The Dark Ocean

A **Kantai Collection** Jump by SpiritualStill

Version 1.0





Hello, Jumper. Have you ever thought to yourself: "What if I want to go to a depraved world where both sides are run by legitimately awful people?" Well, look no further than here! In this variant of KanColle, the Fleet Girls fight against the Deep Sea Fleet as usual - but with some twists on both sides. You see, the Deep Sea Fleet, in addition to being warmongers who wish to attack the surface world, is a race of creatures that cannot breed and therefore need hosts. Therefore, they abduct Kansen for the purposes of breeding, additionally transforming them into useful drones known as the Abyssals. Certain kansen that they actually do manage to kill also have a tendency to revive themselves based on loyalty and regret, though they too are captured and repurposed as well.

Sounds pretty reprehensible, yes? Don't worry, because the good guys are arguably worse. Due to the need for raw materials, combined with a mix of spite and sociopathy, Abyssals are captured when possible and forcibly impregnated. The children, be they "bug" or human, are what are used for raw materials - the bugs get processed, and the humans seem to be transformed into kansen. While that's already pretty distressing, there is also the fact that Abyssals, when undergoing this stress, remember their lives as kansen - which is then promptly dismissed or totally ignored.

You will be spending ten years in this world, starting from just a month before the Deep Sea Fleet attacks. Here, take these for assistance:

+1000 Fleet Points (FP)

Dark Ocean Fleet is based on "Minasoko" and "Recycle -Shizai wo Umu tame no Bakemono-tachi-". Both works were made by Neromashin. ***You have been warned****.*

Origins

You may start anywhere around the world, along with choosing your sex, gender, and age. The only restriction being that it has to match your origin. Additionally, both alignments may be used as a Drop-In option.

For your selected origin, you receive a 50% discount on all related perks and items. For **100 FP** perks and **50 FP** items, they are free instead.

Race

Human [+200 FP; Restricted to Surface World]
You are counted among the Homo sapiens, the dominant species on Earth. Your kind will be embroiled in a conflict with the Deep Sea Fleet, and the kansen are there to help you. Of course, exactly how much you care for the Fleet is up to you. Because you don't have any real way to combat kansen or the creatures, taking this option grants more FP.

Kansen [Free; Female Sex Exclusive]
You are one of the Fleet Girls, a woman who, through some esoteric methodology, has been imbued with the power and strength of a ship, allowing you to fight the Deep Sea Fleet. Both humans and the abyssal creatures view you as incredibly valuable. You may choose to be an uncorrupted kansen or one of the Abyssals.

Deep Sea Entity [Free; Restricted to Deep Sea Fleet]
You are a mysterious lifeform of an intelligence equalling that of humans. Whether you are an alien or native to Earth, you have a desire to claim the bright surface world and sink everything to your depths. The only issue is that your kind can't actually breed on their own, and therefore require surrogate mothers to carry their eggs to term - unwilling or not. By default, this makes you one of the members of the Deep Sea Fleet.

Alignment

The Surface World [Free]
You are on the side of humanity, fighting against the abyssal menace that seeks to sink your world. Of course, while it's objectively better for your side to win, don't let that get in the way of committing some pretty horrific war crimes.

Deep Sea Fleet [Free]
You are on the side of the strange creatures in the ocean depths, intent on claiming the surface world for yourself. What do you want it for? Glory? To see the light? To have sex with tons of kansen and human women? I'll leave that up to you.

Perks

Undiscounted Perks

Neromashin Artstyle [Free]
The artist who helps further prove that the more fucked up the contents, the better the art. In every world you go to, things seem to adhere to the art style of the artist Neromashin, which comes with a handy little boost to everyone's attraction. Can be toggled on/off.

Hentai Logic [Free/100 FP]
This is kind of required for this setting to work. Sex feels a lot better, things like STIs don't exist, and holes can stretch further or contract without causing harm. Because this is based on a work by Neromashin, certain other things are also added: things like giving birth to (relatively) large creatures, pleasurable cervix penetrations (and also, cervix penetration in general), and rapidfire bloodless births are all things perfectly allowed.

This is **Free** for the duration of the Jump, and costs **100 FP** to keep.

I'm Gonna Plow You Until You Get Pregnant [100 FP]
Okay then, just have no sort of foreplay, I guess. Congratulations, you are now a decent sex-haver, being capable of foreplay, sexual techniques, and are capable of at least bringing your partners to orgasm. As a benefit, you also control your fertility at will, being capable of ensuring you are shooting blanks or having a single swimmer of yours be able to impregnate someone.

Also, because I feel nice, I'm giving you a nice cock if you are a dude, though if you're a woman, you can optionally be a futanari.

Sex is the Solution [300 FP]
It's truly amazing how every issue in this world can be solved through copious fucking. Need more warships? Impregnate the kansen. Need raw materials? Impregnate the abyssals. ~~The author's barely disguised fetish~~ This curious phenomenon now follows you, as it now seems that, if you've got some significant problem, it can be solved through having tons of sex in some sort of fashion.

Surface World Perks

We Are Carrying Out the Admiral's Orders [100 FP]
Good soldiers follow orders, and all that. When you give people orders, and they are subordinate to you, they will carry out your order without complaint or feeling morally compromised.

This is the Most Efficient Way [100 FP]
Who cares about that whole "deeply unethical" matter? You are capable of coming up with plans and solutions that are not only the quickest way to do it, but it's also guaranteed to be successful unless deliberately sabotaged. You can filter this to have the plans adhere to some sort of code you want.

Taking Revenge [100 FP]
Spite and anger, naturally, don't lead to much good happening - but that's just because they don't channel it properly. Now, when you have a grudge against someone, you find your efforts to overcome them work out far better than they reasonably should. Getting revenge on the enemy for sinking your sibling? What should be a complete wash suddenly turns into a brutally successful raid for you. Getting payback on an Abyssal by fucking her? Suddenly, you are absolutely godly in the sack.

Outrageous Production Volumes [200 FP]
Don't you have some high hopes for those girls? So long as the production rate is actually possible, even if only under the most inhumane conditions imaginable, it is entirely doable with standard rates. Very useful if you want tons of raw materials without mentally destroying the resource creators. Of course, pushing them further via inhumane methods is also entirely possible and creates even more resources, so there is that to consider.

Masterful Cultivation [200 FP]
You know how farmers cultivate the land for growing crops, right? Well, you do something like that, just…with people! You are extremely good at refining people to better the aspects of them that you feel would be most beneficial. The supplies division uses this to transform Abyssals into glorified seedbeds that give birth enough to supply an entire country's fleet - so clearly they're very good at it. But if forced breeding isn't your style, you can use it in other ways, such as helping someone become stronger, or smarter, or more charismatic, or all of the above.

They May Be Enemy Ships, But This is Too Cruel! [400 FP]
Thanks, Ooyodo, this is why you are the best girl. But seriously, she's the only "hero" here who realizes this whole thing is pretty evil, even if the resource requirements are necessary. But we here at Spiritual Jumpchain Intermultiversal™ believe that cruelty is

never required. This perk ensures that any action performed by you or your group can be performed ethically, or an ethical substitute with similar results can be found.

This also lets you modify your perks, items, properties, and anything else you possess to let them work in a way you would find preferable.

But I Came Back For You! [400 FP]
Truly, god's greatest people are wasted on the absolute worst. When Abyssals have their cursed/mind-altering equipment disassembled, they remember being shipgirls. Evidently, the Admiral is a real swell guy to Kansen, considering that it's strongly suggested several Abyssals clung to life and literally rose from the dead for him. What's more, despite it being super blatantly clear that the Admiral is responsible for their current miserable situation, they all still love the guy and call him for help. Not even Ooyodo seemed to get angry at him specifically until he ignored the possibility that the Abyssals were kansen.

If he's going to take it for granted, then hopefully you won't. You are now the Admiral of the Kansen. This makes you not just extremely competent at making battle strategies, managing resources and logistics, but also being able to inspire love and devotion to anyone considered "below" you in some fashion. This love is so strong that some will, in fact, literally revive themselves from the dead, and will forgive any misgivings you had in the past, so long as you apologize.

I'm One of the Big Seven! [600 FP]
And I'll never bow to the likes of you! Now, you are considered to be within the top seven strongest of whatever group you happen to be part of, whether that be an Alt-Form or your organization. Naturally, this gives you some absurdly high specs and makes you a cut above most others in your group. But do remember that this doesn't make you unbeatable, as Nagato learned.

This also comes with an incredibly strong ego, causing you to be unable to be subverted by things like drugs, mind control, or magic.

Deep Sea Fleet Perks

Enemy Capture [100 FP]
In a strong difference between the games and here is that "sunken" shipgirls don't die, but are instead all captured by the Deep Sea Fleet. With this, you are now capable of "capturing" any and all of your opponents, even if it seems as if you killed them very thoroughly. Those whom you capture will be perceived by everyone else as "dead" unless they manage to escape your grasp.

Shipgirls Really Are Incredibly Stupid [100 FP]
I didn't think the deep blue ocean had social psychology degrees, but you've proven me very wrong. You are extremely good at reading whole groups and individuals, knowing what to say and what to do to best sway them to what you wish.

What Happened to All That Bravado You Had? [100 FP]
The rest of your compatriots might have needed to use drugs, but you are not as pathetic as they are. When you have sex with someone, you are capable of inducing strong lust and pleasure within them, causing even the most unwilling and powerful of your partners to squeal like a pig as you play their bodies like an instrument.

Child Surrogacy [200 FP]
You just want to have children, is that really so wrong? Don't answer that question, because now it seems like you've got some real strong kids, using the Power of Love™. As a baseline, your children are all considerably stronger than before, with even your weakest children being stronger than any normal human being. Beyond that, the more one of your partners loves you and the child, the stronger the child will be. Furthermore, because it'd be a waste of good mothers to have them become unviable, all births performed by them will be quick, painless, and will induce pleasure.

You may decide to have your children be born quickly, or through the standard gestation period of the mother or a human, if different.

That's Where You're Headed Soon…Just Like Your Sister [200 FP]
What a way to stick the knife in. You become considerably more competent and stronger against your enemies when you've dealt personal defeats against them already. Beating them in battle works well, but doing something like conquering their sister works wonders.

Give In to Your Lust and Be Ravished [400 FP]
Sex is great, but it's better to have ones who actually want to be there. Now, whenever you have captured someone, it becomes easier and easier to bend them to your will.

Resistance is Futile [400 FP]
Down here, your pride and dignity as a shipgirl are meaningless. Beforehand, you'd have to worry about your opponents being able to break out after you captured them - but that's now a minimal worry. Everyone whom you capture is now totally unable to use their powers to even try to threaten you.

The Great Abyssal Fleet [600 FP]
The Deep Sea Fleet is remarkably advanced for a group of beings that clearly live under the ocean. Call it bravado, but the Deep Sea Fleet seems to think that the surface can't beat them - and considering how they captured Mutsu and Nagato, members of the Big Seven, it's not unfounded. Like your brethren, you are a master of highly advanced technology and biotechnology, able to create creatures like the deep sea warships, the nursery, those various drugs, and the advanced weaponry they possess.

Items

Surface World Items

Accelerated Construction Drug [50 FP]
This drug, when injected into the body, causes any gestating child within to reach maturation within a few minutes, regardless of the state of the mother. Because it'd be a real waste otherwise, this ensures both the mother is largely unharmed (beyond the shock of the growth), and the child passes smoothly, with no sort of defects.

Disassembly Line [100 FP]
It should be noted that outright disassembling the rigging of a kansen is really not an easy thing to do; let the supply division do it with a chainsaw just because Battleship Princess was weakened. Now, any tool or useful object used by your enemies can be fully and successfully confiscated and/or disassembled for use or processing.

Supplies Division [200 FP]
Now isn't this quite the fucked up little place that you've got here. This is a facility where a number of captured Abyssals are held, who are able to produce huge quantities of raw materials - whether that be potential shipgirls or deep sea entities that can be processed down. Don't worry, though - they're all quite aware of you being their former commander and/or comrade, and do this willingly.

If you can't stomach that sort of thing, this place just so happens to be where all sorts of raw materials can be collected.

Kure Shipyard [400 FP]
A large shipyard hosting the Kansen. It serves as both a base of operations and a development facility for Kansen. Once per week, a new shipgirl will be created here, with all of them being unflinchingly loyal to you.

Deep Sea Fleet Items

Body Modification Drug [50 FP]
Although part of the nursery by default, you now seem to have a huge supply of these "weird drugs", as Nagato refers to them. They make anyone injected with them considerably more lustful, and make their body more amenable to giving birth and feeling pleasure. How exactly it makes their body look can be up to you.

An Artificial Doll [100 FP]
Kansen are incredibly stupid, aren't they? You now have a puppet that you can directly control, serving as something of a shill and servant for you, helping to bring any of your enemies to your side. For the duration of this Jump, they appear as a kansen - but in future worlds, they'll appear as whatever particular group you need.

Although they actually aren't alive by default, you can have it be that they were a legitimate person.

Remodeling Station [200 FP]
When a kansen is no longer useful for giving birth, why would you ever simply dispose of them, when they can do so much more? When you stick someone into this station, they are remodeled into an Abyssal, which has more strength than they previously did, and is totally loyal to you.

Underwater Shipyard [400 FP]
A major base of the Deep Sea Fleet, where they bring all of the kansen that they've captured. At its core is the nursery, where captured girls are bred, pumped full of drugs, and give birth to warships. These warships grow in strength based on how willing the mother is. Even so, unwilling targets give birth to Destroyer-Class Deep Sea Warships, which are still more powerful than most conventional weaponry.

You start off with ten nondescript kansen already hooked up to the nursery - you can decide if they were "broken in" or were just down for this. Either way, they will be very willing, and their children will naturally be quite strong. You can stick any type of sapient being that is capable of reproducing in here.

Companions

Import/Create Companion
For every **50 FP**, you may either create or bring along any companion you want, with them getting **+600 FP**.

For **200 FP**, you may import as many companions as you want, or create up to eight companions. Each companion receives **+600 FP** to spend.

Recruitment Drive [100 FP]
If you can convince them, you are able to recruit any canon characters that you want.

Loyal Secretary [50/100 FP; Free for Surface World]
This here is a kansen of yours, who has been with you for a long time, and is deeply in love with you. She is your deeply adored secretary, who carries out all of your wishes with a smile on her face - even if it's carting off unfortunate souls to somewhere quite unpleasant for them. However, she is a reflection of your truest ideals - meaning that if she ever disobeys or argues with you on something, it's because she knows the sort of thing you really want, and what you are asking of her isn't what you really want. For **100 FP**, she can have power matching one of the Big Seven.

A Valuable Spokeswoman [50/100 FP; Free for Deep Sea Fleet]
This woman was some sort of shipgirl in the past. You fought her at one point, rather effortlessly sank her, and made her yours. Something in her broke, resulting in her becoming deeply loyal to you and helping to win over her fellow kansen to submit to your wishes. For **100 FP**, she can have power matching one of the Big Seven.

Drawbacks

Do be aware that, unless stated, drawbacks can be overcome through great effort. Perks and Items cannot automatically override them, but they can definitely help with the problem.

Here For the Plot [+0 FP]
Who wants to stay here for ten years? You may leave as soon as the plot is finished.

Supplement Mode [+0]
You may use this doc as a supplement in any *Kantai Collection Jump*. You may also use any doc to supplement this one.

Prolonged Stay [+100 FP]
Stay a while longer, why don't you? For an extra **+100 FP**, you stay in this Jump for an extra five years. You may take this as many times as you want.

They Enjoy Inflicting Misery Upon Them! [+100 FP]
Without this, one could argue that any misery inflicted upon victims had a point - even if it's an entirely fucked up reason. Now? Yeah, not so much. Everyone that isn't you seems to go for the cruelest way to do something, even if they know for a fact they can do it in another way. Expect absolutely no sort of ethical oversight unless you actively create one.

Gullibility [+200 FP]
Tragically, Jumper, you appear to be slightly stupid. You see, you tend to believe people when they tell you something, even if they have obvious reasons to lie to you. The only times this will not work is when you know for a fact it is a lie.

I Set Into Enemy Territory Alone... [+200 FP]
You are not the type of person to fully think through, and unless stopped or it's painfully obvious that it will be a failure, you do things without much thought.

You Must Have Really Made the Admiral Angry [+200 FP]
Or perhaps they have high hopes for you. Whatever the case is, regardless of whatever side you are on, you are now considered the prime target for whatever your opposing side is. This applies even if you are male. I can assure you that the fate you'll suffer will not be dissimilar in awfulness to what happens to Kansen - just fanwank what specifically it is.

Prideful [+300 FP]
You are a rather arrogant sort of person, believing yourself to be the best. There is a significant chance you'll become a pretty strong punching bag until it's beaten out of you.

The True Meaning of Happiness [+300 FP]
You are, secretly, an extremely lustful individual. While you can hide it fairly well, you should likely have lots of sex to ensure it doesn't become a problem. There's also the fact that, if you are captured and made to have sex, odds are you will enjoy it way too much, and surrender to pleasure rapidly.

Resources Are Scarce in Our Country [+300 FP]
I feel like there are better ways to deal with this! Whatever your side is on will have to deal with a huge lack of raw materials, and you'll need to get creative or aggressive to resolve the problem.

You Are the Cornerstone of Our Fleet [+400 FP]
What a horrible fate that is. Whether as a slave or as a genuinely valued member, you are indispensable to whatever side you are on, even if you leave to create your own side. Expect them to lose without your oversight.

Empathetic [+400 FP]
How truly unfortunate you are, Jumper. You see, regardless of whatever drawbacks you took or personality you previously had, you now have a strong sense of empathy towards the kansen. If you're part of the Surface World, you'll object to the whole "industrialized rape" of the enemy and want to find some other way. If you are part of the Deep Sea Fleet, you seem to actually like the kansen as more than disposable mothers and tools. In both cases, you find that your suggestions to be more humane are ignored, and it is very difficult to make any sort of real changes. To make sure you never forget it, leave your mind, you will be put in positions close to the victims, but you will never be able to do anything about it. The only way you are going to be able to change things is by being too valuable to ignore…or tearing down the whole damn system.

Perk Lockout [+600 FP]
Any perks from out of this Jump are sealed for the duration of this one, unless part of your Body Mod.

Property Lockout [+600 FP]
Any items or properties from out of this Jump are sealed for the duration of this one, unless somehow part of your Body Mod.

Memory Lockout [+600 FP]
Any memories from out of this Jump are sealed for the duration of it, and as far as you can tell, you have always been a person from this world.

Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.