction you started with Jumper, because that is now one of only four shipgirls you will be able to bond this jump in order to complete this monumental task.

What is said task? You must find a way to bring low a shipgirl with **Divinity**, so that your fleet can use her essence to attain it themselves. Designate one of the shipgirls who possess or will achieve **Divinity** from the notes section now.

That's your target for this jump.

The way to get her essence is simple, really, it lies in her brain, showcased by its new golden hue. Capture her, kill her, convince her to let your shipgirls eat it, it doesn't really matter how you go about it, so long as your destroyer partakes of it, this scenario will be considered complete.

The main trick here is that your faction will provide you no support besides resupply, though they will not move against you if your target is an enemy either, you are on your own against the gods.

If you somehow managed to succeed in your task, your target will resurrect, becoming a companion who can grant **Divinity** to any other women through the same method your destroyer used, even if they aren't shipgirls.

Your four shipgirls become companions, counting as a single companion slot, and will be upgraded to either a battleship or carrier, whichever you prefer, they get the entire shipgirl origin perk line for free, as well as all shipgirl items except for the **Ascendance Artefact** and finally, they can take two ascended elements, the first from the goddess they ate, the second their own personal element, which will align the most with their nature.

Personally, in celebration for your achievements, your faction will give you the perk **War Machine**, as well all **Human** items for free.

Ragnarok:

(Can't be taken as Conspirator origin or Siren faction.)

Well, this is a surprise. I'm honestly not sure what your faction leader did to earn this much hatred, but I might need to take a few tips from them.

Either way, whether he kicked a puppy on live television or accidentally spouted all his plans for world domination while drunk, you are now at War. With who? You may ask, well Jumper, I'm so very glad you did!

With everyone.

That is not an exaggeration, every single country on the planet, every faction, from El Salvador, to giants like the Eaegle Union and the Sakura Empire, every conflict in the world has just been put to a halt, and every resource mobilized for one single purpose. To wipe your faction from the face of the earth, by any means necessary.

Everyone involved will have perfect cooperation in every field, from logistics to strategic planning, but most critically of all is what is going to happen to the shipgirls of each faction.

Every single shipgirl on the planet now has the perks **Cool as a Cucumber**, **Juggernaught** and **Wicked Witch**. Every research ship now gains the perk **Ghosts** and the drawback **Divinity**.

And for the shipgirls with the most potential **Divinity** in each faction? They are all the equals of **Milk Cow** Taihou if she were fully healed, at the peak of her power and skill. (They are written down in the Notes section.)

But that's not even the best part Jumper! You see, the Bad End of every single shipgirl around has been put on indefinite hold until you and your faction are naught but ash, and not only have they been made aware of their fates, they will instinctively believe that the only way they can ever avoid it is by ensuring you die. That's not true, but you won't be able to convince them of it.

Your own faction's shipgirls will also benefit from these boons, and will not become convinced that your death is necessary, so perhaps not all hope is lost.

Of course, if you were hoping to hide from this death by sticking inland where you can be better concealed, then let me give you the good news Jumper, that's not going to work.

One year after your arrival, a genius from a rival faction will discover how to turn a single wisdom cube for ships into a hundred wisdom cubes that can convert tanks into tankgirls, at which point every major faction on the planet will reveal their fleet of 2000 super heavy tanks to convert, minor factions will only have from 200 to 500 depending on their industry size.

Think of the Maus, if it were refined into a useful battlefield tool.

Your own faction will take three months before getting this technology, and will start with 2000 tankgirls as well.

And I hope you didn't forget our favourite background meddlers Jumper. You didn't, did you? Because the Sirens have been very busy while this mobilization has taken place.

If you've survived for three years, they will send out an update to all wisdom cubes, which will give the perk **Ghosts** and the shiprigl equivalent of **Grit** to every shipgirl out there.

If you've somehow managed to survive for six years, they will spread the secrets of **Redlining** to everyone, on the upside, that includes your faction. On the downside, I highly doubt you've managed to keep your fleet intact until now.

If you managed to play every move just right and survived for nine years, they will spread **Jury Rigged**, allowing shipgirls and tankgirls to be instantly upgraded with the most modern technology available.

If you actually pulled off the impossible, and survived ten years, they will personally come challenge you on the last week of your Jump with their main terminals, to push you to the very limits.

No one will think it's odd that they are cooperating with Sirens during this last week, should it happen.

This is the greatest challenge I can present to you. I'm honestly not sure if it can be completed even if you bought everything in this Jump, but if you are truly daring, if you wish to get the greatest reward I can give you, I will not deny you the option to defy the odds.

Should your faction fall, and you manage to survive, you will move onto the next jump, but will not be able to take any companions from this Jump unless they were bought here.

If your faction is still kicking around after ten years, you will get one of your faction's main goddesses and four research ships as companions, all in a single companion slot.

If you did the impossible, if you won? Well Jumper, the world is yours. Literally. Not only do you get a copy of this planet as a warehouse attachment, with no people but all the infrastructure intact, you will get the main draw in this Jump.

Every single shipgirl in Azur Lane will receive all the shipgirl perks and items for free, as well as **Divinity**, while the research ships from your own faction will receive an upgrade to become equal to the main goddesses, you can upgrade all research ships to this tier with enough materials, and normal shipgirls as well, although that will take some research.

You will be able to take every single shipgirl out there as companions, even if they died during the war. The main goddesses of every faction will be gathered into a single companion slot, and every shipgirl will be separated into nations,. A nation only takes a single companion slot to carry all the shipgirls within it.

The Sirens will also choose to follow you as well, having become enamoured with the impossibility you represent, they all take up a single companion slot, and will receive fairies armed with twenty first century weapons.

The tankgirls will come along as well, alongside a fleet of support shipgirls meant to help them all conduct an invasion.

Every girl already counts as bonded to you, for loyalty purposes.

I guess you really didn't need me to tell you the odds.

NOTES

This may be hot and all, but please remember that it doesn't represent my actual opinion on women, and is nothing more than make-believe. Be civilized and polite to each other.

Now, before the lore archivists start lynching poor ol' Blushing here, let me explain: I'm a casual AL player, I mostly just look at porn. (Couldn't you tell?) So if I got the lore on anything wrong, I'll accept suggestions to adapt things, but keep in mind the theme of the jump: a woman's only fate is to be a male's plaything, and being more powerful simply makes her a more useful pet.

Lore notes:

Ok, I probably don't need to tell you this, but this isn't the canon AL timeline, this is closer to World War 2 with the various factions in the setting instead of our historical ones, which is why things like Engineering Section would make you very valued, tech here is still at a normal historical level for the 1940's outside of wisdom cubes and mass produced models, which are made as a by-product of the cubes.

As for shipgirls, I don't know how strong they are in canon, but for reference to the strongest ones in this document: Musashi, being a Yamato class, weighs 72,000 tonnes and can spot a target the size of a bicycle from 25 miles away. Her reflexes are also swift enough to parry shells traveling near Mach 3, and you need to be able to punch through over half a meter of steel before you could puncture her skin. This is not adding in the benefits of a divine core.

So you can see why I describe them as being practically untouchable to anything you can do as an individual. You aren't here to fight them, unless you are already something close to a god yourself, you are here to lewd them. Which is a much more reasonable path, at least here.

If you do want to use this document to go to the canon timeline, you can either choose for shipgirls there to match the ones in this document, or to weaken shipgirl perks here until they are balanced to the ones there, in exchange, the shipgirl origin will give double the points.

Shipgirl Origin:

Your wisdom cube is not just the core of your soul, it's also the source of it, which is why this origin is so insidious, you aren't being changed by an outside influence, but by your own soul.

To expand on the bonding process, you will come to feel love and be unable to disobey or harm the creature you are bonded to. The greater the completion of the 'progress bar' the greater the intensity of these feelings. Cum once or twice and you'd at most grow a slight attachment, but by the time you've come thirty or forty times, you'll feel the kind of love most recently married couples on their honeymoon feel, and will find yourself obeying orders even at your own expense, so long as they don't lead to your death.

By the time the process is complete, your love for them will come to define your very soul and existence, every other thought you have will be about how to better serve them, how you can please them, how good it feels to be owned by them. At this point, you will obey every order they give you, and will likely cum from doing so, since obedience will feel so good. You wouldn't even hesitate if they ordered you to die, knowing with full certainty that if it would bring them even a hint of amusement, it would be a worthy way to go.

This doesn't remove any previous feelings you had for them. You will still likely hate your rapist with a passion, you simply won't be able to help loving and obeying them as well.

The origin mentions you cumming from pain, this isn't the same as doing so through pleasure, or at least it's not meant to be. Rather it's such a high accumulation of pain your brain forcefully resets, you just happen to love it.

When it comes to your elasticity and durability, saying you can fit anywhere your tits do, is kind of understating it. Truth be told, you can fit anywhere your brainstem does, so if your hubby asked you to squeeze yourself into a pipe? You'd need to shatter every bone in your body, but would remain aware and in enough control to do it, it would take soul damage to truly wound you, which is why combat against beings with spiritual power can do so. The upgrade from Extended Warranty simply means your healing is absolutely instant, unless you or more importantly, your owner, doesn't want it to be.

As for you being edible, you can lactate about a litre every ten minutes, every five, if you have **Jugg-ernaught**. Your meat is naturally of above A5 quality, and is extremely easy to cook into a perfect and juicy golden-brown, even your organs are extremely tasty, as well as pretty to look at, your brain and heart are free of disease and your bones make for excellent broth. All your parts have an appetizing scent. **Divinity** makes you several times more delicious in every aspect. I meant it when I said you made for great cattle.

Lastly, to infect other women as shipgirls you need to cut open your skull and literally rip your brain from your body, which you have to do personally. To allow this to happen, your wisdom cube will temporarily take over controlling your body until you are done processing your brain, the reason you cum so hard from it is because your brain has been restructured to have ten times the amount of nerve endings your clit does, as a free bonus, you get chemo-receptors in your brain that respond when cum is poured into it, which will cause you to constantly climax until the cum degrades enough to be processed by the rest of your body. That does mean you would find brainfucks highly addictive, and hey, you'll come back from them anyway.

You will not feel hesitation or disgust at doing this, if you want to turn someone, after all, a shipgirls purpose is to fight a war and more meat for the grinder is always welcome.

Divinity: If you are a divine shipgirl, you share this title with only Musashi and Shinano, eventually Sakura will summon Yamato as well. That's not to say the other factions won't get their own goddesses as well. For the Union, it will be Enterprise, Georgia and Iowa. The Royal Isles will get King George V, Queen Elizabeth and Warspite. Iron Blood will get Bismarck, Tirpitz and Graf Zeppelin. From Iris Libre it will be Alsace. For the Sardegna Empire it will be Roma. The Northern Parliament will see Sovetsky Soyuz awakening. Finally, from the Dragon Empery it will be Chen Hai. This will take several years, with major factions getting one every year after you arrive, the minor factions will take three years before their goddesses awaken to their cores.

These shipgirls are guaranteed to not suffer a Bad End until after they get **Divinity**, but their Bad Ends will be the most agonizing and humiliating of all.

With bad enough luck, research ships can also get a divine core.

Bad Ends: Pretty sure you can tell by now, but just in case, I will clarify it here, every shipgirl has a personal assigned Bad End they are fated to reach in this timeline, which is guaranteed to happen unless you bond them to yourself first.

Some are kinder than others, simply having them become slaves to their rapists for the rest of their husband's life before they take him in as a fairy to extend this experience for the rest of time.

The great majority are not so kind though, whether this is a constant hellish torture or simply dying on their owner's command for their fleeting amusement before being brought back in a loop, their nature as a shipgirl prevents them from ever being driven truly insane, which means they won't become unresponsive. If you are a shipgirl yourself, you share this resilience.

Eventually, the war will become far closer to our WW2, since shipgirls will start becoming an incredibly rare sight, both on and off the battlefield. The Sirens will abandon the timeline when the last shipgirl is Bad Ended, ten years after you arrive here.

Fun fact: If you don't bond her, Observer will have her own Bad End, after the Sirens decide to abandon the timeline, she will attempt to leave behind a terminal in an attempt to search for what is enforcing the fates of the girls, but something will go wrong, instead of a spare terminal, she will get her main terminal disconnected from the Siren network and stuck here, which will cause her to lose control over it for a few weeks.

A housefly will take this opportunity to eat its way into her brain through her ears, which due to Observer still being a shipgirl, will cause her to constantly cum despite the horror she feels at knowing what's bound to happen to her.

She will spend the rest of time in both bliss and horror, having her brain used as both a nest and food for her children, once she modifies her new husband to never die.

Location notes:

If you didn't buy **Milk Cow** Taihou in the companions section, she's the one found in the Farm location, having already been bonded to a pig and will never heal. If you did, the native Taihou will eventually find herself there, since it's her assigned Bad End.

The girl in the Jungle is a light cruiser from either Sakura or the Union, if you sided with the allies it will be Noshiro, if you sided with the Axis it will be Honolulu. If you are Independent or Siren though, it will instead be Chi An.

Perk notes:

You can turn any condition based perk on and off at your leisure, unless you are a shipgirl, then you can turn them off, but won't be rid of the side effects.

Arts & Crafts: You can use this perk to make breasts bigger or smaller, same with a girls height and stuff like that. You cannot change Akagi into a catgirl or add functional features like wings.

Dairy Queen: This perk can change milk into tea, or honey, if you so wanted, but only blood can be alcoholic. There's really no limit here outside of that though, so long as it's edible. Lactate soy sauce if you want.

Hook: To clarify, in worlds with Hentai logic like this one, just being a man is considered enough to classify as overwhelming force when brought up against a woman. In worlds without it, a difference the likes of a shipgirl and human would reduce the effectiveness of this perk sharply.

Jury Rigged: Yes, you can make sex toys a part of a girls rigging, no having them buzz in her ass all fight long won't distract her.

Shooting Blanks: Will fail against an already bonded shipgirl, since their souls are protected by the very metaphysics of this jump.

Luxury Brothel: You can at most shrink to four inches tall, and your physical ability is reduced to scale with the reduction in size, but your spiritual power is unaffected. You cannot grow back to size if you are inside another creature.

Wicked Witch: Yes, you can turn yourself into an onahole for ease of transport, and can change back at will, no, you can't use it to expand inside someone, better hope you don't get eaten.

Ghosts: With just this perk alone and the shipgirl origin as a BB or CV you could keep up with Enterprise in a fight, but would lose to her in a war due to difference in experience.

Divinity will capstone boost this perk, with it, your instincts, skill, toughness and planning ability mean you could stall out a minor faction on your lonesome, even when facing a good portion of their fleet. If you had the supplies.

The Future is Now: This perk is the main reason being a lighter hull gives more points. Only heavy cruisers, battleships and carriers get nukes, lighter classes just get tech upgrades. Heavy cruisers and battleships get twelve ICBM's with high yield, CV's get shorter range aircraft mounted nukes with only a third of the yield, but get three times as many warheads in exchange. The overall yield you get is the same, it's just the method that changes.

Divinity is a capstone booster for this as well, getting experimental but always functioning prototypes: instead of explosive propellant, your main cannons will be swapped for railguns of the same calibre, with enough range to engage targets in very low orbit, your missiles will become hypersonic and function in a vacuum, your point defence system will be swapped for microwave lasers, your fission reactor will become a fusion reactor to meet all your new power needs, your engines will provide one and a half times as much speed as before and finally, your armour becomes a titanium-tungsten composite with three times the strength your previous steel armour had, despite keeping its thickness.

As a carrier, you will get all your aircraft upgraded to 5th generation fighter jets, and will get enough supplies and equipment that your fairies could mount an entire offensive on their lonesome, including armour, artillery and helicopter support you can deploy.

Item notes:

Fruit of Wisdom: A spiritual core is an incredibly dense concentration of spiritual power, mainly used as a catalyst to multiply the power of spells or to perform costly rituals. This is the main method for magic you will get as a human.

Since you start this jump after Amagi already died, you can choose if this is the one from this timeline or another, truth is, the real worth is in the hooks, not her. You can always pull her off the hooks and slap another shipgirl there, if you want to reunite her with her sisters, but I would reunite them in the hooks instead, that way they will experience eternal bliss together.

Complete a set, whether that is Amagi, Akagi and Kaga, or the enterprise sisters, and the quality of the meat harvested from the shipgirls on the hooks will increase to be on par with a shipgirl who has **Divinity**.

Companion notes:

Bodypillow: This is a Nagato from another timeline, who got so tired of the politicking and infighting in Sakura she gave up her hull and decided to simply become a comfy accessory instead, adorable and always tight, she's the perfect housewife in every way, but will pout if you call her anything other than your pillow. Make sure to give her plenty of headpats, they make her cum something fierce, has 'secret' fetishes for being fucked while 'sleeping' as well as belly punching, and choking, but she isn't subtle at all with them, leaving around hentai about it where you can clearly see. Her slow roast pork used to be the stuff of legends in Sakura before she left, and has only improved after she adapted to this timeline's metaphysics and started using her own thigh meat instead. You could give her a new hull, but she isn't planning on using it. She won't let you import her as a companion either, she's a bodypillow, you dummy!

Smug Brats: Even perks meant to help you keep a calm mind will fail against the sheer smug of these two, but they are terrified of you abandoning or getting bored of them, so they won't ever make you actually angry, just passing annoyance. They've learnt their lesson about limits from their near execution.

These two count as a single bond towards the **Usurper** scenario.

Milk Cow: If you imported and gave her **The Future is Now!**, then when fully healed she would be stronger than anyone who took **Divinity** and every other shipgirl combat perk and item from this jump, due to the nature of her hull, rather than experience or spiritual power.

If you, or more likely a companion, have **Jury Rigged**, you could copy her hull's schematics onto yours after she's healed, but will need to source a power plant on your own.

Her ascended element is fire, and yes, that does boost her nukes. That's how she hurt Observer in the first place.

She can lactate about one litre of milk every ten seconds from each breast, or an equal volume of liquid of similar viscosity, if you modified her.

If bought during the **Usurper** scenario, her **Divinity** will not work towards completing it.

Version 1.0: Created the Jump.