



Special Operations Unit - SIGNAL FORCES Jump 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. Armed with the powerful x suits, these three lovely ladies shall bring the fight to the villainous GangDead, all the while trying to avoid getting fucked into submission in the process. How well they do tends to...vary.

You have **1000 Choice Points**.

Origins

SIGNAL

Trained as part of a secret team of crime fighters, you will fight for justice!

GANGDEAD

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

Perks

General

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

Beauty And Brawn (100 CP): Like the other members of SIGNAL, you're a real beauty whether that takes the form of having a cute and innocent charm, an older sister-ish appeal, a spunky tomboyishness or something else entirely. You're sure to attract attention be it from friend or foe.

Summary Execution (200 CP): By order of xxx. You're only called in when all other avenues have been closed so when you're finally sent off on a mission you'll find that little obstacles like jurisdiction, warrants and even probable cause don't really apply to you. As a bonus, you can have those you kill in the line of duty explode in a dramatic fireball if you so wish.

Tension Meter (400 CP): Looking at these bastard criminals just makes you want to explode! Fighting opponents will slowly build up a special energy within you, especially when you hit or get hit by the enemy, and you can use this energy to power various abilities based on your personality, be that a storm of icicles, a giant explosion or even a wave of healing light.

Down But Not Out (600 CP): Have you been beaten to within an inch of your life, fucked until your eyes cross and even impregnated by the enemy? Well that's when your foes should *really* worry. As long as you don't lose hope and give up entirely then the worse the conditions your enemies put you through either in combat or afterwards, the more powerful you get when you escape and kick their ass as well as temporarily amplifying your ability to learn from your mistakes so this doesn't happen again. Well...*if* you escape in the first place. Don't get cocky.

GANGDEAD

Swagger (100 CP): There's something about you that just screams 'Don't mess with me'. Maybe it's your bulging muscles, maybe it's the scar on your forehead or maybe it's just that cruel glint in your eye. Whatever the case, anyone who doesn't know how to fight will likely run away and cower far more often than they try and do anything to actually *stop* you.

Vile Nursury (200 CP): Look how cute your babies are when they fuck their victims silly! You have a talent for looking after rapacious monsters that would normally turn on human handlers and even commanding them in battle. Raising your own tentacle monster might be hard work but maybe you can become the best like no one ever was!

Shady Surgery (400 CP): With the amount of mad scientist and discredited doctors that work for GANGDEAD, it only makes sense that the organization would take advantage of them to strengthen their forces. Unlike some poor bastards, you still look human despite the array of modifications that have been done to your insides, increasing your strength, toughness and speed enough that you could smash up a car with your bare hands. If you wish to accept even further changes, you can sacrifice your human appearance for even more power, allowing you to do the same to a tank at the cost of looking like, well, some kind of hentai monster.

Poisonous Words (600 CP): Wouldn't it be better if we all got along? You have a way with words that crosses the line into actual mind control, allowing you to slowly twist others to your way of viewing the world and from there into being your loyal followers. Depending on their hostility towards you and strength of will this might take quite a while but it's only a matter of time~.

Items

SIGNAL

Signal Suit (Free And Mandatory For Signal Force): Ah yes, the piece of technology that lets SIGNAL fight on the same level as genetically modified soldiers. This suit is specifically tuned to your abilities and lets you fight the forces of GANGDEAD while looking drop dead gorgeous. While wearing it, you'll find yourself becoming *much* stronger, faster and more durable than your normal self, as well as bolstering the power of any energy-based abilities you have, such as those granted by Tension Meter. Being defeated while wearing this suit will cause a massive release of power, restoring your body while refilling your stamina and other energy reserves at the cost of shattering the suit until you return to a truly safe location. At the end of every successful mission or other extended engagement, the suit will be upgraded, strengthening you even further.

Combat Drugs (100 CP): Did you think that GANGDEAD had a monopoly at this sort of thing? Purchasing this item will get you an assortment of combat-boosting chemicals, from stamina drugs to mood enhancers all in sets of ten doses. You even have suicide pills, which are far less of a bad idea to use when combined with the Signal Suit's ability to prevent defeats but you probably should be careful with them anyway.

Imperiled Civilian (200 CP): Bad luck for them, good luck for you. While on missions, you will semi-regularly encounter what can be considered optional objectives, whether it's rescuing a civilian or stealing important intel from the enemy. Completing these objectives will actively help you with your goals; increasing your reputation, giving you an opportunity to get stronger, etc.

Stray Merchant (400 CP): He has plenty of products for sale for heroes such as yourself but one has to wonder why he's standing in the middle of an active volcano. While traveling through what can be considered enemy territory, you will periodically come across a salesperson willing to sell you the items you need for your journey, from healing medicine to more lurid items.

Supporter's Lab (600 CP): A technological wonderland containing everything someone needs to create gear that can aid you as a hero, from healing drugs to the Signal Suits themselves. You'll need the skills to actually make these objects but thankfully there's a bookshelf full of all the information you need to learn those skills. It'll take years to create something as amazing as the Signal Suits but for some reason I feel like you have all the time in the world...Or several.

GANGDEAD

Rape Drone (100 CP): This floating metal machine has only basic combat capabilities but its true strengths are in supporting others, be they by spraying a wound-healing serum or sending a signal to all nearby allies to inflame their libidos and drive them into a lustful frenzy.

Little Sewer of Horrors (200 CP): What kind of hentai villain would you be without some tentacle monsters of your very own? Just toss these seeds into any dark and moist place and watch as horny cephalopod monsters rise from the muck over the course of the week. By default they're mostly only strong enough to take down civilians but with tender love and care you could create something that will make those so-called heroes *really* wet their panties.

While You're Picking Flowers, The Boss Is Training (400 CP): Modification isn't enough if you want to make a difference against those colorful signal girls! No, if you want to last more than a few seconds in a fight against them then you need to get *swole*! Thankfully, this set of training equipment is uniquely suited for it, and comes with everything you need to exercise every part of your body, allowing you to train far faster and more effectively than the norm.

Cushy Jail Cell (600 CP): Just because you got arrested doesn't mean it's the end for you. Far from it in fact. Whether due to wanting to gather information on your comrades from you or just from simple bribery and corruption, you'll find that whenever you're caught by the authorities, your so-called cell will be more like a luxury hotel room, complete with a method for keeping in contact with your buddies in the form of a top of the line computer. Plus the security is basically nonexistent so you could probably escape whenever you want...but why would you? They have you right where you want you after all.

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 main three characters of SIGNAL. 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.

Akane Akagi (100 CP): The one called Red Signal and the cute new rookie of the group. A transfer from the riot police, Akane is enthusiastic about her new job yet adorably innocent about the more sexual things in life. She specializes in healing others and causing massive explosions.

Aoi Haruna (100 CP): The one called Blue Signal and the big sis of the group, her immense ruthlessness and pragmatism on the battlefield contrasts her kindness outside of it, often to the point of getting her in trouble when someone else takes advantage of it. She specializes in using ice and poison attacks to destroy her enemies.

Mika Myogisan (100 CP): The one called Yellow Signal and a former army ranger before she joined SIGNAL, Mika is strong enough that nobody has ever beat her at arm wrestling even without her suit and hides a strong submissive and masochistic side under a rough-and tumble exterior and tomboy bravado. She specializes in raw strength and electric attacks.



Drawbacks

Cute Little Kohai (+100): They couldn't possibly mean it like *that* right? You have a very pure way of seeing the world, and that means you often misunderstand a sexual situation or phrase for something more innocent. Be careful out there.

Saving Face (+100): How can you possibly make up for this dishonor? You have a very old-fashioned sense of honor and while you're pragmatic enough that this doesn't affect your combat style, outside of the battlefield you'll find yourself acting with a rigid adherence to such things, always keeping your word and acting to make up for any mistakes even if you have to debase and humiliate yourself in the process.

Maso-Pig (+100): Where others would only feel humiliation and pain from getting their face pressed against the floor by somebody's boot, you can't help but feel incredibly aroused as well. Your hunger for the rough side of life isn't *quite* strong enough to negatively affect your combat skills but it'll certainly make escaping much more interesting if you happen to lose in battle.

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.

Sexual Misconduct (+200): It's not just the enemy that you have to deal with but your own allies as well. With this Drawback, you'll find that the general staff of your chosen faction will look for any opportunity to sexually harass and even assault you if they can get away with it.

Big Bad Bosses (+300): What? You thought they were the only ones? Depending on which faction you're a part of, you'll have to face either an entire separate trio of SIGNAL members along with the usual three or another four GANGDEAD bosses along with the usual four.

Ending

Stay Here

Go Home

Move On