

Azur Lane Jumpchain

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(Yes, there are that many and more Ship-girls)

Welcome, Jumper, to a world you may know. It's one not very different from the one you left behind... Primarily because the navy is made up of beautiful girls instead of big, clunky mechanical behemoths of the sea. The time period and tech level is equivalent to the second World War, and this setting almost exclusively focuses on the war in the Pacific Ocean.

You will experience great tales of tragedy, heroism, camaraderie, and, and, wild fits of laughter... Ok, let's be honest here, Jumper. You're here for the Ship-girls, or more power. So let's cut with the frippery and get right down to business.

You will either be a Ship-girl yourself, or a Commander of Ship-girls, and at least to start off, you will chronologically experience the events of the naval war in the Pacific, more often than not fighting against the Imperial Japanese Navy (IJN) alongside both the Eagle Union (America) and the Royal Navy (England). The Japanese are allied with the Iron Blood (German) Empire, and they will be your enemies. Or, you know, I suppose you could fight for the Iron Blood or Japanese fleets. It's not really that important, or relevant to the game, since Iron Blood and Japanese Ship-girls will happily fight for you regardless of their origin. Protagonist power HO! Am I right?

You will enter this world at an Age appropriate for your selected Origin. Anything that makes sense for a Commander, or, the chronological age of a real-world naval vessel sailing at in this time period, if you choose to be a Ship-girl. Despite the name, you could opt, I suppose, to be a Male Ship-girl, or a Female Commander. Again, non-important details better left up to you, Jumper.

Your Location will be tied to whatever Faction you end up choosing, which, as previously mentioned, doesn't really make any difference.

Now, take this 1000 CP, and let's get cracking.

Origin

Commander: (Free) Well, *someone* has to keep all of these Ship-girls in line, why not you? Selecting this Origin marks you as an officer in a leadership position within the faction of your liking. You won't be an Admiral, at first, so you'll still need to take orders from someone. But as long as you're getting results you probably will feel like you're completely out on your own, putting aside your fleet, of course. The rub here, of course, is that you are a completely normal human being, and you're sailing off to war. You either need to be very lucky, very good, and probably both, or you and your flagship of choice will be decorating the bottom of the ocean. If the bombs, high-explosive shells, and breakout fires don't get you before you sink. Still, trust your Ship-girls, guide them properly, and you may not just survive, you might thrive. And Ship-girls are notoriously amorous, especially for their dear Commander...

Ship-Girl: (-200 CP) Upon selecting this Origin choose a general model of naval vessel from the following; **Destroyer**, **Light Cruiser**, **Heavy Cruiser**, **Battleship**, **Aircraft Carrier**, **Repair Ship**, or **Submarine**. Each type has their own niche to fill in a successful fleet, though not all are needed in certain formations. The first three categories require relatively close combat

to be effective, designated as the Vanguard, while the latter four fill the back line, the Main Fleet.

Destroyers are blazingly fast (in terms of Navy ships), hard to hit, and can punch far above their weight class utilizing torpedoes. They are, however, quite fragile in the grand scheme of things. So that evasiveness is absolutely critical.

Light Cruisers strike a happy medium between the speed and maneuverability of a Destroyer and the survivability of a Heavy Cruiser. They are good jack-of-all trades ships for a vanguard formation, though by that same token they don't excel in any area either.

Heavy Cruisers are oftentimes floating bricks, able to take a heaping load of punishment and hit back just as hard. They might be slow, and eat more shots than other vanguard ships, but this can be mitigated with either the proper equipment, or efficient movements.

Battleships serve really one purpose, bury the enemy in ordinance from a fair distance away, with near impunity. Other than that they are generally quite sturdy, more so than Heavy Cruisers, but this extreme power and offense is offset by them being *SLOW*. If you are a Battleship and in close quarters, mistakes have been made. That said, you are perfectly capable of surviving such an encounter.

Aircraft Carriers serve generally the same role as Battleships, though with a great deal more flexibility depending on what manner of planes you choose to field. Fighters can directly counter enemy aircraft, Bombers can deal a lot of damage, Dive Bombers deal even *MORE* damage... Your biggest weakness is that you mount no weaponry at all, and if an enemy gets in close, you're screwed.

Repair Ships should be rather self-evident. You exist to keep your other Ship-girls in fighting shape, and make sure they get back to port with only minor damage, if any. While you will not be armed in any significant way beyond some anti-air weaponry, your fellow Ship-girls will adore you, and would happily take a hit for you. Just make sure to repay that selflessness by swiftly fixing that damage, yeah?

Submarines are an odd duck out among the other Ship-girls. Generally speaking, you won't be moving with the fleet at all, just given a target area and told to go hunting. Which you can, and will, with ruthless efficiency. Given that the overwhelming majority of your opposition will be on the surface, you will almost always land the first hit. After that, it's up to you if you want to press the attack, or slip away into the deep to harass the enemy from another angle.

After you've made your Ship type selection you can choose the model within that category that fits with your chosen faction. For example, you could be a sister-ship to Hood of the Royal Navy, or to Shoukaku of the IJN. This is largely fluff-content. More important to understand is that you're going to be put under the command of an officer for the duration of your stay here. And you will unfortunately be mostly required to follow their orders. It sucks,

especially if you get a crappy one, but at the very least your survival is directly in your hands, and you have the personal power to make it through.

As a Ship-girl you have a few abilities by default. Such as walking on water, the ability to eat high-caliber shells with just your skin, within limits, and the borderline mandatory ability to mount the necessary weaponry to your Type on a rig that attaches to your back in a flattering manner.

Perks:

Discounts are 50% off. 100 CP Perks are Free to their corresponding Origin.

Commander Perks:

Naval Warfare: (-100 CP) You would be a pretty sorry excuse for an officer if you didn't know which way to point your ship's guns, now would you? This Perk is the small but respectable package of a crash course in all things needed to know how to both manage and fight a Naval war. Logistics, tactics, everything. You won't be outsmarting seasoned veterans anytime soon, but at least you won't have to worry about friendly fire. Post-Jump, this knowledge will cover Space ship-to-ship combat as well. Just in case, you know?

Affinity Fiend: (-200 CP) Jumper, what's with all these Ship-girls practically falling over themselves in love with you? This Perk, that's what. Consider this a hefty speed-up for the rate at which your Ship-girls affection rises towards you. As long as you are interacting with them in a positive manner, and not abusing them (like working them too hard), you should see the hearts in their eyes in the space of weeks of interaction instead of months. Post-Jump this will apply to other girls, at a reduced rate. And, as a little bonus, having this Perk will mildly cool off individuals of the "Yandere" personality type. Trust me Jumper, you want this. I think I can see some fox-ears coming this way...

Retrofit+: (-400 CP) Let's face it, some Ship-girls are a little out of date when it comes to the tech department. That's what your standard retrofit is for, getting that old girl caught up with her peers. But, of course, this is a Perk, and nothing standard about it. By buying this Perk, you effectively un-cap all of your Ship-girls in terms of abilities. And you can keep retrofitting them, over and over, ad infinitum. Of course, it gets more expensive and the materials get more esoteric each time, but, it's a labor of love, right? As a bonus, along with the boosts to power, you might find that your Ship-girl starts to radically shift in physical appearance towards your tastes. Maybe that loli Destroyer will grow up, if you want her to. Or maybe you'll find Tennessee becoming softer and more cuddly as the successive Retrofits pile up. As long as you

want it, it'll happen. Post-Jump you can do this to anyone, not just your Ship-girls, but you will still need reagents that fit with your target.

The Power of Love: (-600 CP) With all this talk of love and trust, you must have been thinking this was going somewhere. You were right, and this Perk is it. Loving you literally makes your lovers stronger, stretching into infinity. But that's not all, no. This Perk does so much more. Should you be separated, your lovers will always be able to find you unless you are hidden by cosmic level-beings, or killed outright. On their part, death can't keep them down so long as you love them, and they love you. And, should enough of your precious Ship-girls love you, you yourself can come back from the dead to perfect health, once per Jump. Of course, all of this is pinned on the level of Love between you and your Ship-girls, so you'd better treat them right, or you're just wasting your points here.

Ship-Girl Perks:

Superior Jumper Engineering: (-100 CP) To be perfectly blunt, there really isn't an unattractive Ship-girl by conventional metrics. Cute, sexy, curvaceous, petite... they all fit somewhere on that spectrum, physically. And you, as a Ship-girl (or a vain Commander) are no exception. You may freely design your new Ship-girl body within the rough limits of human physiology. So no, I'm not going to stop you if you want breasts that are individually bigger than your head. You're a Ship-girl, you can handle it. Additionally, you may if you want add minimal animal features (ears/tail) like many of the IJN ships have if such features appeal to you.

Water Dancer: (-200 CP) Getting shot at day to day can really ruin your look, if you let it. You don't let it. The way you move on the water, the picture of elegance and grace, is a delightful sight to see. On the more practical side of things, apart from putting on a great show, your movements allow you to glide right on through the storm of shells and torpedoes with a dramatically higher chance of all that badness missing you. Naturally, this Perk is more effective for smaller, faster ships, but wouldn't it be absolutely stunning to see a Battleship dance through a barrage and come out without a scratch?

"Lord" Jumper: (-400 CP) I'm just going to put this simply, Jumper, you are damn OP. Whether it be from an obnoxiously powerful skillset, quality gear, or an insane stat spread (or some hilariously broken combo of the three) that puts you head and shoulders above your peers in your ship Type. This also mitigates certain aspects of your Type that might be considered disadvantages, within reason. Aircraft Carriers taking this won't be fighting back in close quarters, but a Battleship would have a significantly better time in that same situation than they would before. You are no more durable than normal, nor is it impossible for other Ship-girls to catch up with you, but this is a great head start.

Siren Jumper: (-600 CP) Ooh, ok, looks like you've had a bit of a rough time, Jumper. Seems like you've been experimented upon by the Sirens, the enigmatic beings probably from the future (or a different dimension) that manipulate the IJN and the Iron Blood Empire. While

their methods of experimentation usually leave deep psychological scars, I'm going to let you skip that part. The benefit however, puts you on the Siren's level, beings capable of wiping out entire fleets by themselves. Are you an Aircraft Carrier? Wipe out an entire enemy fleet in one attack. Battleship? Your shots register as seismic events they hit so hard. This does the same for your durability, as your armor has been replaced with a future/trans-dimensional alloy that even you don't understand. This armor makes even a Destroyer rugged enough to soak as much damage as a Battleship would. Expect other Ship-girls, and Commanders, to be in utter awe of you. Additionally, you may give yourself the air of a complete Edgelord without ever coming off as trying too hard.

Items

Discounts are 50% off. 100 CP Items are Free to their corresponding Origin.

Commander Items:

Promise Ring: (-100 CP) Do you love that Ship-girl, Jumper? Do you want to show her that you care? Of course you do. This absolutely beautiful diamond wedding band is the crystallization of your love... not really. But she'll adore you even more once you give it to her. Once you gift this ring to your Ship-girl she will receive a stunning wedding dress from Command that she will happily wear everywhere you'll let her get away with it, and a certificate that formalizes your marriage. You receive another Ring every month, though you can buy more, and receive additional rings, for an extra, undiscounted 100 CP. I imagine any non-Ship-girl would adore it to.

Equipment Boxes: (-200 CP) Because gear, equipment, and upgrade materials for your Ship-girls is half the battle of making them stronger. Upon purchase of this Item you will receive a randomized shipment of ten boxes every week ranging in rarity from 1 to 5, with 5 being the highest tier of gear. While tier 5 gear is the rarest, this purchase guarantees you at least 1 tier 5 box every month. Post-Jump this tier list will scale to your overall power level, with tier 1 becoming your baseline.

Ship-Girl Conversion Kit: (-400 CP) Hmm, Jumper, you already have a naval vessel? Well, why not turn it into a Ship-girl? This handy little box can be attached to any Navy ship you personally own, wherein it will grow to envelop the vessel. Over a course of time relative to the size of the ship, this device will transform the vessel into a Ship-girl of an appropriate physique compared to the rough size of the vessel being transformed. For example, the SR2 Normandy might be a Destroyer, and an Imperial-Class Star Destroyer would be analogous to a Battleship. And yes, to be perfectly clear, this Item works on any "vehicle" that belongs to a Navy, on water

or in Space. So yes, the Death Star would count too. Your new Ship-girl will become a Companion, with a personality fitting the background of her original builders. Continuing with the analogy, the Star Destroyer would be imperious and serious, while an Apocalypse Class Battlecruiser from Warhammer 40K would be devoutly faithful and xenophobic. Your new Ship-girl will retain her full array of weaponry and power, just in a human-sized frame... This is terrifying, why am I offering you this?

Ship-Girl Items:

Alternate Skin: (-100 CP) Ten years is a long time to wear the same outfit from day to day. Naturally, you'd want to change it up from time to time, which is where this purchase comes in. You receive one outfit under each of the following categories: Swimsuit, Halloween, Christmas, Valentine, Easter. The exact design of each outfit is up to you. For an additional, undiscounted 100 CP per purchase, you may receive five more themed outfits per purchase.

Gourmet Snacks: (-200 CP) Sure, you *could* survive the entire ten years on just the oil you run on, but why would you settle for that? Upon purchase you receive an infinite supply of oxy-cola and a cooler to pull it from. And you receive a variable amount of snacks per week depending on the level of luxury you'd like. For example, you could dine seven times a week on the Full-Course, or 14 per week on Royal Gourmet, 28 per week on the seasonal special... etc.

Legendary Set: (-400 CP) Other Ship-girls have to make due with the gear their Commander gives them, but you, you have your own. Gear your Commander will never think of taking from you. In addition to a really amazing rainbow aura, which you can turn off and on at will, your gear is leaps and bounds beyond anything your peers will likely ever see, let alone get to use. A conservative estimate would put your kit around five times as powerful as the baseline for this world.

Companions

Companion Import: Already have some friends you want to bring along? Fair enough. For 100 CP per Companion, or 300 for 8, you may import any Companion you'd like with 600 CP to spend on Perks and Items. Or, they can spend the 200 CP to become a Ship-girl. If you make a Companion a Commander, and you are a Ship-girl, you may opt to make them your Commander.

New Friends: Ok, so, this will be a little more complicated. Ship-girls in this setting are roughly rated in four tiers of power, from Common, to Rare, to Elite, to Super Rare. And

purchasing Ship-girls as Companions follows the formula here: Common ships cost 50 CP, Rare ships cost 100 CP, Elite ships cost 200 CP, and Super Rare ships cost 400 CP. Commanders though, are allowed one free Elite-rarity Ship-girl from the vanguard group (Destroyer, Light Cruiser, Heavy Cruiser), one Elite-rarity Battleship or Aircraft Carrier, and one Rare Battleship or Aircraft Carrier to get their fleet started.

The Fleet: (-800 CP, Discounted to Commander) Ok, so, let's be real here. Ten years is a very long time in this world, and over that period of time you are more than likely going to collect every available Ship-girl with time to spare if you are even remotely trying. So, what else can you do but bring them all with you? This purchase allows you to take your entire fleet as one Companion. Yes, they all share the one slot, so all future Perks are bestowed equally among them. It's worth it though, of course, right? You'd never leave a girl that loves you behind, right?

Drawbacks

Take as many as you like, if you're feeling brave/greedy.

Endless Events: (+100 CP) Wait, again? I just got done with the last one! You will be feeling that for the bulk of your time here. Temporal distortions with alternate realities, wormholes dropping personified gaming consoles... you will not have much time to rest. Be careful, or your Ship-girls will grow to dislike you for working them too hard. Of course, you could always just, not participate...

Dammit Sandy!!!: (+100 CP) Congratulations, you have been inducted to the Sandy Cult. What, you didn't want to be in the Sandy Cult? Too bad. San Diego will arrive at your base, or follow you around if you're a Ship-girl, nearly constantly bragging about how she is "Numbah Wan," and you're not. That doesn't sound so bad, but this San Diego is a complete leech who will mooch off of you and not do any work regardless of how clever you get. If you can stomach ten years of this entitled little egomaniac, you can take her with you as a Companion, and she'll get over herself.

Strapped: (+200 CP) Is your Merchant slacking off? Well you'll sure feel like it. Seems like you'll always be short on coins, making you need to wait for your goods, your Builds, your... everything really. More of an annoyance than a real gimp, but it'll sure try your patience.

Running Dry: (+200 CP) Oh dear, seems the well isn't as deep as you thought... You are always going to be short on oil, which means the Ship-girls, or you if you are one, aren't going to be going anywhere. Might not be that much of an issue if you aren't that ambitious, but good luck getting much done at any one time.

Auto-Battle: (+400 CP) Well, I guess this could be a good thing, right? Commander, your Ship-girls are quite insistent that they can handle directing themselves in the middle of a

fight. While that might sound good, it seems they always come back battered, bruised, and exhausted. Sometimes you could swear that they are possessed by suicidal spirits, like when they reverse direction and skate INTO the torpedo barrage. If you are a Ship-girl, you black out in combat, and the same happens to you.

Cursed: (+400 CP) You seem to have the worst luck. Your fleets seem to encounter surprise airstrikes every other minute, your gear boxes never seem to be the right rarity, and you always seem to run into the same, Common rarity Ship-girls over and over. This poor fortune can be overcome, but it'll be a rather miserable run.

Hyper Yandere: (+600 CP) Generally speaking, Ship-girls really don't seem to mind sharing their beloved Commander, bar a select few that can be reasoned with. However, this is no longer the case. Your ships will be intensely jealous of your attention, and may very well try and kill each other over it. Some of the more unstable ones (looking at you Akagi) might very well kill YOU so she "can have you all to herself forever." Watch your ass, Jumper. And no, you don't get to dodge this by being a Ship-girl yourself. Your peers will just fall in love with you anyway.

Apocalypse Now: (+600 CP) Well, Jumper, the world seems to have gone to Hell in a handbasket, and you're right smack in the middle of it. Your enemies (the opposing factions) have become immeasurably stronger, and the Sirens themselves have taken to the seas, no longer seemingly content to observe from afar. I hope you either have some superpowers of your own, or are the second coming of Alexander the Great and Sun Tzu's bastard child. Because your girls are going to get brutalized otherwise. Please don't take this, Jumper, this much pain can't be worth the extra points.

Notes:

-“Lord Jumper” is a reference to the meme of Belfast. The community calls her “Lord Belfast” because of her hilariously powerful skillset, making her bar none one of the best ships in the game, and available from the very beginning.

- If you need a complete list of all the Ship-Girls, or clarification of terms:
https://azurlane.koumakan.jp/Azur_Lane_Wiki

-Post-Jump, your Ship-girls, or you yourself if you are one, will no longer need Oil to function, and can go back to regular meals.

-The ‘Ship-Girl Conversion Kit’ is reusable.