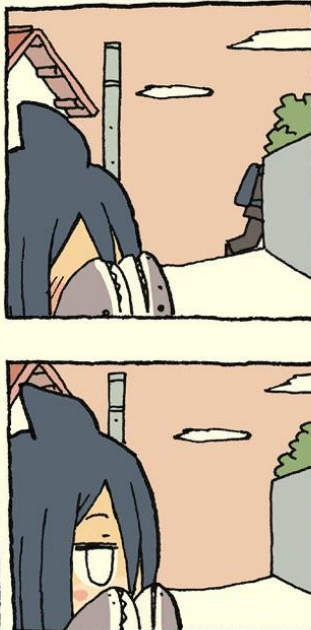
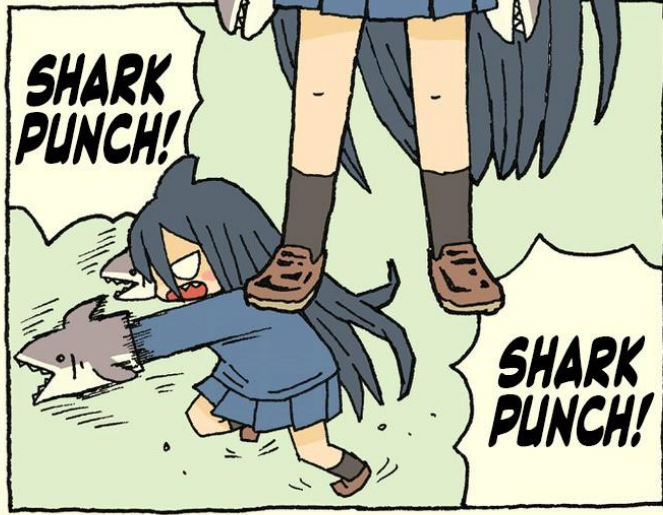


Shark Girl!



Intro

It's been 10 years since sea creatures suddenly transformed into giants and began attacking humans. In that time, sensors have been set up all throughout Japan to warn of invading giant sea creatures. With enormous mass and several natural weapons, humans would be doomed if not for their first line of defense, the *General Public Peace Head Office of National Public Safety vs Sea Creatures*. They've yet to find a decent way to shorten that name. In addition to their many well-trained soldiers and agents, the organization's main fighting force are humanoid sea creatures that wield special puppets to exhibit the kind of superhuman strength that can annihilate most giant sea creatures in one blow.

One such humanoid sea creature is Fukada Ichika, a shark girl and all-around tsundere goofball. She fights the giant sea creatures on a daily basis, and even if she's quite strong when armed by her shark puppets, the stress of constant battle does get to her. Luckily, she's recently crossed paths with Umitsuki Natsuzo, a young boy with a good heart and somehow even less common sense than Ichika. He, along with the other friends they end up making, will help Ichika in her battle, or just generally hang out until a giant sea creature inevitably crashes the party.

However, there are secrets lurking in the dark, behind the cause of the giant sea creature's sudden appearance, and the unexpected role Ichika has to play in it.

If you'll pardon the break in kayfabe, you won't have much to worry about. The sea creatures' danger ranges from that of an evil racoon to a force of nature, but the main cast has an easy enough time cleaning them up regardless. Much of their time is spent on slice of life hijinks. They don't take the threat too seriously, so I would recommend that you don't either.



Species



Human

+100cp, +0fp

A regular human trying to live their best life in these trying times. You have some connection to the ongoing conflicts, but are unlikely to be a front-line fighter. You get no fp for the **Power of the Sea** section. Logically, it wouldn't make much sense for a human to get anything from there. Choose age and gender freely.

Alien

100cp, +0fp

An alien of the same species that enlarged ancient sea life in the first place to serve as a labor force. You get freebies in the **Power of the Sea**, but otherwise receive no fish points to spend. You don't understand your people's astounding technology. Your age and gender is indecipherable by Earth standards.

GSC

200cp, +300fp

You are a Giant Sea Creature. You don't know why you're so big, but you can be certain that your goal is to destroy humans, or failing that to just cause as much trouble as possible, especially for that Shark Girl. You get 300 fish points to spend in the **Power of the Sea**. Choose age and gender freely, it really doesn't matter.

HSC

300cp, +200fp

A humanoid sea creature. You resemble a regular human, and without your fish puppets, you might as well be one. When armed with your puppets, you have the power to end most sea creatures with one punch, and maybe a few powers unique to your theme. You receive 200 fish points to spend in the **Power of the Sea**. You default to a high-school age female. Pay 50cp to be anything outside that range.



Alignment

Each alignment gets one of their 100cp perks for free, and other perks half-off.

The Sky

Free

This doesn't make you a bird or anything, but you are as free as one. You aren't bound to any faction in any official capacity, but depending on how open they are to outside help, you may be able to lend a hand to other factions. This option can also be taken as Drop-In, providing no history or connections in this world.

The Land

Free / Incompatible GSC

You consider yourself one of the defenders of the land against the giant sea creatures. You're most likely a member of the GPPHONPSSC, or maybe another organization, or maybe you're just a very confident fisherman. Whatever the case, you aren't letting any oversized guppy flop all over humanity.

The Sea

Free / Incompatible Human

You've fully devoted yourself to the Root of the Sea, in their goal to terrorize humanity. The Root won't have as much sway on you if taken as anything other than a GSC, but with the entire GSC population at her command, and you by her side, you don't see how the humans could stand a chance. Famous last words.



Perks of The Sky

That Was Short

100cp / Free or 50cp for Sky

You have a talent for communicating elaborate exposition in a way that even an idiot can instantly understand, memorize, and repeat after a single one-minute explanation. Some details are lost, but not enough to lose the core meaning.

Cool As A Sea Cucumber

100cp / Free or 50cp for Sky

Your poker face is not to be trifled with. Even if you're dying of embarrassment on the inside, you won't show a crack. Instead of proper emoting, you can choose to represent emotions with an increasing size and quantity of star-shaped sparkles.

Catch-And-Release

200cp / 100cp for Sky

It doesn't take powers to know you probably don't want your friends in the path of a bullet. You're quick to realize approaching danger, and have the instincts to know how to push or pull allies out of the way to make a certain hit a near miss.

Caught Flopping

200cp / 100cp for Sky

There's something about you that can make strong or willful beings get easily flustered. Even if they could punch your head off, they can't help but freeze when you point out their mistakes, or melt into your headpats if you're already close.

Aliens Did It

400cp / 200cp for Sky

The aliens came, and then they left. Like them, people have a hard time noticing your influence. Even if they're fighting monsters you made, with technology they got from you, the role you played will be quickly lost to time, if you desire it.

Think Tank

400cp / 200cp for Sky

Between willing or immobilized targets, you can create psychic rooms to allow for private conversations between the minds of you and one or more guests. Guests must be near each other, and will be ejected if their body is in mortal danger.

All You Can Eat

600cp / 300cp for Sky

You've acquired the technology aliens used to modify sea creatures, significantly raising their size, power, and intelligence, but while those you directly modify will often be cooperative, you lack a direct control mechanism for their offspring.

Perks of The Land

Baby Shark

100cp / Free or 50cp for Land

Your presence triggers others' protective instincts. People can't help but find you adorable and practically jump at the chance to help you out. If you ordinarily display extreme competence or ability, the gap moe will magnify this effect.

Catfishing

100cp / Free or 50cp for Land

You're a natural when it comes to low-stakes infiltration. As a grown adult, you could dress as a student to join a school trip, or get a one-day job on the spot to spy on your friend's love life. Only applies when the consequences are negligible.

Like A Broken TV

200cp / 100cp for Land

If someone nearby has their heart stop, like fixing a busted TV, just one good hit on their torso has all the effectiveness of professional cpr. If they don't start back up on the spot, either you hit way too hard, or they were already beyond saving.

Blow Me

200cp / 100cp for Land

Whether you're using a rifle or pressurized water, you're a crack-shot sniper. Not only can you hit a target from a mile away, you can even notice other snipers aiming from within that range, to the point you can react just before they fire.

For Oar Own Good

400cp / 200cp for Land

By providing a clear precedent of someone they consider one of their own being treated well, you can convince even the most distrusting people to work with you for a common goal. They might even forget the treaty was meant to be temporary.

Devilfish Grin

400cp / 200cp for Land

As long as those following your lead are theoretically capable of it, you can force completely unreasonable or unfair work loads. Leave 99% of the workload to one person, and they won't like it, but they'll likely still do it if they have the capability.

Breaming With Power

600cp / 300cp for Land

Upon uncovering the alien's technology, humans corrupted it to compress the power of giant sea creatures into puppets. You may do the same, but you're limited to the power of sea creatures available to you, modified or otherwise.

Perks of The Sea

Threat Level: Samurai

100cp / Free or 50cp for Sea

A skill like this calls your actual goals into question. You are able to hold back your attacks so that they only destroy the target's clothing, even if it doesn't really make sense. Whether that be a sword slash, or an acid shower.

Packed Tighter Than Sardines

100cp / Free or 50cp for Sea

Small fries have to rely on strength in numbers. When fighting as a group, you're good at spotting openings made by your allies. To swing when the enemy is focused on someone else, to bait them to leave openings for your allies, etc.

King Of The Lake

200cp / 100cp for Sea

Enemies are prone to make baseless assumptions about how your powers work and their limits. Maybe they'll assume you can't use martial arts because you wear a sword, or that one of your habits is the key to using your special attack, ect.

Shrewd As A Mackerel

200cp / 100cp for Sea

You are a true master at psychological warfare. With just body language, you can give a face so sorrowful that you'll have to backstab an enemy three times before they stop forgiving you. Or so disgusting that they don't want to get near you.

The Tako Of All Takos

400cp / 200cp for Sea

Whatever species you are, you display offensive and defensive abilities that are somewhat above the default of your species. You are also a master at doing dirty work, whether that means beating people up, or just doing the laundry.

Didn't Sea Me Lion Here?

400cp / 200cp for Sea

Even without arms or legs, you have a gift for inexplicably appearing wherever would cause your enemies the most trouble, whether it be school, their house, or in the middle of nowhere while they're on a date. Must be publicly accessible.

Root Of The Sea

600cp / 300cp for Sea

A power given to the sharks by the aliens. You can command sea life to do your bidding, and even control their reproduction. This is far more effective on sea life that is intelligent (but not too intelligent), or has been modified in some way.

Companions

Invasive Species

50cp /Per

For each purchase, you may import one of your past companions into this setting. They get 600cp to spend on origins, perks, items, the works. They can gain an additional 400cp through drawbacks.



Native Species

50cp /Per

You may select any one canon character with each purchase. You will repeatedly meet on good terms, which may get awkward if you're from different factions, and if you gain their informed consent, they may come with you as companions.

Selective Breeding

50cp /Per

If your old or local companions aren't cutting it, why not make a new one? You may use this option to create a character from scratch. They will be native to this world, but will have no presence in the original canon. Like Imported companions, they receive 600cp, and may get 400cp more through drawbacks.

Pea-Chan

100cp / Free with I Love Sharks

This is... well, for lack of a better description, a friendly bear-sized parrot. This isn't related to the giant sea creatures in any way (they aren't even from the same continuity) it's just kinda... here. Pea-chan is a high-storage parrot, meaning you can hide large items in its feathers, such as an entire person. Pea-chan is extremely friendly, and has a way of breaking people's barriers with cuteness.



School of Fish

200cp / 100cp GSC & Human

You have a large platoon under your command. If your alignment is the Sea, this is a group of small (by GSC standards) fish. These are soldiers if you chose the Land. If your alignment is the Sky, you can pick either. They are loyal, but weak. Still, they can make up much of what they lack in raw power with sheer numbers. These 50 or so troops all share one companion slot, and abilities are split between them.

Items

No Discounts. All items are open to imports, as long as they're similar enough.

Fish Puppets

50cp / Free, Mandatory HSC

For HSC, all your fish powers are tied to these fish-shaped puppets, and you're reduced to a regular human without them (not accounting for ooc abilities). These are a pair of hand-puppets by default, resembling the sea creature that best represents you, but you can also choose something else like a mascot costume covering your upper body. If taken by other species, these are regular puppets.

On-Brand

Free / 50cp

Choose a fish or aquatic creature. You are free to "reskin" any of your mundane possessions in accordance with this theme. Maybe you want a different shark for every pair of panties, or a decorative blowfish at the tip of your guns, or maybe you want a dolphin-shaped sleeping bag. This doesn't affect functionality in any way, you can pay to be able to apply this effect to items gained after this jump.

Salted Fish

50cp

A large bag of salt that never seems to run empty, no matter how much you pour out. Even more than regular salt, this had the effect of being able to immediately nullify any fishy or unpleasant scents by coating the source with this salt.

Kapable Assistant

50cp

A small plate and turtle shell that make you resemble a kappa when worn. Wearing both over an extended period serves as training that could add almost 20cm to your jump height after a full decade. Are replaced the next day if broken.



True Waterproofing

100cp

You possess an oddly resilient smartphone. It has service even in the middle of nowhere, doesn't seem to be affected by extended periods underwater, and you can even operate it while wearing gloves or hand puppets.

Ray Skin

100cp

A well-made katana and a straw hat. Anyone who sees this getup will recognize you as a samurai, even if you aren't. Foes will obsess over this sword, to the point that they're slow to realize when your attacks have nothing to do with it.

Backup Plan

150cp

No matter what you are (or aren't) wearing, you'll be able to pull out this small lump of plastic that instantly inflates into a raft, with oars, somehow. It moves just a bit slower than a speedboat, but isn't too sturdy. Replaced in a week if damaged.

Defender of Morals

150cp

A sniper rifle, and a revolver for emergencies. This isn't too effective on larger GSC, but can help defend against smaller ones. Comes with a goofy fish mask that serves as a weirdly effective disguise. Ammo restocks weekly.

Scent of Blood

300cp

You have a warning system that raises alarm the instant a particular type of life form enters its range. This can cover a whole city, but you need to manually install it, and recalibrate it if you want to detect anything other than giant sea creatures.

Hotpot

300cp

Your own secluded bathhouse. This has an odd effect that those you kidnap to bring here become oddly calm and forgiving of the situation, as long as they weren't doing anything important and nobody was hurt (too badly) in the process.



Power of the Sea

Can trade choice points (cp) for fish points (fp) at a rate of 2:1.

Scale

Varies

As the name would imply, giant sea creatures are very large compared to their natural counterparts, but how big that makes them varies on a case-by-case basis. You must pick one and only one size, unless you take Grower.

Giant

200fp / Free GSC

You are the size of a building. That could either mean the size of a small house, or the size of an entire school. Skyscrapers are pushing it.

Tiny

100fp / +100fp GSC

Tiny by GSC standards, but still quite large. Your size is comparable to an average car or maybe even construction equipment.

Very Tiny

Free, Mandatory HSC / +150fp GSC

Your size is within the size range of a human being. Whether that means the size of a human teen or a grown human is up to you. HSC can only take this option.

Very Very Very Tiny

+200fp

You are about the size of a small mammal, like a racoon or a dog. At this point, you might be the exact same size as the sea creature you were modified from.

Grower

100fp + sizes

You can buy two sizes, representing your minimum and max size. With some exertion, you can shift between the two sizes, however shifting only certain body parts is far easier than your whole body. This is the only way for a HSC to buy any size option other than Very Tiny.



Treading Water

150fp / Free GSC

You are able to swim through the water at great speeds and even walk on top of the water's surface (if you have legs to stand on).

Amphibious

150fp / Free GSC

You are capable of breathing air and water, even if you aren't an amphibious species. As a giant sea creature, you never have to worry about drying out.

Masquerade

50cp

You have a false face on your body. Enemies are prone to assume that's your real face, and focus their attacks there, serving as a decoy for your real vitals.



Mambo

50fp / Free with Burly

You are able to hold things in your extremities in the same way a human would with their hand. Whether those extremities are tentacles, fins, or buff human arms.

Tentacles

100fp / Free Aliens

Exactly what it says, you have a number of tentacles you have great control over. If bought alongside Burly, you can shape these into a strong fist made of tentacles.

Smokescreen

100fp / 200fp

From part of your body you can quickly release a smokescreen of some opaque substance. For double price, this can be something that slows or immobilizes opponents, like sludge or a flood of salmon row.

I don't Jell with This

100fp / 200fp

Some parts of your body can release electric shocks. By default, this is only about as strong as a dog shock collar. More painful than dangerous. For double the price, you release torrents of dangerous lightning all around you.

Master of the Blade

100fp

It's hard to tell without getting right up to you, but your scales are razor sharp. You can just rub yourself against someone to completely shred their clothing.

Hen-Fin

100fp

You may summon your puppets to you at will. Well, it's not like they're teleporting to you, you just have some way to store them invisibly on your person when not in use. You can take this if you're not an HSC, but not sure what good it would do.

Free Floating

100fp / 200fp / Free Aliens / 100fp Aliens

You're able to swim through the air as if it were water. The base version lets you float a few feet off the ground, but for double the price, you can fly through the air at great speeds, whether through wings, propellers, or some other mechanism. For Aliens, the base version is free and the upgraded version is discounted

Burly

150fp / Free HSC

In some form or another, you have human limbs capable of extreme displays of strength. Taking this as a GSC would give you raw strength equal to the HSC.

Know Your Plaice

150fp

You constantly expel a mucus from your body. It's so slippery that most punches slide off your body and enemies struggle to stand up straight. It also smells so bad that most foes would struggle just to stand near you. Can be neutralized with salt.

Beamin

150fp

From your mouth or some other orifice, you can eject a large amount of some harmful substance. This could be poison, acid, flames, anything of that nature.



Fin-Ishing Move

150fp, Exclusive HSC

You can beat the giant sea creatures at their own game, by transforming into one yourself. This is a temporary transformation, but you can change back at will or once you exhaust yourself.

Dolphin Shot

100fp / 150fp / 200fp

You can unleash some kind of long-range attack. For 100fp, this is something annoying that can push people away but isn't necessarily dangerous. For 150fp, this makes you a sniper, able to kill with a well-placed shot from a distance. For 200fp, you have a large area of effect, and destructive power, like a sonic attack or something. Use this if you want everything in front of you reduced to dust.

Thick Scaled

200fp

Your body is naturally very sturdy. Bullets don't just not hurt you, the power of your muscles reflects them back at the gunman. It'd take at least two HSC to take you down, and it wouldn't be easy even then.

Ray-sing Hell

200fp

You have the ability to induce, enhance, and control some specific weather phenomenon. Perhaps you can flap your body to create hurricanes, or somehow call down rain so heavy it immobilizes the target, etc.

Gabu

100fp / 200fp

You have a scary strong bite. If you can't bite through your target, you can at least immobilize them. For double price, your mouth can store targets far larger than your actual body. If taken as HSC, this is applied to the mouths of both puppets.

Remote Shark Punch

200fp, Exclusive HSC

You are able to control your puppets telekinetically. What's more, these puppets have all the same power you do when wielding them, allowing you to deliver full-power attacks to one or more opponents meters away. What's more, the reduced weight makes attacks from these significantly faster than your own.



Drawbacks



I Am Shark Girl

+0cp

You may choose a canon character to replace in the setting. You must match their faction and species. This doesn't give you any skills or perks you didn't buy. Replacing Ichika or Rythi requires Root of the Sea, else the whole plot falls apart.

I Love Sharks

+0cp

You instead show up in the original Shark Girl webcomic. There are no humanoid or giant sea creatures, it really is just the outbursts of a shy girl who really likes sharks. I leave it to you to figure out how that works with your purchases here.

It's the Puppets that Smell!

+50cp

Dealing with giant fish every day has its price. Something about both you and all your clothes (or puppets) just holds onto bad smells. Go half a week without washing a particular item and the smell gets bad enough to make someone gag.

A Little Shy

+50cp

You have a bad habit of trying way too hard to look cool, even when you have nothing to base your confidence on. When this backfires, it will take every shred of willpower you have not to curl up into the fetal position to hide your shame.

Apex Predator

+100cp

You're just a mess. You can't swim, you're physically weak, and you're generally clumsy. If taken as GSC, this instead affects your land mobility, and for HSC, this doesn't impact your effectiveness in combat. At least you look cute.

Something Smells Fishy

+100cp

Like how a shark smells blood, but much less cool. Your nose is extremely sensitive to bad smells, to the point you can't even get close to anything especially smelly without gagging, even if this prevents you from helping your allies.

Just This Once!

+100cp

Fool me once, shame on you, fool me ten times, shame on me. You're gullible to the extreme. If someone used a sad enough face, and they didn't attack with intent to kill, they could backstab you ten times in a row before you caught on.

Taking up Space

+200cp

You are just the worst. You are intolerable to be around. If not for the fact you clearly don't care about the feelings of others, one might think you're going out of your way to be as much of an annoyance as possible. Doesn't affect your loyalty.

All (Hu)Men Should All Die

+200cp

You are completely intolerant to anyone who isn't either the same gender, or the same species as you. Being touched by anyone else fills you with violent disgust. Just getting you to hear them out is no small task, let alone working with you.

A Little Push

+200cp

Less a short fuse and more a microscopic one. You are easily provoked by even the slightest annoyance. Just a light shove could make you start swinging blindly in a crowd of your own men. Effect is less extreme when annoyance is unintentional.



Big Red Heart

+300cp

Somewhere on your body is a giant glowing weak point. Whatever form it takes is beyond obvious, and you're unable to hide it in any way. Just one well-placed strike on this spot is enough to cause you debilitating pain and knock you out.

Chaotic Waters

+300cp

In the past, those you cared for betrayed you, and it cost you everything you hold dear. You will not be satisfied until humans are wiped out or enslaved. Your trauma makes you inclined to rely on destructive solutions for most problems.

Puppet Power!

+400cp

Much like the humanoid sea creatures, your out of jump powers are bound to a pair of puppets. You can only use 50% power with one puppet, 0% with neither. Fate will conspire to see you separated from these puppets at inopportune times.

Raise the Flag

+400cp

You are beyond sickly, marked by a constant stream of blood from your mouth. You're weak and the slightest shock can make you collapse or die on the spot. Luckily, your chain won't end as long as there's someone nearby to perform cpr.



Ending Options



Wiped Out

Go home with all that you've learned. I hope you found your time here worthwhile.

The Waters I Call Home

Stay here and spend the rest of your days with the friends you've made here.

Plenty Of Fish In The Sea

Move on from this world. You had your fun, but the seas of the multiverse await!

Notes

Jump by Gene

I only made this jump as something quick and dirty to keep me busy since I finished Kongou Banchou earlier than expected. That's why I skimmed a bit on the fluff, but it's a simple enough setting that I doubt there are any hardcore Shark Girl fans out there clamoring for 4+ lines of text for each perk.

