Out of Context: Waifu Weapons Supplement

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This document can be used as a supplement in any Jump that would not otherwise have waifu weapons (ship-girls, tank-girls, even just suspiciously attractive android soldiers) within its continuity. (Examples of those that do are Kantai Collection, Girls' Frontline, and Azur Lane, among others.)

By taking this Supplement you have chosen to be the one burdened with the ability to create or summon something. It could be ship-girls. It could be tank-girls, or androids built to be the perfect soldier, or even a selection of them all, but you are the only one that knows how to do so.

If used as a Supplement, you will enter into the base Jump in a manner thematic to your enemy faction. (For example, a dedicated ship-girl summoner would appear in the ocean in a storm that shorts out complex electronics. A plane-girl summoner might fall from the sky in a parachute from a shimmering portal. A more technological themed setting might have you appear in a botched attempt at transporter technology. Whatever perks you chose here will determine how you arrive.

Unless you specifically choose otherwise, you will appear as a normal, but moderately attractive human.

For that Jump, you will be considered a Drop-In.

If instead you take this Supplement as an isolated Jump, you may select a setting of your choice (even if it does not have a Jump Document) to Jump to using this. The default length of time is still ten years, though other options are available.

Oh, and I shouldn't forget this:

+1,000 CP

Origins

Pick a genre, then a focus.

Spiritual Genre: Manifestations of the hopes of crew, pilots, or perhaps ghosts of the actual fallen have heeded the call and returned to fight a hopeless war. Well, maybe not a hopeless war this time around, depending on your new world, but by now they like you, so they'll still return. You still have to give them at least the physical materials to inhabit, though, so it's not just a free lunch.

Sci-fi Genre: Advanced AI is here at last… just in time to fight against AI from another, much less scrupulous company that got results faster, and paid for it almost immediately. Unfortunately, that made it everyone else's problem. Spacial folding technology is also here (or not, if you only choose infantry), but it requires advanced AI to control. Isn't it convenient that you have that? Now you're here, though, without any infrastructure but with all the knowledge of someone who was there in development from the beginning.

Technomagic: It might be aliens, it might be magic, but whatever it is, noboby that uses it actually quite understands it. It can be integrated with our own technology pretty easily, and the result are Girls that can help us defeat this looming threat. But where did it come from in the first place? You may never find out that question now, or perhaps you already figured it out but was whisked away before you could share that critical knowledge. Whatever the scenario, you know how to combine *something* with normal technology to create Girls. And that *something* won't run out on you, even if it means the MacGuffin Cubes followed you here.

Ship Girl Focus: For as long as boats have existed, sailors have been personifying them. Now it's quite literal. You can create ship-girls. Ship-girls can traverse waters with ease, even water that is rather too shallow for them normally, and can walk on land too, though much of their full potential is lost.
Discount Ship Girl perks, can only choose from Ship Girl and General perks. Items unrestricted, gets one free 100CP Ship Girl Perk and one free 100CP Ship Girl Item.

Tank Girl Focus: Tanks are fun, and as a bonus, can traverse all kinds of terrain that humans like you (citation needed) do! Land! Be aware that "tank" as a gaming term is not the same as history. They are not indestructible. Just armored pretty well.
Discount Tank Girl perks, can only choose from Tank Girl and General perks. Items unrestricted, gets one free 100CP Tank Girl Perk and one free 100CP Tank Girl Item.

Plane Girl Focus: Air superiority! These girls will be fast, agile, and attack from advantageous angles. Much of modern combat is airborne. They are some of the flimsiest for their investment level, though.
Discount Plane Girl perks, can only choose from Plane Girl and General perks. Items unrestricted, gets one free 100CP Plane Girl Perk and one free 100CP Plane Girl Item.

Infantry Girl Focus: Not-quite-disposable soldiers. Infantry units will cost much, much less than any vehicle girls, and even the base level allows for an AI or spirit to have backups or move bodies. They also have the most in common with normal humans. But this disposability and nearer-to-human mindset will often come at the price of more intense combat fatigue (PTSD), both on your girls and whoever is directing them.
Discount Infantry Girl perks, can only choose from Infantry Girl and General perks. Items unrestricted, gets one free 100CP Infantry Girl Perk and one free 100CP Infantry Girl Item.

No Focus: A little bit of everything! The war was diverse, and you were involved in all of it. Unfortunately there are limits, and while you got a good idea of everything, it wasn't as in-depth.
No discounts, can choose any perks, and gets one free 100CP General Perk and one free 100CP General Item.

General Perks

No Focus will get a choice of one 100CP perk free.

Interpersonal Relations (100CP): As you create more Girls, many of them will have strong personalities. This perk gives you the instinct to understand your Girls, and interact with them in more positive ways, ignoring pitfalls and noticing grievances faster. This won't make your Girls unquestioningly loyal, but they might turn out that way anyway if you take the time.

Mediator (100CP): Strong personalities can cause conflict. And while every Girl is generally professional on the battlefield, off the battlefield they relax, and let themselves loose. This perk helps you mediate between your Girls, or between your Girls and the local populace, giving insight into solutions that promote a healthy community. May not actually reduce the amount of chaos, though.

Medic! (100CP): Fortunes turn on the battlefield fast, and your Girls might not make it to a proper repair bay in time. This perk gives you the insight and experience to make repairs on the go. If you brought all the proper tools, this is a full repair. If you didn't, or the proper tools can't exactly be moved, this is a patch job that will help your Girls get to safety without dying that dreaded final death.

Communications (100CP): You have a free and uninterruptible method of communication with your Girls at all times. It is not untraceable, but your method is able to be upgraded by any existing expertise you have in the applicable technology or magic.

Manual Wizard (100CP): Let's face it: whatever the kind, your Girls will be complicated to make. And your knowledge might be a bit difficult to explain to others. This perk helps you write instruction manuals and textbooks in an understandable way to both help others learn to maintain your Girls, but also start the process to learn to make them by themselves. Does not provide any readers or students with the magical ability to learn faster, though.

Cook (100CP): Sharing food is the oldest form of hospitality, and the best way to a Girl's heart is through her stomach. Well, most Girls won't have hearts, technically, but they will definitely appreciate your expertise. You understand the nutrition requirements for both human and non-human aspects of them, and also have the talent to make food taste very, very good. You know how to cook massive quantities of food in the same time it would take to make one serving, and even know how to make specialized food for half or fully mechanical Girls edible to normal humans too.

One Man Industry (100/200/400/600CP): In a brand-new world that knows nothing about the Girls you build, you likely won't have a supporting government, or private corporation to help you along. For 100CP, you get a speed boost – when creating a new Girl, you get the sheer speed to create one new basic vehicle girl in 70 hours of work, or 10 infantry girls, and when repairing Girls, it will take only half the usual time. For 200CP, you get the replenishing, raw resources to fit that speed, and the equipment to process it, capping at twice the amount for 70 hours' of production time. For 400CP, your

Girls in utility roles (such as repair ships, or refueling planes, or battlefield medics, etc) will find it easy to learn from you how to take over various parts of production and free you to do the experimental or exceedingly complex. For 600CP, your replenishing resources gets replaced by a full mine for every single resource involved in production of your Girls, and replenishes what was mined instantly whenever the space is not occupied. (You still have the processing equipment, though you may want to build or buy more.)

Counselor (200CP): War isn't fun, even for living weapons. See, now that they are human, whether they entirely understand or not, they have human emotions. You find it easy to see your Girls' inner selves, and can help them overcome trauma of the mental kind, not just physical. This is not an instant process. Also helps you understand humans pretty well, too.

Mercenary (200CP): You know how to get money, and how to get supplies: do work for those that pay well enough. You will find it easy to find paying work from those that can afford it and are at least neutrally aligned to you. The more respect you or your organization might have, the more and better opportunities you will have as well.

Inspirational (200CP): You know how to inspire, and how to lead. Girls under your direct command will have better morale, fight better, and defer to you with respect for your ability, as soon as they witness it first-hand. Will also help with normal command positions, to lesser effect. Your knowledge is a little specialized.

Public Relations (400CP): You are photogenic, your Girls are photogenic, but battle generally is not. This perk helps you fix that, by giving you the skill to edit footage in ways that don't necessarily hide the truth, but frame it in a more friendly light. Also helps you manage reporters, Internet-based media when applicable, and general word-of-mouth rumors.

Ship of Theseus (400CP): You might find, as you Jump further, that the technology or mystic properties of your Girls aren't quite up to snuff with your usual standards. Maybe the reality you came to has some interesting stuff of its own. Or perhaps you've already been Jumping for a while now and you don't think the Girls are all too impressive to begin with. This helps you integrate more esoteric technologies or magic effects with your Girls without too much conflict. You can replace their entire structure. You can add strange runes. You can even figure out how to replace whatever holds their core personality, with time and effort, with no detriment whatsoever. You still have to start with the same technology base you have the perk for in this document, though, and each large change might take some adjustment period from your Girls.

Avoid Breaking by Braking (400CP): No matter the stressful, mind-numbing, or otherwise unfun things you might desperately need doing, the universe doesn't just pause and let you take a break. Except, now it does. Every month or two, for a week or two, the entire universe will just lapse into a sort of unofficial ceasefire. Wars, unrest, tension, all of it. Maybe it's a holiday. Maybe a weird portal opens up and everyone just decides to stop caring about grievances and decides to explore it together.

Of course, attempting to abuse this ceasefire means all bets are off, and this perk goes away, forever. But if you keep to the spirit properly, your life is now even more like a gatcha game, this time with temporary event content. You might as well take the time to unwind.

A Matter of Scale (600CP, excludes Infantry Focus): Your Girls can shift to their full scale with ease, with all their powers intact. In fact, this seems to boost their power proportionally, up to a full 100% extra. Armor, firepower, and speed are all included. And for those who are curious, yes, their human forms can also do this without the Square Cube law getting in the way, but they'd probably get confused about why they would want to do that.

The Power of Friendship (600CP): With a group of close friends, nothing is impossible! Emotional strength is changed to physical for all your Girls. The stronger the relationship, the stronger the power in all skills. For friendship, remember that beyond 8-12 friends, it is not very feasible to develop a deep relationship. For love… well, expect everything to be intensified to the extreme.
Also… expect defeated enemies to occasionally see your point of view and defect. Yes, even if they *are* an eldritch abomination of hatred. This may still require some extra work to reinforce the new ideas.

Installations (600CP): You can turn a series of buildings united by a purpose into an avatar. Literally or figuratively the spirit of the place (depending on Genre), they have complete control and awareness of themselves, and humans or Girls just operate within them. They are incredibly hard to create, but equally hard to kill completely, especially the larger ones. Even when the buildings are already there, this takes immense resources to achieve.

Ship Girl Perks

The Ship Girl Focus gets a discount (50% off) on all these perks, and gets a choice of one 100CP perk for free.

Ship Girl Creation (100CP, Free for Ship Girl Focus): You can make a Ship Girl from scratch, or from an existing hull. Your technology base is only World War II ships and under. Even if you have a Sci-fi Genre, this means that your AI and space folding technologies only work for some reason on low-tech frames. Classes of ship include, but are not strictly limited to submarines, destroyers, light and heavy cruisers, battleships, aircraft carriers, and repair ships.

Part of the Ship (100CP): You can become part of the crew of any Ship Girl, shrinking down if applicable. You have a journeyman's understanding of all a ship's crew duties, and can perform them on the ship girl in question. You cannot take command, and if you do not have permission from the Ship Girl in question, you may find yourself forcibly thrown overboard. In a setting with any spiritual basis, you can also communicate with any shipgirl's ghostly crew without difficulty just as they can.

Non-Standard Application (100CP): It's not just warships and their support craft that you can create anymore. Want a tugboat? A fishing boat? A cruise liner? You can apply your talents to those just as easily.

Rationing (100CP): A warship takes a lot of maintenance, even when it's not being used. This isn't exactly true for your Ship Girls. When your ships aren't in combat for a while, expect to only need, say, to feed a growing teen's meal to your resource hungry battleship, not enough food to feed twenty. And your destroyer might only eat about as much as the eleven-year-old she looks like.

Girl-Ship Tactics (200CP): Your Ship Girls might have more experience as a ship than a girl, but that doesn't always have to be the case. They are human-like for good reason. So why should they fight only like a ship? You find it easy to teach your Ship Girls unconventional tactics. For example, if an aircraft carrier's elevator is damaged, perhaps they could try physically throwing their planes? Maybe a submarine could try modifying their torpedoes, climbing on land, and blowing up a supply train. (Though maybe the USS Barb would have already done that by the time you thought to ask.) Though if you ever ask a surface ship to go underwater, expect to need the Counselor perk or similar expertise to help them get over their innate phobia. Even if they are manifested fully as a girl, not a ship, they won't like that.

I Want to Hit Them With My Sword (200CP): Significantly reduces the damage taken from ramming actions. As in, melee combat. With this perk, either the enemy breaks, or the ramming ship. No stressed metal or lingering problems that would normally arise from such an action. Also, otherwise decorative weapons for a ship like a sword can actually be used effectively if said ship manages to get to such ranges.

Dancing Queens (400CP): With human bodies, your Ship Girls are smaller than usual. But with the same weight, they're about as good at dodging as a normal ship. Which is, not much at all. With this perk, though, they don't have to stop being a ship to dodge like a dancer. They can't actually move any faster, but they can change their momentum quickly, and even jump!

Modern Technology Base (400CP): You are no longer limited to Wold War II era ships. You may now use ships from up to modern day real-world Earth.

Abyssal Knowledge (600CP): You don't just know about Ship Girls. You know about their enemy as well. Whatever form this enemy takes, it always comes from the deep. Ship Girls you make can withstand environmental extremes. Sub Girls can dive far, far deeper than their hulls would normally withstand. And you know their secrets of salvage – your Ship Girls can eat *anything* in a pinch, not just your carefully curated diets normally required to keep them healthy as both ship and girl. You can obfuscate your transmissions, and even meld metal and real flesh. (You may change this perk to fit your Enemy if needed.)

The Final Frontier (600CP, requires Modern Technology Base): There is no longer any conceptual barrier between sea and space. You can make Spaceship Girls. Your technology base is no longer limited at all, and you gain a basic understanding of slower-than-light space travel of a comfortable, convenient, and robust kind.

Tank Girl Perks

The Tank Girl Focus gets a discount (50% off) on all these perks, and gets a choice of one 100CP perk for free.

Tank Girl Creation (100CP, Free for Tank Girl Focus): You can make a Tank Girl from scratch, or from an existing tank. Your technology base is only World War II tanks and under. Even if you have a Sci-fi Genre, this means that your AI and space folding technologies only work for some reason on low-tech frames. Classes of tank include light, medium, heavy, and tank destroyers. Armored cars do not count.

Tracking (100CP): Your Tank Girls' feet don't sink into the soil, and their mechanical noise is muffled. Tank Girl outfits have easily switched camo alternates in a variety of styles, and stealth is now very possible on the infantry scale. (If this level of stealth was already possible in scenario, adds extra innate talent at it.)

Water Crossing (100CP): Your Tank Girls can now swim without sinking to the bottom (and flooding) while still fully manifested as a tank.

Ramming Speed! (200CP): When ramming into terrain (trees, stone walls, etc) or enemies, significantly reduces the chance of more delicate parts (like treads) from breaking. If a ram would break armor, this perk has no effect.

Light and Speedy (200CP): Light tanks are lighter and faster, while being agile enough to change directions quickly. This helps immensely when dodging enemy fire.

Always a Good Angle (400CP): Shells just seem to bounce off your Tank Girls, ricocheting off their armor a little more than they might on a conventional tank. You might chalk it up to the fact that they, in human shape, generally have lots of curves and angles to ricochet from. Whatever the case, expect to worry about shell penetration quite a bit less than usual. This perk does nothing about explosives, however.

Modern Technology Base (400CP): You are no longer limited to Wold War II era tanks. You may now use tanks from up to modern day real-world Earth.

Unlimited Technology Base (400CP, requires Modern Technology Base): You are no longer limited at all when it comes to technology, and you gain a basic understanding of futuristic alloys and plasma weapons. (Note: plasma is not a good armor penetrator by itself, but is very destructive. Be creative with it.)

Tanky Tanks (600CP): The armor you build is about four times as effective as its thickness should suggest, without actually adding the weight your Tank Girls would normally struggle to move under.

Moving Island (600CP): Significantly increases the size Tank Girls can be before slowing to an absolute crawl like their real-world counterpart would. By a factor of ten, in fact. Does not speed up smaller Tank Girls.

Plane Girl Perks

The Plane Girl Focus gets a discount (50% off) on all these perks, and gets a choice of one 100CP perk for free.

Plane Girl Creation (100CP, Free for Plane Girl Focus): You can make a Plane Girl from scratch, or from an existing plane. Your technology base is only World War II planes and under. Even if you have a Sci-fi Genre, this means that your AI and space folding technologies only work for some reason on low-tech frames. There are many kinds of plane to choose from, only remember that while military support planes like refueling planes count, as do military transport planes, civilian planes are off-limits without an additional perk.

Light as a Feather (100CP): Your Plane Girls have more in common with birds than aircraft, at least when it comes to taking off. They no longer need a runway, taking off either instantly for light planes, or with a short running start for the heaviest ones.

Copilot (100CP): You or perhaps a trusted companion can now act as copilot in your Plane Girls, giving them not only company and perspective, but perhaps salvaging a sticky situation if she goes unconscious in the air.

Infinite Missiles (100CP): Well, not really. What this perk *does* do is let your Plane Girls eat extra as a girl, then resupply mid-flight with what they need most at the time. This can extend your operating area, as they refuel, or perhaps rearm themselves with bombs and ammunition.

Barrel Roll (200CP): Dogfighting and acrobatics comes easily to your Plane Girls, and they are almost uncanny with their dodging ability.

Fair Weather (200CP): Weather still happens, but it affects your Plane Girls less. Storms are easier to navigate, instruments always accurate enough. Ice does not form properly on their bodies. Sudden violent winds do not tear at their wings.

Modern Technology Base (400CP): You are no longer limited to Wold War II era planes. You may now use planes from up to modern day real-world Earth.

Crash Landing (400CP): Within somewhat reasonable bounds, a crash will not kill your Plane Girls. Severely damage, yes, and require incredibly expensive repairs, but not kill outright. If left too long, they will still “bleed out,” so don’t be careless.

Zeppelin Girls (600CP): Or at least the role they played. Rather than fast and speedy flyers, you know how to make Plane Girls that are large, slow, but take a lot more to shoot down. By default they are able to take both cargo and people, including other plane girls, into themselves.

Space Fighter (600CP, requires Modern Technology Base): Spaceplanes are within your reach. Space is just an endless sky, and your technology is no longer limited. You gain a basic understanding of laser weaponry and advanced suits that can let a pilot (or Plane Girl that ran out of fuel) survive reentry and land safely.

Infantry Girl Perks

The Infantry Girl Focus gets a discount (50% off) on all these perks, and gets a choice of one 100CP perk for free.

Infantry Girl Creation (100CP, Free for Infantry Girl Focus): You can make Infantry Girls from scratch, or adapt existing androids/dolls. Your technology base is only World War II weapons and equipment, or below, if you really feel like it. Even if you have a Sci-fi Genre, this means that your AI can only handle older weaponry for some reason. Even with this base perk, though, you can create identical clones of Infantry Girls to have one personality share multiple bodies, and act in multiple at once (with appropriate multitasking). Each personality can only handle five bodies, without additional perks.

PT (100CP): Just because you are the commander of your infantry doesn't mean you are exempt from the basic requirements of a soldier. You are now physically fit and trained – enough to keep up with and fight with your Infantry Girls, if you wanted to. They might still protest – after all, you probably don't have a backup for yourself. But you are able to. (This training includes equipment training, which might change with tech level.)

Martial Arts (100CP): Infantry Girls already come trained with basic hand-to-hand combat knowledge. This perk intensifies that to the extreme, and martial arts of all kinds comes easy to them (though training is required for specific disciplines). Also you Infantry Girls get an instinctual understanding of what will or won't be nonlethal.

Clone Army (200CP): Doubles the amount of duplicate bodies a single mind can control, up to ten. Infantry Girls with multiple bodies that disconnect from their duplicates now do not cause that duplicate to shut down – rather, this can allow independent thought and actions disconnected from the "hive mind". Merging back is simple and painless for all parties involved, and all memories are kept. (Think Naruto's Shadow Clones.)

Special Forces (200CP): Not all wars are fought on a pitched battlefield. Some are in the wilderness, in total silence until the right moment to strike. You understand this, and your Infantry Girls do too. Their preferred outfits all have effective camouflage variants of all kinds, they learn stealth skills quickly, and leave significantly less behind that might be tracked. (This includes spiritual footprints, electronic footprints, if one of them is hacking, or even just electromagnetic noise that might be noticed.)

Amazon Warriors (400CP): You have learned how to upscale everything involved, and increase the efficiency while doing so. Infantry Girls and all their used equipment can be built 50% bigger, with no negative repercussions to stealth, reliability, or durability. In fact, you can add more range to communicators, more supplies, and weapons hit harder (being higher caliber). Your Infantry Girls will only need about 50% more food or fuel to function the same (not 150%, as might be expected).

Modern Technology Base (400CP): You are no longer limited to Wold War II era technology. You may now use modern military technology and weapons.

Unlimited Technology Base (400CP, requires Modern Technology Base): You are no longer limited to any technology base.

Armored Army (600CP): Whether by magic or by body upgrades, your Infantry Girls can be heavily armored, and their outfits reinforced, without affecting their cute charm. This won't give them the tech level's tank armor equivalent, but it will make them ignore most of their own weaponry except high caliber or armor piercing rounds. Also, there are no weak points, though external equipment can still be damaged (this does include eyes, but it won't penetrate past that).

Super Soldiers (600CP): Speed, strength, reflexes, coordination. All of them important in soldiers. And now your Infantry Girls have that in spades. Whether through synergizing technologies in an artful way, or integrating spiritual energy with perfection, you can boost your Infantry Girls' performance further than their base technology should allow. They are truly super-human, and could probably pass as minor-league superheroes in those settings.

General Items

No Focus will get a choice of one 100CP perk free.

Work Outfit (Free): Maybe this is cargo pants, a leather apron, and welding goggles. Maybe this is a high-tech isolation suit with a HUD and software interfaces. Maybe you have some holy water in a holster for unwanted spiritual incursions. Whatever form this takes, it is designed as a safe and comfortable outfit to repair and upgrade your girls. It won't necessarily be your sunday best, and might get covered in oil, but it's a work outfit. It does that great. High quality or not, it's still basic for your trade.

Basic Tools (Free): This is everything you need to build and repair whatever Girls you know how to create. Not the basic materials, but the tools used all the way from raw materials all the way to a finished product. If you have a vehicle girl focus, this will provide a basic hangar or bay to create them in. If you have no focus, it will provide more tools, but no facility.

Commanding Uniform (Free): No matter your commanding experience, you are the commander for your force in this new world. This is a stylized uniform that fits you perfectly, no matter what. It is not armor, but when you wear it, it will provide subconscious morale boosts for any you command willingly.

Objective Compass (50/100CP): Depending on your tech level, you get a compass, small tablet with map, or holographic map display that always points to your objective. You still have to know something about your objective, but this will ensure you never get lost. For 100CP, you either get a second compass or more data points, showing the location(s) of your Girls.

Marriage/Identity Documents (100CP): It can be annoying, when traveling worlds or creating life, to have to deal with boring things like identity paperwork or reaffirming a marriage that already exists. This perk is here to fix that, providing all the legal paperwork for every person you need to apply this to, changing to fit each reality. Why so cheap? Because this stuff is boring, but it still needs to be done. (Keep in mind that harems are not legal in many places, and this perk will not change that.)

Paint Gun Rounds (100CP): Sometimes you need some extra training, but don't want to risk real injury. Sometimes your Girls just want to have fun playing war games. Whatever the reason, this is an infinite supply of harmless ammunition for whatever weapons your Girls use. Bullets, torpedoes, depth charges, explosives, or even laser weaponry. Any weapon using this ammunition will only leave colored marks on the targets that indicate what would have been damaged had it been real.

Wardrobe (200CP): Sometimes it pays to go incognito in a new world. And being unique and having an iconic outfit doesn't help. This wardrobe is deeper than it appears on the outside, and contains a wide variety of feminine outfits from the local culture that your Girls will not feel uncomfortable in (like they normally do with a change of clothes). The outfits all size to the wearer, and if you are male,

or develop male versions of your Girls, the wardrobe will contain a proportional collection of male clothing as well.

Delicacies (200CP): Your Girls will all have their quirks and preferences, and sometimes it might be difficult to get a consistent supply. This crate contains by default a selection of properly chilled ice cream, candies, chocolate, and wine, but will shift according to your Girls' needs or wants. It also refills whenever the lid is put back on, so make sure you keep them from gluing themselves to it at break times. And yes, the contents are edible to normal humans as well. Don't overdo it.

Repair Bay (200/400CP): For 200CP, you get a repair bay of some flavor (from mystical hot spring to robot-controlled assembly) for one occupant. It is automatic, and while it might not be able to repair faster than you can if you have the perks for it, it can stabilize your Girls immediately, and heal them at a fairly rapid pace – vehicle girls repair about as fast as a human could from an equivalent looking injury (assuming that humans could regrow parts of themselves) and infantry girls repair in only a few hours at most. For 400CP, you get an array of ten repair bays, and they operate twice as fast.

Ship Girl Items

The Ship Girl Focus gets a discount (50% off) on all these perks, and gets a choice of one 100CP perk for free.

Boat Shoes (100CP): Lets someone that isn't a Ship Girl walk on water as they do. These boat shoes do not give their wearer the speed of a Ship Girl, but they do get the same traction and stability they have on the water. The shoes by default will replace the shoes of the free Commanding Uniform, with the same looks, but can be modified without removing their special properties.

Scuba Gear (100CP): Comfortable scuba gear that isn't bulky, and holds more nitrox than it feasibly should. This gear does not make the wearer swim as fast as a submarine, but does allow them to join them underwater for about as long as they themselves can stay submerged.

Pool (100CP/200CP/400CP): Especially important for a submarine's well-being, pools are something that every Ship Girl enjoys when the sea isn't immediately available. For 100CP, you get a small but fair sized pool that can comfortably fit ten individuals without crowding. For 200CP, you get four of them. For 400CP, you get the ability to dig any hole and instantly fill it with tile, water, and the proper automatic filtration systems to turn practically anything into a pool. Does not work on holes that you do not know the bounds of, or that have living beings inside.

Tank Girl Items

The Tank Girl Focus gets a discount (50% off) on all these perks, and gets a choice of one 100CP perk for free.

Obstacle Course (100CP): Training can be more difficult when you need to train for all terrains. This obstacle course perfectly encapsulates difficult terrain as well as flat areas that expose your Tank Girls to many lines of fire. All terrains are included, like urban settings, swamps, steep hills, and the like.

Mobile Operation Base (200CP): A large armored truck that includes all the essentials for directing tank girl operations on the move, including communications and repair facilities (automated if you have the Repair Bay perk) and while there isn't exactly a kitchen, it has a place to warm up MRE-style meals prepared in advance to make them more palatable than usual.

Plane Girl Items

The Plane Girl Focus gets a discount (50% off) on all these perks, and gets a choice of one 100CP perk for free.

Jetpack and Wingsuit (100CP): This jetpack isn't the best for speed, but it gets you up in the air safely, and for a rather long time. Useful for visiting Plane Girls without having to call them back to

Earth. The wingsuit is much faster, but can only glide. Unless significant work is done on the jetpack, the exhaust will destroy the wingsuit if operated at the same time.

Floating Rings (100CP): You've probably played video games with these. These are rings that float in place under their own power, and whatever the method, you don't have to be worried about their fuel levels. Useful for setting up obstacle courses for your Plane Girls, or making fun racing challenges for them to entertain themselves with.

Castle in the Sky (600CP): You have a base above the clouds that shifts according to the highest technology in any of your Plane Girls. (Defaults to network of connected zeppelins.) Theming is flexible. Contains a runway, hangar, basic anti-air defensive weapons, dorms, and a sizable workshop for Plane Girl development. Optional difficult-to-navigate perpetual storm surrounding it.

Infantry Girl Items

The Infantry Girl Focus gets a discount (50% off) on all these perks, and gets a choice of one 100CP perk for free.

Infinite Crate of MREs (100CP): These may not be the best meals, but they are food, and they will keep you and your Infantry Girls going. Not amazing for morale, but will prevent your army from starving, or suffering from material shortages if they have enough power otherwise.

Brain Interface (200CP): You understand the method of shared consciousness well, and how it relates to the human brain. You now have a brain implant that lets you connect with one designated Infantry Girl body (this can be designed to look like you, or be any shape you develop with similar technology to your Infantry Girls). This lets you fight alongside your Infantry Girls without them worrying too much about your safety, and probably has other good uses as well. Does not innately give you multitasking ability, but you can induce unconsciousness in your normal body to reduce strain.

Barracks (400CP): It can be hard to house your army once it grows to an appreciable level. These barracks will expand to fit the number of Infantry Girls, or even normal companions you have, but the accommodations are still basic. Changes made to individual rooms will not be automatically removed, but new rooms added will always be the same.

Drawbacks

Choose these anti-perks to change up the scenario and add more points to spend:

Eldritch Nightmares (+100CP): Whether they are in this reality or not, the Enemy of your Girls is watching you, and sending you disturbing visions in the night. Are the relevant? Random ravings? Who knows? Whatever they are, they disturb your sleep.

Trope Amnesia (+100CP): You don't recall anything about any setting with Waifu Weapons in them. Any insight must be made on your own.

Not a Drop-In (+100/200CP): Rather than being a native of another reality, or a complete Drop-In, you are a local to the reality you find yourself in, that randomly gained the knowledge and ability to make these Girls. You cannot take any Item perks on this Document, and if this is taken as a Supplement, take whatever background from that document that would be appropriate. If this is not a Supplement, and the reality you are visiting does not have/you are not using a Jump Document for it, take 200CP instead, because you aren't even getting any perks to replace some of the downside.

Until the Plot is Done (+100/200/300CP): Only available if the plot of the world you are staying in takes longer than ten years. Each ten years beyond the initial ten, add 100CP, up to a maximum of 300CP. You must stay until the plot is finished (and maybe a bit extra) before moving on. (Years calculated for the canon plot are rounded up to the nearest ten. Eleven years still means you can get 100CP, but it would still mean that you have to stay for twenty. Over thirty years extra means that as soon as the plot is finished, the Jump ends.)

War is Serious (+200CP): Fun or lighthearted personalities will not appear in your Girls. They won't necessarily be stone-faced all the time, and they can be happy, but only the realistic, serious, or grim personalities will appear.

Ham and Cheese (+200CP): You will have no shortage of the fun and lighthearted… even if you'd rather they stop. Your orders are dramatic, your Girls might announce the names of their combination moves, personality quirks are exaggerated, and… the rest of the world might not fit with that attitude. Expect some odd looks, and perhaps a more difficult time being taken seriously.

No Respect (+200CP): What you bring to this world might be needed, it might not be. No matter the case, it's strange. Unusual. So when you accomplish something great, expect people to be skeptical. Give less credit than you deserve. Maybe shift the accolades on a local who did things more conventionally and mildly helped you once.

Too Much Respect (+200CP): Your Girls are effective, and people notice that right away. (If they aren't effective, people think they are.) Everyone that is even neutral to you will want you to do things for them, and stress endlessly how important it is. Refusing will damage your general reputation, and

your reputation with them especially. Though on the bright side, if you are currently using your resources on a task you've been given already, people will generally leave you alone. They are less generous if it's a task you gave yourself, though.

Jump Amnesia (+300CP): You have forgotten about yourself. Your background in this Jump and the things you learn in it will remain. You will not lose access to all the perks you have from other Jumps, but you will not remember anything about them. Even companions.

Power Scaling (+300CP): Can only be chosen if the supporting cast of this setting is not more powerful than a created Girl. This restricts the power of all your Girls to that of the supporting cast of the setting, and no more powerful than the main protagonist when applicable. This only applies to the start of the Jump and basic builds. Upgrades and perks can still boost your Girls' power, as well as time and effort, though it is only proportional to the power of the setting. The real power will be unlocked at the end of this Jump when this drawback is removed. You do not have to rebuild all your Girls or be worried that their minds will be trapped in less useful bodies.

More Machine Than Girl (+400CP): Your Girls cannot shift roles very well, or at all. Vehicle Girls cannot dismiss their weapons, instruments, or real mass (though they won't fall through floors). If a Girl can shift to a larger size, they stay at that size forever. Infantry Girls are always alert as if they were in battle, and all Girls have a more militant demeanor. This drawback can be lessened slightly with counseling, but not removed within this Jump.

More Girl Than Machine (+400CP): Your Girls are a little too human in inconvenient ways. Their minds aren't predisposed for war as they should probably be designed to be, but you don't know how to fix that without removing their capacity for thought completely. And their bodies… are a little too human, even with their weapons fully brought to bear. Armor doesn't work half as well as it should, and pain is more distracting. Not technically incompatible with More Machine Than Girl, but it is highly recommended not to take both.

No Help (+400CP): You cannot take this Drawback if you do not already have Companions. All companions, follower, pets, etc. will not join you in this Jump.

Enemy Incursion (+400CP): Your Enemy followed you. Or if you are Not a Drop In above, they manifested at the same time you did. An eldritch threat of the same kind as your Girls is hunting you, and generally know where you are. This is good, as they are somewhat singleminded in their pursuit of you and aren't building up and attacking everywhere at once to create a global crisis. But they like collateral damage, and hate everything except themselves. Expect to need to protect other people just as much as yourself. The threat is small, only one leader and their small army of followers. But they seem to care about logistics less than you, and don't actually seem to consume many physical resources. Not that you know of, anyway.

World Invasion (+600CP, requires Enemy Incursion): This is a worldwide disaster. Attacks everywhere across the globe will start only a few weeks after you arrive. It is far too big a threat to face alone, and if you don't gather allies and teach them your ways, this world will be doomed. No matter what, casualties are going to be high.

Restricted (+600/800CP): You cannot take this Drawback if this is your first Jump. Every single perk and item from other Jumps are inaccessible. Take 600CP if this is your second or third Jump, 800CP if it is your fourth or more.

Random Setting (+1000CP): You are no longer allowed to select the setting of your Jump. Write down a list of every single setting that you are at least passingly aware of. Then use a random number generator to select one. If that setting has a Jump Document, you may use it. If not, you're out of luck.