

Kantai Collection TRPG Combat Ability List

Development

Chakunin no Sho

High-Speed Maneuverability 高速機動			
Category	Development	Activation	Sub
Traits	Maneuvering (Naval 8) Free Spirited (Personality 11)		
You may use this ability at the end of a round. If the check is successful, you may change your position in the Cruising Formation by 1 in either direction.			

Pursuit 釘付け			
Category	Development	Activation	Sub
Traits	Smile (Charm 7) Cruel (Personality 10)		
You may use this ability when revealing the Cruising Formation. Choose an enemy ship that is within 1 position of your own. If the check is successful, you may move that ship to the same position as your own.			

Guidance 誘導			
Category	Development	Activation	Sub
Traits	Protocol (Naval 5) Withdrawal (Warfare 8)		
You may use this ability when revealing the Cruising Formation. Choose any number of allied ships in the same position as you. If the check is successful, you may move those ships 1 position away from you.			

Kenzou no Sho 1

Zig-Zag Maneuver 乙字運動			
Category	Development	Activation	Sub
Traits	Maneuvering (Naval 8) Figure (Background 11)		
You may use this ability at the beginning of a round. If the check is successful, reduce all damage you receive by 2 for the rest of the round.			

Full Speed Ahead 全速前進

Category	Development	Activation	Sub
Traits	Foolish (Charm 8) Food (Hobby 6)		
You may use this ability at the beginning of a round. Spend 2 Energy to make a check using the specified trait. If the check is successful, your position in the Aerial Attack, Shelling and Torpedo Phases is treated as if it was 2 higher for the rest of the round.			

Elusive 神出鬼没

Category	Development	Activation	Sub
Traits	None		
You may use this ability when revealing the Cruising Formation. Pay 1d6 Energy, and change your position in the Cruising Formation to the number corresponding to the amount of Energy paid.			

Kenzou no Sho 2**Close-In Attack 肉薄攻撃**

Category	Development	Activation	Move
Traits	None		
Use this ability during the Short Range phase of the second Artillery phase. Pay up to 6 Energy. During the Torpedo phase, all damage dealt by your attacks made by Equipments with the Torpedo Attack Capability increases by the amount of Energy spent. However, you may not target more than one enemy during the Torpedo phase.			

Sturm und Drang 疾風怒濤

Category	Development	Activation	Auto
Traits	None		
You and all allies in the same position in the Cruising Formation increase your damage dealt by 2x[The number of other allies in the position], up to a maximum of 6 bonus points of damage.			

Lightning Speed 電光石火

Category	Development	Activation	Sub
Traits	None		
You may use this ability after you deal a Hit to an enemy ship. Pay 1d6 Energy to move to a position in the Cruising Formation of your choice.			

Batsubyou no Sho**Ambush 待ち伏せ**

Category	Development	Activation	Sub
Traits	None		
You may use this Ability when making an attack. Increase the damage of this attack by [6-your position in the Cruising Formation].			

Extricating Strike 一擊離脫

Category	Development	Activation	Sub
Traits	None		
You may use this Ability when choosing a target for an attack during the Artillery Phase. Pay 1d6 Energy to be able to target an enemy ship within 1 position of yourself, even if there is another enemy ship in the same position in the Cruising Formation as you.			

Hot Pursuit 猛追

Category	Development	Activation	Move
Traits	Competitive (Personality 6) Assault (Warfare 6)		
During a Fleet Battle, choose an enemy ship in the same position in the Cruising Formation as yourself. If the check is successful, move you and the enemy ship to any position between 1 and 6 of your choice.			

Strategy

Chakunin no Sho

Battlefield Change 戰場變更			
Category	Strategy	Activation	Sub
Traits	Bold (Personality 12) Navigation (Naval 9)		
You may use this ability at the end of a round. If the check is successful, randomly change the Battlefield using the Battlefield Table.			

Formation Change 陣形變更			
Category	Strategy	Activation	Sub
Traits	Mysterious (Personality 2) Command (Naval 10)		
You may use this ability at the end of a round. Choose any number of allied ships and the same number of enemy ships. If the check is successful, at the beginning of the next round, those ships may choose a new position in the Cruising Formation.			

Sixth Sense 以心伝心			
Category	Strategy	Activation	Sub
Traits	Honest (Charm 2) Ciphers (Naval 2)		
You may use this ability before the Cruising Formation has been revealed. If the check is successful, you may reveal your position to the other allied players.			

Kenzou no Sho 1

Strategic Withdrawal 戰略的撤退			
Category	Strategy	Activation	Sub
Traits	Dark Past (Background 4) Withdrawal (Warfare 8)		
You may use this ability when an allied ship receives damage during the Fleet Battle phase. Make a Check using the specified Trait. If the check is successful, you may choose to cancel the damage and end the Fleet Battle. If you do, your side counts as having lost the battle.			

Blockade 封鎖			
Category	Strategy	Activation	Sub
Traits	Patient (Personality 3) Conversation (Hobby 7)		
Before determining the Cruising Formation, make a check using the specified Trait. If the check is successful, pick a number between 1 and 6. Characters cannot be placed in the position corresponding to that number. Only one Blockade may be used each battle.			

Synchronized Turn 一斉回頭

Category	Strategy	Activation	Sub
Traits	Communications (Naval 3) Command (Naval 10)		
You may use this ability at the beginning of a round. Make a Check using the specified Trait. If successful, increase or decrease the position of all allied ships by 1 (minimum 1, maximum 6).			

Kenzou no Sho 2**Trump Card 伝家の宝刀**

Category	Strategy	Activation	Sub
Traits	None		
You may use this ability when an ally in your fleet deals damage. Pay 1d6 Gunpowder to increase the damage by an amount equal to the Gunpowder lost.			

One Body, One Soul 一心同体

Category	Strategy	Activation	Auto
Traits	None		
Whenever an ally with whom you have a Relationship Score of 1 or more rolls a Special, regain 3 Energy.			

Encyclopedic Knowledge 博覧強記

Category	Strategy	Activation	Auto
Traits	None		
At the start of the session, choose a column in the Trait List. For the duration of this session, whenever you make a check using a Trait from the chosen column during the Fleet Battle Phase, you add 1 to the result.			

Batsubyou no Sho**Individual Deployment 各自散開**

Category	Strategy	Activation	Sub
Traits	Optimistic (Personality 8) Command (Naval 10)		
You may use this ability at the start of a Round. If the check is successful, during this Fleet Battle all allied ships in a position with no other allied ships get a +1 modifier to Evasion checks and reduce the damage from Opening Torpedo Attacks and Torpedo Attacks by 2. This effect is not cumulative.			

Bewilderment 五里霧中

Category	Strategy	Activation	Move
Traits	Mysterious (Personality 2) Navigation (Naval 9)		
If you succeed at the Action Check, for the rest of this battle, the Evasion of all enemy ships is reduced by 1. This ability cannot reduce their Evasion below 0, and does not stack with itself or any other Evasion-reducing abilities.			

Flexibility 機略縱橫

Category	Strategy	Activation	Move
Traits	Reading (Hobby 5) Command (Naval 10)		
If you succeed at the Action Check, for the rest of this battle, whenever an allied ship rolls to calculate damage dealt, they may choose 1 die and reroll that die.			

Air Superiority

Chakunin no Sho

Aviation Control 航空管制			
Category	Air Superiority	Activation	Sub
Traits	Competitive (Personality 6) Enemy Awareness (Naval 4)		
You may use this ability whenever you make an attack during the Aerial Attack phase. If the check is successful, you may add or subtract 1 to the roll to determine the target.			

Dive Bombing 急降下爆撃			
Category	Air Superiority	Activation	Sub
Traits	Polite (Personality 9) Airstrike (Warfare 3)		
You may use this ability whenever you choose the target of an attack using an Aircraft-type Equipment. If the check is successful, you may choose to target an enemy ship up to 1 space away in the Cruising Formation.			

Tactical Bombing Raid 戦術爆撃			
Category	Air Superiority	Activation	Sub
Traits	Flashy (Charm 12) Aerial Combat (Warfare 4)		
You may use this ability whenever you choose the target of an attack using an Aircraft-type Equipment. If the check is successful, you may choose to target all enemy ships in the same position in the Cruising Formation as you.			

Kenzou no Sho 1

Search and Destroy 見敵必殺			
Category	Air Superiority	Activation	Sub
Traits	None		
You may use this ability when you successfully perform reconnaissance on an enemy ship using an Aircraft-type Equipment. For the duration of this battle, all allies get +1 Firepower when attacking the target of your reconnaissance.			

Reconnaissance-in-Force 威力偵察			
Category	Air Superiority	Activation	Sub
Traits	None		
You may use this ability when you successfully perform reconnaissance on an enemy ship using an Aircraft-type Equipment. For the duration of this battle, all allies get +1 to Firing Checks when attacking the target of your reconnaissance.			

Aerial Barrage 空中阻塞

Category	Air Superiority	Activation	Auto
Traits	None		
You may use the same Equipment with the Anti-Air or Extended Anti-Air Equipment Capability twice in the same round.			

Kenzou no Sho 2

Air Superiority 航空優勢

Category	Air Superiority	Activation	Sub
Traits	None		
You may use this ability when you successfully perform reconnaissance on an enemy ship using an Aircraft-type Equipment. The Aerial Attack Capability of all Equipments on allied ships increases by 1 for the duration of this battle.			

One Fell Swoop 一網打尽

Category	Air Superiority	Activation	Sub
Traits	Airstrike (Warfare 3) Reading (Hobby 5)		
You may use this ability after rolling to determine the target position of an Equipment with the Aerial Attack Capability during the Aerial Combat Phase. If you succeed at the Action Check, you may target all enemy ships in the position rolled.			

Night Flying 夜間飛行

Category	Air Superiority	Activation	Auto
Traits	None		
You may attack with Aircraft-type Equipments during the Night Fighting phase.			

Batsubyou no Sho

Dogfight 巴戰

Category	Air Superiority	Activation	Sub
Traits	None		
You may use this ability when you deal damage to an enemy ship using an Aircraft-type Equipment. Pay 2 Energy to increase the damage dealt by an amount equal to the total of the Extended Anti-Air Equipment Capability of your Equipments.			

Aerial Observation 空中観測

Category	Air Superiority	Activation	Move
Traits	None		
Choose an ally other than yourself. For the duration of this Fleet Battle, when making Firing checks the chosen ally gets a +1 modifier and scores a Special on a die roll of 10 or more.			

Aerial Interference 航空攪乱

Category	Air Superiority	Activation	Auto
Traits	None		
Whenever an ally receives damage from any attack, you may use the Extended Anti-Air Equipment Capability to reduce the damage suffered. However, when using Extended Anti-Air in this way, you must spend an additional 2 Energy.			

Offensive

Chakunin no Sho

Full Volley 全門齊射			
Category	Offensive	Activation	Sub
Traits	Energetic (Personality 7) Shelling (Warfare 7)		
You may use this ability when rolling for damage after making a successful attack. If the check is successful, you may spend any number of points of Energy. When you roll damage, you may choose to re-roll a number of dice up to the amount of Energy spent.			

Concentrated Fire 集中攻撃			
Category	Offensive	Activation	Sub
Traits	Cool (Charm 3) Serious (Personality 5)		
You may use this ability before you make a Firing Check. If the check is successful, a result of 10 or greater on the die roll for the Firing Check results in a Special.			

Wild Firing 独断専行			
Category	Offensive	Activation	Sub
Traits	Optimistic (Personality 8) Assault (Warfare 6)		
You may use this ability before you make a Firing Check. If the check is successful, for the rest of the round, increase your Firepower by 2 points, and apply a -2 modifier to any Evasion Checks you make.			

Kenzou no Sho 1

Decisive Battle Design 決戦仕様			
Category	Offensive	Activation	Auto
Traits	None		
During the Decisive Battle phase, your Firepower is increased by 1.			

Melee 白兵戦闘			
Category	Offensive	Activation	Move
Traits	Old-Fashioned (Background 5) Assault (Warfare 6)		
You may use this ability during the Short Range Artillery Phase. Choose an enemy in the same position in the Cruising Formation as yourself and make a check. On a successful check the chosen enemy takes 1d6 / 2 Hits, rounded down (0-3 Hits). On a failed check, you suffer 1 Hit.			

Recovery 起死回生			
Category	Offensive	Activation	Sub
Traits	Reading (Hobby 5) Entertainment (Hobby 9)		
You may use this ability when choosing a target for an attack using a Main Gun-type Equipment. If the check is successful, you may target any enemy ship that is not in the same position as an ally in the Cruising Formation.			

Kenzou no Sho 2

On the First Try 一発必中			
Category	Offensive	Activation	Sub
Traits	None		
You may use this ability when attacking with a Main Gun-type Equipment. Pay 2d6 Energy to have your Firing Check considered an automatic success, but treat the result of the Firing Check as 10. You may not use this ability as part of a Sustained Fire Firing Check, nor may you use Sustained Fire after using this ability.			

Eye of the Tiger 虎視眈々			
Category	Offensive	Activation	Sub
Traits	Cool (Charm 3) Standby (Naval 7)		
You may use this ability when attacking, after rolling to calculate damage. If you succeed at the Action Check, you may choose one die displaying a number equal to or higher than your position in the Cruising Formation and change it to 6.			

Against the Odds 悪戦苦闘			
Category	Offensive	Activation	Auto
Traits	None		
If the number of characters in the allied fleet is less than the number of characters in the enemy fleet, your Firepower is treated as if it was 1 higher.			

Batsubyou no Sho

Sneak Attack 伏撃			
Category	Offensive	Activation	Sub
Traits	None		
You may use this ability when an ally with whom you have a Relationship Score of 1 or more is targeted by an enemy, and you must not be Fatigued. Pay 2d6 Energy to make an attack against that enemy, before calculating that enemy's attack. (You become Fatigued afterwards.)			

Induced Collision 衝突誘発

Category	Offensive	Activation	Sub
Traits	Cruel (Personality 10) Shelling (Warfare 7)		
You may use this when you successfully deal a Hit on an enemy ship using one of your Torpedo-type Equipments. If the check is successful, choose one of the ships you damaged. You deal 1 hit to each enemy ship, except the chosen ship, in the same position as the chosen ship.			

Battle-Hardened 百戦錬磨

Category	Offensive	Activation	Auto
Traits	None		
For every battle the fleet has successfully completed this session, the damage dealt by all allied ships increases by 1.			

Defensive

Chakunin no Sho

Escort Vessel 護衛艦			
Category	Defensive	Activation	Sub
Traits	Brave (Charm 6) Support (Warfare 9)		
You may use this ability whenever a character in the same position in the Cruising Formation as you becomes the target of an attack during the Aerial Attack, Opening Torpedo, Artillery, or Torpedo phases. If the check is successful, you may change the target of that attack to yourself.			

Substitution 身代わり			
Category	Defensive	Activation	Sub
Traits	Lucky (Background 7) Fashion (Hobby 10)		
You may use this ability whenever you suffer damage. If the check is successful, you may destroy one of your Equipments to prevent that damage.			

Adversity 逆境			
Category	Defensive	Activation	Auto
Traits	None		
Whenever you are in the Moderately or Heavily Damaged states, you may pay 1d6 Energy to use an Aerial Attack or a Torpedo Launch Equipment Capability.			

Kenzou no Sho 1

Emergency Evasion 緊急回避			
Category	Defensive	Activation	Sub
Traits	Imagination (Hobby 3) Torpedoes (Warfare 10)		
You may use this ability when damaged by a Torpedo Launch Equipment Capability. If the check is successful, prevent all damage from that attack. However, you receive a penalty to this check equal to the value of the Torpedo Launch Equipment Capability damaging you.			

Counterattack 迎撃			
Category	Defensive	Activation	Sub
Traits	Graceful (Charm 5) Anti-Aircraft (Warfare 5)		
You may use this ability when you are damaged by an attack. If the check is successful, you deal [Firepower of equipped Secondary Guns+1]d6 damage to the character that dealt damage to you.			

Covering Fire 援護射擊			
Category	Defensive	Activation	Sub
Traits	None		
You may use this ability when another character is about to make an Evasion Check. Spend 1 Energy to give that character a +1 modifier to the check.			

Kenzou no Sho 2

Impregnable Wall 堅城鉄壁			
Category	Defensive	Activation	Sub
Traits	None		
You may use this ability when an ally in the same position in the Cruising Formation receives damage. Choose an ally who just received damage and pay an amount of Energy equal to your Relationship Score towards that ally to reduce the damage received by that amount.			

Common Fate 一蓮托生			
Category	Defensive	Activation	Sub
Traits	Gentle (Charm 4) Bold (Personality 12)		
You may use this ability when another ally in the same position in the Cruising Formation suffers a Hit. If the check is successful, that ally suffers 1 less Hit and you suffer 1 Hit. This effect cannot reduce the number of Hits suffered by the chosen allied ship to 0.			

Majesty 威風堂堂			
Category	Defensive	Activation	Auto
Traits	None		
During the Decisive Battle Phase, your Armour is increased by 1.			

Batsubyou no Sho

Vigilance 警戒態勢			
Category	Defensive	Activation	Move
Traits	None		
For the duration of this battle, your Armour is increased by 1d6. This effect is not cumulative.			

Rapid Reversal 急速反転			
Category	Defensive	Activation	Auto
Traits	None		
If you make more than one Evasion check in one round, you get a +1 modifier on the second and subsequent Evasion checks.			

Between Sea and Sky 水天彷彿

Category	Defensive	Activation	Auto
Traits	None		
You may reduce the damage allies suffer from Torpedo-type Equipments using your Equipments with the Extended AA Equipment Capability. If the ally is in the same position in the Cruising Formation as you, you may use Equipments with Anti-Aircraft Equipment Capability for this purpose.			

Utility

Chakunin no Sho

Emergency Maintenance 応急整備			
Category	Utility	Activation	Move
Traits	Considerate (Personality 4) Maintenance (Naval 12)		
Choose a character and make a check. If it is successful, that character recovers [1d6 + your Relationship Score Towards the Target] Energy.			

Communications Jamming 通信妨害			
Category	Utility	Activation	Sub
Traits	Secret Weapon (Background 9) Electronic Warfare (Warfare 2)		
You may use this ability before the Cruising Formation has been revealed. Choose 1 enemy ship and make a check. If the check is successful, that ship must determine its position randomly.			

Rescue Operation 救難作業			
Category	Utility	Activation	Sub
Traits	Gentle (Charm 4) Supply (Naval 6)		
You may use this ability at the end of a round. Choose an Inoperative character and make a check. If it is successful, that character recovers 1d6 points of Energy.			

Kenzou no Sho 1

Supporting Fire 支援砲撃			
Category	Utility	Activation	Sub
Traits	Connections (Background 2) Idol (Background 8)		
You may use this ability at the end of the Aerial Combat phase. Pick one NPC with whom you have a Relationship Score of 1 or more and a target enemy character. If the check is successful, deal a number of d6 damage to the target enemy equal to your Relationship Score to the chosen NPC.			

Relentless 獅子奮迅			
Category	Utility	Activation	Sub
Traits	None		
You may use this ability when you deal damage using Sustained Fire. You regain 1 Energy for each successful Firing Check.			

Always Prepared 準備万端			
Category	Utility	Activation	Move
Traits	Invigorating (Charm 9) Standby (Naval 7)		
Choose one of your Equipments or Items and another target ally. If the check is successful, you may pass the selected Equipment or Item to the chosen ally (this cannot exceed the maximum number of Equipments or Items allowed on the target character). When passing an Equipment, choose a designated Trait for that Ability.			

Kenzou no Sho 2

Improvisation 臨機応変			
Category	Utility	Activation	Sub
Traits	None		
You may use this ability when you make an Action Check. Pay 1d6 Energy to treat the top and bottom, and left and right of the Trait list as connected for the purposes of substituting a Trait.			

Mental Concentration 精神統一			
Category	Utility	Activation	Sub
Traits	Cool (Charm 3) Protocol (Naval 5)		
You may use this ability during the Fleet Battle Phase, at the end of a round. If the check is successful, you may cancel one of your Rampages.			

Materials Procurement 物資調達			
Category	Utility	Activation	Sub
Traits	Refined (Background 10) Shopping (Hobby 8)		
You may use this ability when you are the Scene Player during the Naval Base Phase. If you succeed at the check, you may spend 1d6 of a Supply of your choice to acquire a random Item from the Item Table.			

Batsubyou no Sho

Pep Talk 叱咤激励			
Category	Utility	Activation	Sub
Traits	Energetic (Personality 7) Airstrike (Warfare 3)		
You may use this ability when an ally deals damage using the Aerial Attack Equipment Capability. If the check is successful, increase the damage dealt by 2d6.			

Morale Boost 士気高揚

Category	Utility	Activation	Sub
Traits	None		
You may use this ability at the start of the Fleet Battle Phase. You regain Energy equal to the total value of your Relationship Scores (up to a maximum of 6).			

Redoubled Effort 捲土重来

Category	Utility	Activation	Auto
Traits	None		
The damage dealt by all allies is increased by 2 for each time the fleet was defeated during the Fleet Battle Phase this session.			

Sea Control

Kenzou no Sho 1

Sound of the Sea 海の音			
Category	Sea Control	Activation	Move
Traits	None		
You may use this ability if you are in the Submerged state during the Short Range Artillery Phase. If you pay 1d6 Energy you may attack one enemy that is in the Submerged state.			

Disturbance Tactics 攪乱戦術			
Category	Sea Control	Activation	Sub
Traits	Cruel (Personality 10) Support (Warfare 9)		
You may use this ability when an enemy uses Special Interference. Pay 1D6 Energy to make a check. If the check is successful, the effect of Special Interference is cancelled.			

Sniper of the Sea 海のスナイパー			
Category	Sea Control	Activation	Auto
Traits	None		
You may use the Torpedo Launch Equipment Capability during the Opening Torpedo phase.			

Kenzou no Sho 2

Sudden Surfacing 急速浮上			
Category	Sea Control	Activation	Sub
Traits	Maneuvering (Naval 8) Smile (Charm 7)		
You may use this ability if you are in the Submerged state when you Support an ally that is not submerged. If the check is successful, you move to the same position in the Cruising Formation as the supported ally, and the effects of your Support are treated as if your Relationship towards the supported ally was 1 higher.			

Decoy 囃			
Category	Sea Control	Activation	Sub
Traits	Fame (Background 3) Support (Warfare 9)		
You may use this ability when you are in the Submerged state and an ally is targeted by an enemy Destroyer, Light Cruiser, Torpedo Cruiser, Light Carrier, or an enemy ship possessing an Equipment with the Anti-Submarine Equipment Capability. If you succeed at the Action Check, you change the target of that attack to yourself.			

Crash Dive 急速潜航

Category	Sea Control	Activation	Move
Traits	None		
You may use this ability during the Long, Medium, or Short Range Artillery Phases when you are Surfaced. You enter the Submerged state. Only characters capable of Submerging may use this ability.			

Batsubyou no Sho**Float ぶかぶか**

Category	Sea Control	Activation	Sub
Traits	None		
You may use this ability if you are in the Submerged state at the start of a round. Pick a position in the Cruising Formation with a number between 1 and 3. At the end of the round, you surface in the chosen position.			

Covert Operations 潜伏活動

Category	Sea Control	Activation	Sub
Traits	Ciphers (Naval 2) Anti-Submarine (Warfare 11)		
You may use this ability when you want to appear in a Scene during the Naval Base Phase for which you are absent. If the check is successful, you gain 1 Supply of your choice and can appear in the Scene without paying Energy. You may use this ability only once per Cycle.			

Secret Reconnaissance 隱密偵察

Category	Sea Control	Activation	Sub
Traits	Connections (Background 2) Night Fighting (Warfare 12)		
You may use this ability if you are using the Ocean Map, and when you are not appearing in a Scene in the Naval Base Phase. Pay 1d6 Energy to make a check using the appropriate Trait. If successful, the Admiral reveals information about the Type and associated Event of an adjacent Checkpoint on the Ocean Map.			

Surfacing In the Presence of the Enemy 敵前浮上

Category	Sea Control	Activation	Sub
Traits	Bold (Personality 12) Maneuvering (Naval 8)		
You may use this before revealing the Cruising Formation. Choose an enemy ship and make an Action Check. If the check is successful, your position in the Cruising Formation becomes the same as the chosen enemy's when the Cruising Formation is revealed.			

Piercing Torpedo Strike 深々度雷撃

Category	Sea Control	Activation	Auto
Traits	None		
When you are in the Submerged state, damage you deal is increased by 4.			

Underwater Search 海中搜索

Category	Sea Control	Activation	Auto
Traits	None		
During the Decisive Battle Phase, you may perform up to 2 Recovery attempts. In addition, you may attempt to Recover allies towards whom you do not have a Relationship Score.			

Universal

Kenzou no Sho 1

Lead Ship 嚮導艦			
Category	Universal	Activation	Sub
Traits	Considerate (Personality 4) Romance (Hobby 12)		
Choose a PC other than yourself. Pay 1d6 Energy to make a check using the appropriate trait. If the check is successful, the target loses a Trait they possess and replaces it with another Trait within 1 step (ignore any Gaps). If the amount of Energy spent is odd, the Trait becomes a Merit. If it is even, it becomes a Defect.			

Application 応用力			
Category	Universal	Activation	Auto
Traits	None		
You may fill up to five spaces worth of Gap (the spaces need not be connected).			

Combined Attack 合体攻撃			
Category	Universal	Activation	Sub
Traits	<i>Variable</i>		
You may not use this ability when you are Fatigued, and you become Fatigued when you use it. You may use this ability when using Support to increase damage. Pick one of your Equipments and make a check using its designated Trait. If the check is successful, increase the damage dealt by a number of d6 equal to the Firepower value of the chosen Equipment. If you fail the check, reduce the damage dealt to 0.			

Kenzou no Sho 2

Curiosity 興味津々			
Category	Universal	Activation	Sub
Traits	None		
You may use this ability at any time. Pay 1d6 Energy to acquire a Trait of your choice (if you have 6 Traits, you may not acquire a Trait). If the Energy spent is an odd number, it becomes a Merit. If it is even, it becomes a Defect.			

Anti-Aircraft Support 対空支援			
Category	Universal	Activation	Auto
Traits	None		
You may use an Anti-Aircraft Equipment Capability as if it were Extended AA by paying 1 Energy.			

Attentiveness 気配り

Category	Universal	Activation	Auto
Traits	None		
When someone other than yourself would lose Energy as a result of an Event failure during the Naval Base Phase, you may reduce your own Energy instead. You may take on the Energy loss of multiple characters in one Event.			

Batsubyou no Sho**Night Camouflage 夜間迷彩**

Category	Universal	Activation	Sub
Traits	None		
You may use this ability when making an action check during the Night Battle Phase. When making the check, roll an additional die and use two of the dice rolled.			

Anxiety 後顧之憂

Category	Universal	Activation	Sub
Traits	None		
You may use this ability when you are Sunk during the Fleet Battle Phase. All allies except yourself increase their Firepower and Armor by 1 for the duration of this battle.			

Proficiency Improvement 練度向上

Category	Universal	Activation	Sub
Traits	Serious (Personality 5) Aerial Combat (Warfare 4)		
You may use this ability at the start of the Fleet Battle Phase. Pay 1d6 Energy to make a check using the appropriate Trait. If the check is successful, choose one of your Equipments. Increase the Anti-Air, Extended Anti-Air, Aerial Attack or Reconnaissance Equipment Capability of the chosen Equipment by 1 for the duration of this battle.			

Ram 体当たり

Category	Universal	Activation	Move
Traits	None		
You may use this ability during the Short Range Artillery Phase. Deal 1 Hit to yourself and to an enemy ship in the same position in the Cruising Formation as yourself.			

Shared Tactics 戦術共有

Category	Universal	Activation	Auto
Traits	None		
All damage dealt by allies of the same ship type as you is increased by an amount equal to the amount of allies in your fleet of that ship type, up to a maximum of 8.			

Battlefield Aptitude 戦場適性

Category	Universal	Activation	Auto
Traits	None		
When you acquire this Ability, pick a Battlefield Type other than Parallel Engagement. During a Fleet Battle Phase using the chosen Battlefield Type, you get a +1 modifier to Firing Checks and your Firepower is treated as if it were 1 higher.			

Class-Specific Abilities

Destroyer

Guts 度胸			
Category	Ship Class - Destroyer	Activation	Auto
Traits	None		
When you succeed on an Evasion check, you may regain 1 Energy.			

Defensive Stance 防禦姿勢			
Category	Ship Class - Destroyer	Activation	Sub
Traits	None		
You may use this ability before making an Evasion check. You may pay 1d6 Energy to gain a +1 modifier to the check (this effect is not cumulative).			

Surprise Attack 奇襲			
Category	Ship Class - Destroyer	Activation	Auto
Traits	None		
When making a Torpedo Launch check for Opening Torpedo Attacks and Torpedo Attacks, you score a Special on a roll of 11 or more. In addition, if your Opening Torpedo Attack or Torpedo Attack is a Special, the result of your final damage roll is doubled.			

Preventive Patrol 阻止哨戒			
Category	Ship Class - Destroyer	Activation	Sub
Traits	<i>Variable</i>		
You may use this ability during a Normal Scene during the Naval Base Phase. Pay 1d6 Energy to make a check using a randomly chosen Trait from the Naval column of the Trait List. If the check is successful, in the next Fleet Battle, all enemy ships have their Torpedo Launch capability reduced by 1 point. This effect is not cumulative.			

Smokescreen Deployment 煙幕展張			
Category	Ship Class - Destroyer	Activation	Sub
Traits	None		
You may use this ability before making a Firing or Evasion check. Pay 2d6 Energy. If the result of your dice is 10 or more, the check is a Special.			

Torpedo Squadron Spirit 水雷魂			
Category	Ship Class - Destroyer	Activation	Sub
Traits	None		
You may use this when an enemy ship with none of your allies in the same position in the Cruising Formation as it chooses a target. Pay 1d6 Energy to change its target to yourself instead.			

Light Cruiser

Torpedo Squadron 水雷戦隊			
Category	Ship Class – Light Cruiser	Activation	Sub
Traits	None		
You may use this ability at the start of the Fleet Battle phase. All Destroyers in your fleet may pay 2 Energy to increase the Firepower and Torpedo Launch Equipment Capability of their Torpedo-type Equipments by 1.			

Jack of all Trades 何でも屋			
Category	Ship Class – Light Cruiser	Activation	Auto
Traits	None		
You may learn Combat Abilities from all categories, except Ship Class-specific Combat Abilities.			

Hypothetical Enemy Ship A 仮想敵艦・甲			
Category	Ship Class – Light Cruiser	Activation	Auto
Traits	None		
At the start of the Session, choose a Ship Class. Whenever you attack a ship of the chosen Class, add 1 to the total Firepower of the attack. Once per session. during a Normal Scene, you may pay 2 Energy to change the chosen Ship Class.			

Light Cruiser and Heavy Cruiser

Circle and Intercept 回り込み			
Category	Ship Class – Light or Heavy Cruiser	Activation	Sub
Traits	None		
You may use this at the start of the Fleet Battle Phase. If all allies in the fleet pay 1d6 Energy, you may change the Battlefield Type to “Crossing the T (Advantageous)”.			

Heavy Cruiser

Night Battle Aptitude 夜戦適性			
Category	Ship Class – Heavy Cruiser	Activation	Auto
Traits	None		
During the Night Fighting phase, your Firepower is increased by 1 and your Armour is increased by 2.			

Hypothetical Enemy Ship B 仮想敵艦・乙			
Category	Ship Class – Heavy Cruiser	Activation	Auto
Traits	None		
At the start of the Session, choose a Ship Class. Whenever you are damaged by a ship of the chosen Class, your Armour is treated as if it was 2 higher. Once per session, during a Normal Scene, you may pay 2 Energy to change the chosen Ship Class.			

Light Carrier

Fleet Support 艦隊支援			
Category	Ship Class – Light Carrier	Activation	Sub
Traits	None		
You may use this ability when an ally in the same position in the Cruising Formation is dealt damage. If any of the dice rolled to determine damage share the same value, you may choose two of those dice. Treat the value of those dice as 0.			

Select Few 少数精鋭			
Category	Ship Class – Light Carrier	Activation	Auto
Traits	None		
If you only have 1 Aircraft-type Equipment, the Firepower, and the Aerial Attack and Extended AA Equipment Capabilities of this Equipment are increased by 1.			

Light Carrier and Standard Carrier

Air Patrol 空中哨戒			
Category	Ship Class – Light or Standard Carrier	Activation	Sub
Traits	None		
You may use this ability at the start of the Fleet Battle Phase. Pay 1d6 Energy to reduce the Reconnaissance value of all Aircraft-type Equipments possessed by all enemy ships by 2d6. If an Aircraft-type Equipment has its Reconnaissance value reduced to 0 or less, it cannot be used in this battle.			

Standard Carrier

Mobile Task Force 機動部隊			
Category	Ship Class – Standard Carrier	Activation	Sub
Traits	None		
You may use this ability during the Medium Range Artillery Phase. Pay 1 Energy to change the range of your Aircraft-type Equipments from Short to Medium.			

Precision Targeting 正射必中			
Category	Ship Class – Standard Carrier	Activation	Sub
Traits	None		
You may use this Ability during the Aerial Combat Phase. Pay 1d6 Energy to choose any target to make an aerial attack against instead of rolling the dice. You may only use this ability once per session.			

Armoured Carrier

Armoured Flight Deck 装甲甲板			
Category	Ship Class – Armoured Carrier	Activation	Auto
Traits	None		
You may use Aircraft-type Equipment Abilities even when in the Heavily Damaged state.			

Submarine

Covert Dive 隱密潛航			
Category	Ship Class – Submarine	Activation	Auto
Traits	None		
When you are in the Submerged state, reduce all damage you receive by 4.			

Repair Ship

Equipment Disposal 裝備廢棄			
Category	Ship Class – Repair Ship	Activation	Sub
Traits	None		
You may use this ability in a Normal Scene during the Naval Base Phase. Choose an Equipment in the Naval Base and destroy it permanently to receive 2 of each Supply.			

Battleship

Honor of the Flagship 旗艦の栄誉			
Category	Ship Class – Battleship	Activation	Auto
Traits	None		
If you are chosen as the Flagship, when re-rolling a Firing Check, the Energy spent to make the re-roll is reduced by 3, to a minimum of 1 Energy.			

Frontal Breakthrough 正面突破			
Category	Ship Class – Battleship	Activation	Sub
Traits	None		
You may use this Ability when attacking an enemy ship in the same position in the Cruising Formation as you. Pay 3 Energy to increase the total Firepower of the attack by 2.			

Unmatched at Sea 海内無双			
Category	Ship Class – Battleship	Activation	Sub
Traits	None		
You may use this when you get a Special or a Fumble on a check during the Fleet Battle Phase. Deal 1 Hit to an enemy ship of your choice.			

Amphibious Assault Ship

Patrol Plane Operation 哨戒機運用			
Category	Ship Class – Amphibious Assault	Activation	Sub
Traits	None		
You may use this ability when someone uses the Aerial Attack or Extended AA Equipment Capabilities. Pay 1 Energy to add the total Extended AA and Anti-Submarine Equipment Capabilities of your Equipments to the damage dealt by the Aerial Attack Equipment Capability or the Air Superiority value of the Extended AA Equipment Capability.			