

Academy Special Police Unit -SIGNIT- 1.0
By Orz

The year is 20XX. Public peace and order is deteriorating rapidly, especially in the Northern Kanto region of Japan due to the rise of a gang of evil, modified criminals known as the GangDead. To combat this, the government and local authorities secretly created SIGNAL, a special mobile anti-crime task force using powerful suits that only women could adapt to. Overcoming great odds, they defeated their vile foes and brought peace to Japan…at least for a while. Sadly their luck couldn't hold out forever and they were eventually defeated and brainwashed into enemy combatants themselves. Intervening in her own custom-made Signal Suit, a genius investigator and scientist by the name of Shirana Rikka sprang into action, defeating GandDead's forces, saving the day and saving her Senpai as White Signal!

Now she's on a new mission. Searching for Gangdead's backers, she has decided to investigate the neighbor's prefecture's Tsukikou City where she might find the answers she seek. Sadly, her only support for this operation comes from a vigilante club at the local school, not even being able to bring her Signal Suit into the field, and with what's in store for her she's going to need every piece of help she can get…

You have **1000 Choice Points**.

Origins

SIGNIT
Trained as part of a secret team of crime fighters, you will fight for justice as part of SIGNAL! Or well…You plan on *joining* Signal when you're older. For now you're a mere student in over their head…

Feel free to pick your gender freely as your foes will be more than happy to make use of you and your holes regardless of silly details like if you're a boy or a girl.

GANGDEAD
Empowered as part of an evil gang, you will fight for your own pleasures!

Feel free to pick your gender freely as your comrades will likely assume you to be one of many former males in their employ even if you're an incredibly beautiful woman. They might even be right!

Perks

General

Hentai-Worthy Looks (Free): Pretty much anyone of importance in this game is either handsome, beautiful, cute or at the very least sexilly ugly and you benefit from this bias too. Whatever the specifics, I'm sure there's plenty of people in this town happy to get to know you very closely~.

Safe, If Not Sane And Consensual (Free): Considering the things you might get up to here, this place should be really rough for those of weaker constitutions. Thankfully the worst never quite seems to come to pass when it comes to sex. No matter how rough and dirty the fun gets nobody will have to worry about infections, STDs or permanent injuries, even if you might walk away from the encounter covered in bruises to remember your new friends by.

SIGNAL

Investigate (100): It would be quite foolish to try and investigate Gangdead without knowing anything about reconnaissance. Thankfully, you're quite good at finding clues and putting them together to locate issues even if your own biases might get in the way at times.

Clear Vision (200): There are plenty of people that lose their heads when a fight starts, becoming overcome with fear or anger or even pure impulsiveness. Thankfully, you don't suffer from this malady, able to keep your head in the game and come up with tactical solutions to your issues even in the midst of battle.

On-Site Adjustment (400): It's nice but it could be better. Along with having a solid foundation of general scientific knowledge to draw upon, you have an immense talent for upgrading items into stronger and more powerful forms. Even something as simple as an energy drink could be adjusted to give a stronger and longer-lasting burst of energy. Just don't break the bank in your efforts to make everything perfect.
Never Again (600): Within you burns a flame of pure willpower. Where others would give in in the face of pain, fear or even pleasure you will fight on for a better future. Sights and experiences that would turn someone into a shell of your former self simply slide off of you to the point where only by drowning in complete and utter despair would you even consider giving up. It's the only way you know how to honor those that you have lost…

Training Time (600): You are an absolute savant when it comes to training yourself. With enough effort you could bring yourself from a random no-name civilian student to somebody willing and able to take down entire gangs worth of cybernetically-altered thugs all on your own. Your only real limit beyond diminishing returns is time. Be careful you don't focus so much on yourself that your teammates get into trouble while you're distracted…

GANGDEAD

Brutal Brawn (100): Everyone knows that in a fight raw power wins the day! Even without any augmentations, you have enough strength in your body to dent metal (even if your fists will likely be quite annoyed with you come morning) and send lesser men to the ground. With augmentation, who knows just how far you can climb~.

Silver Tongue (200): While brute-force hypnosis has its place, there are ways to corrupt people's hearts without resorting to such measures. A kind smile here, a few words there and you'll find yourself rapidly growing closer to your chosen target, with only those actively trained to look out for such things having any suspicion about your intentions. After all, you're their friend right?

No True Romance (400): When it comes to raw skill in the bedroom there's nobody better than you. With a bit of foreplay you could cause anybody of any gender to scream their heart out in ecstasy, able to find their most sensitive spots in moments and playing them like the finest instruments. And that's not even getting into how good full-on sex with you can be. With enough focused effort you could turn someone entirely loyal to another into an addict desperate enough for your touch to betray that person completely.

Skintaker (600): It seems you have a particular skill that's as terrifying as it is useful. By flaying another being and wearing the skin as what amounts to a full-body suit, you'll be able to seamlessly take that person's place. Your voice, outwards mannerisms and other tells will change to fit your disguise while your memories, goals and other personality traits will remain your own. You can even do something as insane as slip into the skin of a woman half your size as a large hairy man and not only avoid suspicion but outright have full-on penetrative sex with your stolen pussy without issues, even feeling the resulting sensations as your own.

Body Modification (600): You are a master at using science to shape bodies to your will, from adding cybernetic parts to changing ones that are already there to be larger or more sensitive to even procedures as utterly out there as literally turning people into sex toys or making them biologically compatible as animals. With the right tools and resources the only limits you might have on shaping flesh are whatever morals might remain in that twisted black heart of yours.

Items

SIGNIT

Enhanced Weapon (100 CP): Whether it's a rapier from your time fencing or a simple pair of gloves, this weapon is tougher, hits harder and even seems to make you move just a little bit faster than without it. Be sure to thank Amane for her hard work adjusting it for you!

Hypnosis Blocker Device (200 CP): With your foe making such frequent use of mind control it would be stupid to go in without a bit of insurance. This little machine looks a bit like a smartphone and has a very simple purpose. As long as you have it somewhere on you the various hypnotic technologies of the enemy will fail to take hold of you. Be careful that you actually have it on you when you need it though, you'll feel quite silly if someone hypnotizes you while you're wearing a swimsuit or something similar…

Shady Merchant (400 CP): Hidden on top of a convenient roof is a shady old man willing to sell you all kinds of things to 'expand your self'. He mostly sells drugs that instill specific states of hypnosis buttons that make your clothes explode off your body when pushed and other lewd items but with enough convincing (and money) he can also provide you with tranquilizers able to push back against sexual conditioning and other tools to keep yourself sane.

Lab-In-A-Box (600 CP): This small storage container contains all the tools you need to run tests on DNA samples, upgrade gear and other such methods of support. You just need to find a suitable room for it and place the button and it will unfold into a fully functional lab. Pushing a similar button on one of the monitors will cause it to refold itself, ready to be moved. With this you have everything you need to make an elite fighting force but the required funding!

GANGDEAD

Gang-Drone (100 CP): This floating metal machine has only basic conventional combat capabilities but its main purpose is to constantly send out a basic hypnostic signal, driving up any enemies arousal for as long as the drone remains intact. If it gets smashed you'll get a new one in a week but there's nothing stopping you from repairing or even upgrading it yourself.

Pocket Trip Hypnosis Device (200): This little pager-esque device is much more than it seems. Pressing certain buttons will release sound waves that manipulate whoever you point it at, from simple suggestibility to driving them insane with arousal while pulling up whatever

perversions they hide in their heart. Be careful though as strong-willed people will be able to resist this to some extent and any long term effects would require equally long term use.

Black Market (400): GangDead spends most of its time when not fucking would-be investigators silly selling biological sex toys made out of their past victums. And yet somehow they have the contacts to get all this incredibly illegal merchandise out the doors and sold for cash. Now you have those same contacts, able to sell off pretty much anything you want no questions asked.

Jumper's Castle (600): Well, not necessarily a castle but definitely a place that you have under your full control. It could be anything from a secret underground club to a compromised factory or hospital to even just a stretch of roads and mountain passes out of the way of civilization but in any case you'll find it well-equipped to house you with comfort as well as do wonders for supporting you in your goals, be it with resources, defenses or expendable minions.

Companions

Import A Companion (50 HP each / 300 for 8): If you already have a group of loyal friends, you can have one or more of your companions join you here. They gain an Origin and 600 CP to spend on Perks and Items. Companions cannot buy companions or take drawbacks.

Canon Companion (100 CP each): There's quite a few interesting people here even beyond the club members of SIGNIT. If you wish you may choose to take any of them with you for 100 CP each, although I recommend talking them into coming with you first to avoid issues.



Drawbacks

Innocent Demeanor (+100): While your inability to notice something sexual without it getting (possibly literally) thrust into your face might be cute to many people it can still lead you into a lot of trouble if you aren't careful about who you trust. Expect to say things that inspire blushes with a happy smile on your face without realizing the implications.

Such Arrogance (+100): You may or may not be a literal ojou-sama but you certainly act like one, expecting others to treat you with the 'respect' you deserve while having an overinflating view of your own competence and power. What do those men mean by 'Correction'?

Overactive Libido (+100): You might have been modified in some way or you might just be a natural slut but in any case you'll find that your libido is much stronger than most. You'll need to orgasm at least once a day if you want to keep a clear head be it by your own hand or others.

Power Lock Out (+200): Uh oh! Looks like there's something stopping you from using your out of jump perks or items! You'll be stuck with your BodyMod and anything you purchased in this document during your time here.

One Born Every Minute (+200): Ok. There's being 'innocent' and then there's you. You'll believe the most outlandish excuses if they're spoken confidently and any biases you might have will be much stronger than they would be normally, especially when it comes to not suspecting others of wrongdoing. Oh? You need me to bend over for the medical exam? Ok!

Openminded (+200): Maybe you fell victim to it in the past and the experience has left marks on your mind or maybe you're just that susceptible. In any case, you'll find that any attempts to influence and control your mind with hypnosis will be much more effective.

Targeted (+300): It seems that for whatever reason, a powerful member of the enemy faction has become fixated on you. If you're a member of Signit they'll do everything in their power to make you into their loving slutty little pet even if it means giving up on claiming multiple other members of your team and if you happen to be a member of Gangdead then they probably just want to kill you and bring you to justice. Or at least, that's what they keep telling themselves…

Ending

Stay Here

Go Home

Move On