

KANTAI COLLECTION JUMPCHAIN CYOA V1.5 – BY DFC

The souls of fallen warships crossed over from the seas of a world you once knew to a one parallel to it. The ships would become young women with traits that reflected upon their past lives, when they were but vessels of the blue expanse. Being that ships were referred by Captain and crew as a “she”, the souls of these ships are almost always female, hence their manifested appearances and personalities. It is said that the desire to protect manifested was retained in the Fleet Girls, the protectors of humanity, but the lust for vengeance and destruction would be corrupt the souls of certain ships into an abyssal Fleet Girls, lurking within the darkness of the deep, the scourges of all life.

The Abyss have rendered movement across the sea all but impossible, save for heavily defended military operations. Though safe air travel is possible with the advent of rapidly advancing technology, it was not enough to protect smaller island nations from being overrun, unable to fend off the relentless onslaught with trade cut off from the rest of the world. Humanity refuses give in, and the world council has gathered the most talented Admirals from around the globe to command a selection humanity’s last hope to combat the abyssal menace: The Fleet Girls.

You have 1000 CP to spend below. Good luck, and Godspeed!

Origins

Admiral – You manage to retain your own memories without without the bias of a fabricated past. You awake half-asleep in an office, littered with cardboard boxes, all packed with basic commodities and furniture. You look out your window, and realize that you’re inside a newly built harbor, facing the seemingly endless sea. On your desk is a document detailing your supposedly impressive military record, some books on various topics, papers, writing equipment, a lamp, and in front of you, stands your fleet of ship girls, ready to serve their teitoku.

Fleet Girls – In your mind there exists fragments of strange, vague memories. You remember strange nations with strange names: “Japan”, “Germany”, “Great Britain”, among many others. You remember a terrible war that plagued the world, and the deaths of allies and enemies alike. You remember the horrors of war, and all that it entailed. Despite all this, you remember the good as well. You remember sailors and captains that cared for you as if you were always a girl as you are now. You remember the dozens of repairmen that would swiftly come to your aid every time you return from a sortie. And you remember your sisters in battle, whom you love and cherished with all your heart. Holding onto this, you will fight for your teitoku, to protect this world just as you have the last.

Abyss – The last thing you remembered before sinking was the feeling of overwhelming emptiness, the despair of being abandoned and forgotten, and the unbearable cold of the deep. How could this have

happened? You wanted none of this, but your desperate cries were never heard. You were but a mere tool to them, and why would anyone think otherwise? Was it your fate to be nothing but an unfeeling weapon? There is no use to fight destiny, is there? Then, so be it. You live to take vengeance on the people who sent you and your sisters off to kill or be killed, and to fight for what you yourself desire and believe in. Together with your sisters of the Abyss, you don't feel quite so lonely anymore. You will let those pathetic meatbags know the cold of the unforgiving sea.

Age and Gender

Admiral – Maintain previous gender and roll 1d8+19 for age. Choose both by paying 50 CP.

Fleet Girl and Abyss – Become Female for free and roll 1d8+10 for age. Choose your age by and appearance by paying 50 CP. To become male, you must pay an additional 50 CP. Fleet Boys will be quite feminine, while Abyss males can be either feminine or monstrous in appearance.

Abilities

Captain's Orders (100) – Your words are easily heard by all whom you intend to be heard no matter how loud or hectic the situation, and your messages will never be misinterpreted. (Free Admiral)

Innocence (100) – You will find it easier to connect with other people, and be generally considered to be more trustworthy and likable. Forces of corruption will also have a much harder time affecting you. You are also cuter. (Free Fleet Girl)

Dread (100) – Your very presence induces a feeling of horrible despair within your enemies, clouding their thoughts and senses with your dark influence. (Free Abyss)

Yamato Damashii (200) – Normally, an Admiral would have to stay behind and communicate with his ship girls via radio or by some other means. But with this, your unnaturally strong fighting spirit has allowed you to come with your ship girls onto the battlefield by giving you the ability to navigate the water's surface, the ability to produce a force field around you, among other abilities your ship girl has, save for the ability to manifest armor and weapons. As a ship girl, this perk will further increase your spirit energy reserves. May become more hot-blooded as a side effect of purchasing this perk. (Discount Admiral)

Role-Model (200) – Your work ethic is that of the most disciplined of individuals, giving you the willpower to keep at whatever you set your eyes on with relentless drive, not letting a single thing keep you away from achieving your goals, or from protecting those you love. Additionally, whenever you push yourself to your limits, you will always have the capacity to push yourself that little bit more. Others will look up to you and think of you highly. (Discount Fleet Girl)

Environmental Adaptation (200) – You will no longer be harmed or hampered by temperature extremes, pressure, lack of oxygen, among other factors. Your vision will also improve significantly, allowing you to

see in complete darkness. This allows you to survive and strive in the harshest of environments.
(Discount Abyss)

Winds of Fortune (300) – You know the battlefield like if it's the back of your hand. Your abilities as a commander are among the best of the best. You are also extremely patient, suppressing your impulses no matter what, releasing only when the time is right. Your luck is also noticeably improved. You will also become a master Shogi and Mahjong player. (Discount Admiral)

Ballad (300) – You move with unmatched grace and impossible mobility, allowing you to easily dodge rains of projectiles coming your way, even if you had your eyes closed as if you were dancing on the water. You also become deceptively flexible, and you can manipulate your body with a surgeon-like finesse, treating all your gear and weapons as a mere extension of your body as well. You will also become an excellent singer with a perfect voice. (Discount Fleet Girl)

Malicious Aura (300) – Your excess spiritual energy can be released around you in the form of blackish flames that radiates an unbearable cold. This state will deplete your energy reservoirs, but will massively increase all of your stats, especially your offensive abilities. This will also exponentially increase the effectiveness and range of your "Dread" or any ability similar to it in mechanics. (Discount Abyss)

Beacon of Hope (600 CP) – You, your companions, and everyone actively giving support to you gain an exponentially stronger will, bravery of the mightiest warriors, vastly improved luck, an almost supernatural proficiency for working with one another, as if their very souls were linked together. Though almost unnoticeable passively, the influence of this perk will grow the more danger you and your allies are in. In addition, enemies you defeat, no matter how deeply fallen to evil, madness, or any ill-force there be, can be redeemed if you exert enough effort and willpower in trying to save them, in proportion to how far they're corrupted. Abyssal Fleet Girls you defeat can now be recruited into your own fleet, and from hearing of this, the world council is considering a second option in making the seas safe again... (Discount Admiral)

Memories Reborn (600 CP) – You piece together the fragments of those distant memories inside the recess of your mind. You manage to remember everything in your past life as a warship, and the lives of the sailors who perished alongside you. With this realization, you gain the ability to channel your spirit energy and bring forth the ship your soul once belonged to, to fight along your side as a massive Stand or Persona. The power of the ship will be exponentially that of yours, and smaller ships such as destroyers and submarines will be easier to summon and maintain for extended periods of time, while larger aircraft carriers and battleships will be much more taxing comparatively. The ship will also levitate is no suitable body of water is present. Can be purchased by Abyss to allow summoning a twisted, demonic ship of fictional make, and if purchased by an Admiral, will allow the ship girls under your command to eventually develop this ability through disciplined training, as well as the ability to temporarily summon a copy of the armor and weapons of your flagship onto yourself. (Discount Fleet Girl)

Savage Salvage (600 CP) – Either by the maws of your monstrous ship, or through other means, you can now “consume” raw materials, mechanical items or even advanced technology to heal yourself. Upon consuming these objects, you may learn to replicate their functions biologically if possible, and improve yourself with them. Eat a stealth plane? You and your drones will be harder to detect on radar. Eat a bar of Adamantium? Expect your bones and your ship armor to become vastly more durable. Eat a Fleet Girl? At least leave the girl be, you heartless monster. (Discount Abyss)

Gear

Admiral’s Uniform/Cute Clothes (Free) – As an Admiral, you will receive an Admiral uniform of any nation from any time period, real or fictional that will never wrinkle, stain or dirty, complete with a classy peak cap, or whatever hat the uniform came with. Ship girls will receive a lifetime supply of durable, waterproof clothes of any design that will never hamper your mobility no matter what environment you’re in.

Marriage Ring and Documents (10000 CP) – Wait, wait, wait! Hold on a second! You don’t plan to *marry* one of your ship girls, do you? Well, if you do love and is loved in that way by one of your ship girls, I don’t suppose there’s anything stopping you from taking some vows! The power of love will actually improve her overall stats by quite a bit, cause her to become much more driven, as well as massively increase her spirit energy reserves. But if you save this ring for later, I mean... You could technically give it to someone else in another jump. But don’t be surprised that if one of your ship girls does fall in love with her teitoku, and she finds out you have other plans, she’d be heartbroken! (1x Free for Admiral)

Upgraded Gear (50 CP) – Must be purchased individually for each ship girl. Any of these upgrades will transfer onto the ship girl’s planes or drones if she has any. You may only purchase each category once per ship. (You and your companions get to pick 3 free each)

- Armor – Increases health and durability.
- Speed – Improves your speed, dexterity, and reflexes.
- Firepower – Increases how many guns, aircraft, and other equipment can be carried on you as well as your raw offensive abilities.
- Range – Makes you more efficient with resources, as well as increasing your stamina.
- Detection – Your perception is increased, allowing for increased accuracy across the board, as well as easier identification of hidden or far-away targets.
- Auxiliary – Improves how sensitive your radar is, how stealthy you are, as well as how well you can communicate with allies or taunt your enemies, among other miscellaneous benefits.

Looking Glass (50 CP) – With this, you will be able to keep an eye out for your companions and ship girls no matter how far away they are, and be able to communicate with them as well. Your field of view in this is also surprisingly wide, not letting you miss a thing.

Map (100 CP) – It’s a map that accurately depicts the geography of any area you’re in. Bringing this map with you in any mission will improve your sense of direction, and will magically guide you to places of interest.

Extra Resources (200 CP) – More money, more ammo and more raw materials than you could possibly need! You wouldn't even need to go on supply runs anymore! ...For your first year or so, if that.

Remodeling Equipment (200 CP) – Special raw materials needed to modernize a single ship. May be purchased up to 3 times per ship, for Kai and Kai Ni, and Kai San upgrades. If not bought, ships will eventually develop enough combat experience to be eligible for modernization, but this process will take a lot of time, and a large supply of resources. Normally, to reach Kai, a ship would need at least a year of combat experience, while to reach Kai 2, they would need 3 more, and to reach Kai 3, they would need to invest in 5 more years of effort. Abyssal Fleet Girls grow in power and rank in a similar way, going from Elite, to Flagship, and then to Remodeled Flagship or Late Model. Abyss Fleet Girls may also receive these benefits early by purchasing this here. Taking Remodeling Equipment will also give you that many years' worth of naval combat experience as well. (Discount Admiral)

Ship Type & Companions

As a ship girl, you MUST purchase a ship that you soul once belonged to, the stats of your peers giving you a rough idea of your abilities, but the end product and your appearance is largely up to you. You can also choose to buy up to 5 more ships as companions. As an admiral, you may purchase up to 6, and designate one as your flagship. You may not purchase a single ship multiple times, but you may purchase multiple ships of the same class. No, you can't have 6 Shimakazes, but its fine to have all 4 of the Akatsuki sisters if you want. Each ship will have 600 CP to purchase whatever they want, and cannot take any drawbacks. Your purchased companions will not die before you meet them as a ship girl if you selected the "Forsaken" drawback.

You may pick any World War 2 warship from any nation. Abyssal Fleet Girls may not purchase normal Fleet Girl companions, while Admiral and Fleet Girl may not purchase normal Fleet Girl companions. This rule will be null if you have "Beacon of Hope". Refer below for canonical ship girls.

<http://kancolle.wikia.com/wiki/Ship>

http://kancolle.wikia.com/wiki/Enemy_Vessel

- Destroyer (Free)
- Light Cruiser (50 CP)
- Torpedo Cruiser (50 CP)
- Heavy Cruiser (100 CP)
- Battleship (150 CP)
- Aviation Battleship (250 CP)
- Light Carrier (100 CP)
- Standard Carrier (150 CP)
- Submarine (50 CP)
- Noncombatant Ship (50 CP)
- Abyssal Fleet Girl Demon (250 CP)

- Abyssal Fleet Girl Princess (300 CP)

Note that you will be able to meet other ship girls in the future, but these will be the ones that count as companions for Jumpchain purposes.

You may also import vehicles from other Jumpchains here for 100 CP, thereby gaining sentience, and a human form. They do not count for the maximum amount of ship girl companions you can purchase here, and they do not receive any CP, nor can they be designated your flagship unless it's a warship, but if you want it, it's here.

Drawbacks

Take up to +600 CP worth of drawbacks. Taking any more will not yield bonus points, but may be taken for an extra challenge. Jump-chan loves to see a diligent jumper!

Unremarkable (+100 CP) – As an Admiral, this would mean that anything short of saving entire countries will not get you major recognition from anyone but your ship girls. As a Fleet Girl, this would mean you are known as just that annoying ship with a funny catchphrases or quirk to your peers and your Admiral. As abyss, you will be unable to say anything but your name, making communicating with others difficult.

Compass-chan's Wrath (+100) – As an Admiral or a Fleet Girl, you will have a much higher chance to tread through dangerous waters with high Abyss concentration than normal. As abyss, the Admiral and his ship girls all seem to have a brilliant sense of direction, and would almost always take the shortest, safest path unless convinced otherwise.

Seasick (+100) – During high-speed maneuvers, you may become mildly nauseous. This will affect your mental capability and combat abilities to a degree. Medication or dedicated training may eventually overcome this, however.

Rival (+200) – During your time here, there will be someone who will be neck-and-neck with you in power, who will always try to beat you at everything. During your final year, you will spar with your rival until one of you cannot fight anymore. Losing this fight will mean a Jumpchain failure, but winning this fight will mean the possibility to recruit another powerful companion if you let your rival live.

Limited Resources (+200) – As an admiral, your allocated spending money for your fleet is reduced by half, making it barely possible to get by without sacrificing the efficiency of your fleet, but don't think of living lavishly until you do something so heroic that the higher-ups give you a raise. As a Fleet Girl, your armor is made from complex alloys, your guns use exotic calibers, and even your screws and rivets are of a non-standard make. This means that you will take much longer to repair and restock you than normal. As Abyss, your stamina will be decreased, and your wounds will heal much slower.

Traitor (+200) – You will feel bias against your own origin and feel closer to heart at the opposite faction. It will take a great deal of willpower from within yourself and some tender love and care from those around you to convince you otherwise.

Iron and Blood (+300) – Your enemies will attack twice as often, twice as aggressively, with twice the numbers, armed with twice the firepower, and... You get my point. Also, as an Admiral or a Fleet Girl, expect your own harbor to be a main target of abyssal fleet assaults, and as Abyss, expect to be detected as an anomaly and not only be the primary target in any engagement, but be actively hunted down by them.

Forsaken (+300) – As an Admiral, you will only be able to keep 6 ship girl permanently bounded to your command. Anyone else will come and go to wherever your superiors need them to, rarely to ever return again. You will have to deal with seeing girls who were ready to die for you to be separated permanently, and even the toughest of them would always break down crying eventually after hearing the news that they would have to leave you and her friends behind. As a Fleet Girl, you will no longer be bound to a single Admiral. After your first 4 years, you will be assigned to a new Admiral, leaving everyone in your old fleet behind. This cycle will repeat every few weeks, never letting you bond with anyone else at a deep level. Only at your 9th year however, will you be able to return to your original fleet once again for the remainder of the jump. As Abyss, you were exiled in the past for something despicable that you have done, forced to wander the seas alone, and fend for yourself. This isolation has caused your emotions to be numbed and your sense of morality to be dulled, which may bend your will into doing horrific things that you would never have otherwise. It will be a while until you can gain the trust of your sisters again.

Shellshock (+300) – As an Admiral, you will witness an abyssal fleet attack near the coast on the first day, where you will witness numerous Fleet Girls be sent to their graves in the ocean. This will scar you deeply, causing you to become more over-protective for your ship girls to the point it will drive you half-mad left unchecked, and any losses of life by your hands will trouble you so much that it may even drive you to suicide to atone for your failures. As a ship girl, the deaths of your entire fleet during one of your sorties or assaults in the past will have caused deep psychological damage, with you being the sole survivor. Burdened with guilt and rage, you must exert extreme strong self-control to not end up in a bloodthirsty frenzy in one moment, then to a sobbing mess in another.

Notes – PLEASE READ

- Discounts are all 50% off.
- A ship does not need to have their modernization Kai versions be implemented in the game to be eligible for Modernization Equipment, and the same goes with Abyss ranks and upgrades.
- Additionally to normal lose conditions, It is also considered a loss for Jumpchain purposes if you are ever to be deconstructed as a ship girl, but if you are an Admiral, you will lose if you are relieved from your duties by your superiors, may it be refraining from doing military duties, ignoring direct orders (unless of course, this disobedience resulted in an insurmountable victory over the Abyss) or by losing too many ship girls in sorties or supply runs.
- All ship girls are human-sized.

- ...Yes, you can.
- ...Yes, you can with the Abyss as well.
- It is assumed that game mechanics such as your flagship never being able to be sunk are not active during this jump.
- Normal Fleet Girls must be repaired and restocked manually, but how Abyssal Fleet Girls do the same is speculated by fans. Some think it's a natural process since Abyssal Fleet Girls' weaponry and armor seem to all be organic in nature. Fanwank it if you're not sure.
- The powers of a ship girls are manifested from "spirit energy" that augment the capabilities of their powers. This in turn allows things like arrows to transform into planes, and small caliber projectiles into massive battleship shells.
- Normal Fleet Girls requires food, sleep and other basic human needs to keep them alive. It was never confirmed or denied for the Abyss, so fanwank something.
- Normal Fleet Girls live life just like normal girl in their free time. They're not even restricted to stay in the harbor.
- Deconstructing a ship girl for resources will not kill them. It is implied that they can return to duty if proper raw materials are gathered and their ship equipment reconstructed.
- Fleet Girls can summon their equipment at will, and though it was never stated one way or another, you may fanwank it and say that this applies to the Abyss as well, and that their monstrous features just as horns or tails can concealed as well outside of combat.
- Humanoid ship girls possess protective fields to reflect, deflect, or absorb enemy fire. As the shield is damaged, it will strain them both physically and mentally. If the protective field is breached, their armor and clothing will be destroyed before they are hit. If all defenses are broken, a ship girl is about as durable as an actual human girl. Though the shields are noted to be more of a circular design with normal Fleet Girls, but have a hexagonal design with abyss girls, the design for the shields are up to you.
- It is assumed that the Abyss work on a hierarchy system, but since it's so unclear how they operate, feel free to fanwank anything you want.
- Seriously, if in doubt, fanwank whatever you like. If it makes you happier, go right on ahead.

Future

If you have survived for 10 years, then it's time to choose what to do next. All drawbacks are revoked, and if you had paid to maintain your gender, you may return to your original gender for free. Pick from any option below, and remember that no matter what you choose here, you will never be forgotten in this world, your mark forever left on the boundless sea.

Return to port – You finally go back home with all your perks, companions, and memories.

On the Oceans I Remain– You stay in this world, regarded as a hero to all that you fought for.

Sortie Towards Another World – Continue to another Jumpchain, brave traveler!