It's been so long since you've been to Earth. Spending so much time in so many different, fantastic worlds (Or maybe just one fantastic world) has left you a bit homesick. The next jump comes, and you grit your teeth, preparing to go to the next location…

And to your surprise, you see... Earth! But it immediately strikes you- This earth is dramatically different from the Earth you're from. Here, on this earth, Mankind did not evolve on their own- Instead, they were uplifted by beings from outer space, called Life Fibers. A parasite and a symbiote at the same time, Life Fibers can grant people terrific power, but could also consume a person utterly in too high a quantity. What's more, the world's leading corporation in fashion design, REVOCS, is controlled by a madwoman named Kiryuin Ragyo, who wishes to sacrifice all of humanity and destroy the planet in order to spread Life Fibers throughout the galaxy.

The year is 2010. You have four years to relive high school, integrate yourself into Nudist Beach, or just do whatever it is you do - And after those four years, Life Fibers will consume all life on earth.

Your goal is to survive these next ten years. In order to help you do that, you now have 1000 cp at your disposal. Good Luck, Jumper.

Jump by Eyebrows

CLUBS

During your stay in the universe of Kill la Kill, you will be attending Honnouji academy. No ifs, ands, or buts - And in order to keep up the academic standards of Honnouji, you are expected to attend at least one club. Regularly. Truancy will be severely punished.

Roll a 1d8 to determine which club you will be joining. If, for some reason, you don't like your club you can spend 100 cp in order to pick which one you want.

1. No Club: You troublemaker! We just told you, you're expected to join a club while attending Honnouji Academy! Since you have all this free time on your hands (Time better spent in service of Honnouji Academy), you'll probably get up to some delinquency or something. Expect the Disciplinary Comittee to chase after you on a regular basis.

2. Sports: Nothing beats kicking around the good ol' Pigskin, or kicking around the good ol' soccer ball, or kicking around the good ol' side of the other guy's head. All competitive sports fall under this category, from Baseball to Tennis to martial arts like Kendo and Karate. Expect training from hell, whether you want it or not.

3. Fine Arts: You take up the mantle of Fine Arts, and you find yourself joining a fine arts club. The fine arts include such noble works as Painting, Sculpture, Poetry, and Film, though pretty much anything made for pure aesthetics could count. Fine arts is also a pretty good stress-reliever, though occasionally getting your painting juuuuust right is more trouble than it's worth.

4. Performance: The thrill of being out on center stage is something that just can't be beat. Performance clubs are clubs like Theatre, Music, or Dance that require both charisma and skill, and the ability to work as a team, but once all that practice is done, it's so worth it once you manage to spout out that speech on stage. That is, unless you get stage fright and choke, you chicken.

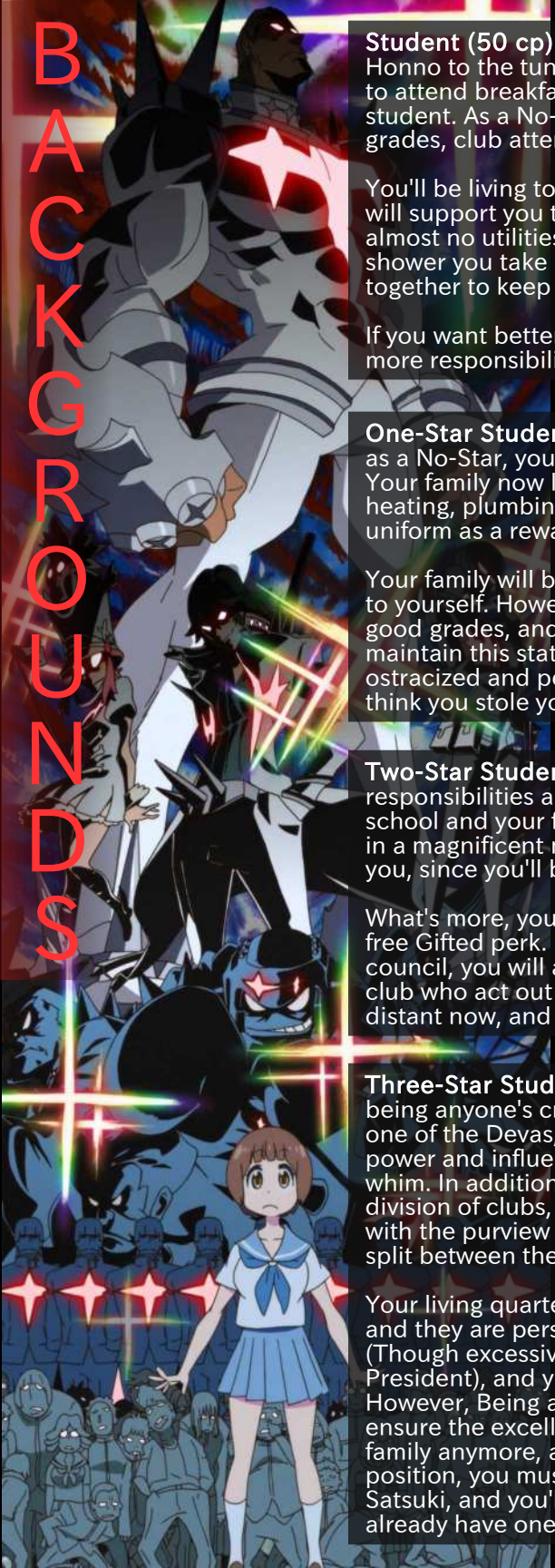
5. Academic: No club is more important than those clubs that support the school's endeavors, or those that improve the knowledge of the school's students. The Disciplinary Committee is counted among the Academic clubs, but clubs like Debate, Meteorology, Astronomy, Computers, and other such sciences make up the body of the Academic clubs.

6. Crafts: Ah, the joy of creating! Crafting clubs let you relax and have some fun making something practical and useful, and feel that sense of accomplishment you get from finally finishing a long and difficult project. Or the crushing disappointment of bungling it horribly. Crafting clubs include Cooking, Carpentry, Sewing, and most things that involve the creation of practical items.

7. Hobby: Oh, so you aren't good at anything, and just want to slack off after school? That's fine too. I guess. You can hang out with those other nerds that play Video Games, Board Games, talk about Anime, play RPGs, or do other nerdy things. Nerd.

8. Anything: Wow, lucky you! You get a free pick from any of the above clubs. You could even pick No Club, but that's what a delinquent would do and you're not a delinquent, are you?

Layout by CortexAnon



BACKGROUNDS

Student (50 cp): You wake up in a lumpy bed in some hovel in the lower levels of Honno to the tune of a spoon clanging against a metal cup and a voice calling you to attend breakfast. You begin your stay in Honnouji academy as a No-Star student. As a No-Star, not much will be expected of you other than adequate grades, club attendance, and obedience.

You'll be living together with your new family, a close-knit and loving group who will support you the best they can with their meager means. Sadly, your house has almost no utilities whatsoever. Your electricity runs off of a noisy generator, every shower you take is a cold one, and all you have for winter heating is huddling up together to keep each other warm.

If you want better living quarters and more power, though, you could try taking on more responsibilities as a student...

One-Star Student (50 cp, Price doubles for No Club): Instead of living life low as a No-Star, you instead take on the responsibility of being a One-Star student. Your family now lives in a stylish modern apartment, complete with running water, heating, plumbing, electricity, internet, and cable TV. You get a free One-Star uniform as a reward for your diligence.

Your family will be afforded a reasonable income, and you'll even have a room all to yourself. However, in order to maintain your status, you'll have to maintain good grades, and you'll have to perform well in school clubs. It is possible to maintain this status without attending any clubs at all, but you will be severely ostracized and people will regularly pick fights with you- Your peers may even think you stole your uniform.

Two-Star Student (250 cp, Incompatible with No Club): You take on the responsibilities and powers of a Club President, elevating your status in the school and your family's status as well. Your family is now fabulously rich and lives in a magnificent mansion, complete with servants and cooks to do everything for you, since you'll be spending so much time managing your club.

What's more, you get a free Two-Star Uniform themed after your club, as well as a free Gifted perk. In addition to managing your club and speaking in the club council, you will also have to maintain good grades and discipline those in your club who act out of line in your name. Though, your family seems a lot more distant now, and you don't get to spend much time with them anymore...

Three-Star Student (550 cp, Incompatible with No Club): Not satisfied with being anyone's crony but the top dog's, you are now a Three-Star Student, and one of the Devas, who now number five including yourself. You hold immense power and influence with the school, and anyone with sense will bow to your whim. In addition to being the president of a club, you now manage an entire division of clubs, based on the one you joined at the beginning (If this conflicts with the purview of one of the other three-star students, the responsibilities are split between the two of you).

Your living quarters are in the school itself, your family staying in their mansion, and they are personalized to your tastes. Your budget is effectively limitless (Though excessively frivolous spending will be punished by the Student Council President), and you enjoy a free Three-Star uniform, and a free Gifted perk. However, Being a Three-Star is practically a full-time job, considering you have to ensure the excellence of every single club under your purview. You never see your family anymore, and your free time is scarce. In addition, in order to qualify for the position, you must swear undying loyalty to the Student Council President, Kiryuin Satsuki, and you'll have to come up with an animal-themed last name if you don't already have one.

Drop-in (Free): You drop into the world with what you have. You hold in your hand papers detailing your transfer from some other school to Honnouji academy, and you know the location of an empty hovel in the lower layers of Honno where you can stay without being disturbed. While you have no memories messing with your head, you also have no history in Honnouji, and you start as a No-Star student.

Nudist (100 cp): You're an undercover agent for Nudist Beach at Honnouji academy. You're a 0-star student, but you get to stay in an apartment provided for you by Nudist Beach, and you get training in how to fight Life Fibers and those who use them. The apartment's kind of dingy and plain, but it has everything you'd expect from a modern apartment.

Sunday Best (800 cp): You're not a human at all anymore; You're clothing. To be precise, you're a Kamui, a garment composed of 100% Life Fibers. You take the form of a single outfit, top and bottom, which can be anything from a sailor uniform to a suit to a halter top and booty-shorts. You can also take a mobile form allowing you to move by walking if you have the pant legs to do it with, or by hopping if you can't, though you'll invariably look a bit silly doing it. Your mobile form will be significantly more anthropomorphic, possessing a mouth and features resembling your normal form, but nobody will be able to hear your speech but your companions, if you have any. You will have very little power of your own, needing to be worn by someone else in order to awaken your true power.

Should you come to the end of this journey intact, you will find that upon entry to another world you will be able to shift between any other forms you have and your Kamui form. You have limited access to the powers you had in your Kamui form, but in order to access your full strength you must take the form of clothing and be worn by one of your companions.

PERKS

Makolingual (100 cp): No matter how nonsensical or incoherent somebody's speech is, you always seem to be able to make sense of it. You're also slightly resistant to confusion effects.

Chef (100 cp, Free for Drop-in): You seem to be able to create delicious food no matter what resources you have. Your food might not be the healthiest, depending on what you're able to afford, but it always makes everyone else cheerful and energetic.

Acupuncturist (100 cp, Free for Nudist): You're able to reliably hit key pressure points on the body with needles for a variety of purposes. You can use them to relieve stress, energize someone, or immobilize them- Though, it requires such precision that you're not often able to use these skills in combat unless you get the drop on them.

Trapper (200 cp, Discount Nudist): You're great at setting up ambushes, even on the fly. No matter where you go you'll be able to find ways to set up traps to give you the drop on people, and even if the situation seems hopeless you always have one last card up your sleeve to help you escape.

Gifted (200 cp, Free for 2-3 Star Students): You are now extremely gifted at whatever activity your club involves. Those in sporting clubs are easily the star player on their team, able to use their sport as a martial art, while those in art clubs can effortlessly create masterful works of art.

Stunt Driver (200 cp, Discount Drop-in): You have complete mastery of whatever vehicle you get behind the wheel (or handlebars) of. Jumping chasms, tight turns, and crazy evasive maneuvers are now your forte.

Too Cool for School (200 cp, Discount No Club): You attend class so rarely, the Disciplinary Committee has basically given up on getting you to attend. The Disciplinary Committee (and the authorities in general, once you're out of school) will no longer come after you every time you skip class, and will generally only chase after you if you do something truly heinous.

Radiant Presence (200 cp): Your presence is commanding and your charisma overpowering. People will listen to whatever you say, and more often than not interpret it as inspirational words of wisdom.
Whenever you use this ability, a bright light shines from somewhere - for some it's from above, for others it's from behind, for yet others, it's from their... private areas...

Dosh King (300 cp, Discount Drop-in): You're great with money. Any investment you make will pay dividends, you can negotiate bribes with almost anyone, and you could sell a drowning man water.

Tailor (300 cp, Incompatible with Nudist): You have the knowledge of how to safely work with life fibers, and how to make them into clothing that empowers (or inhibits) the wearer. In addition, because you know how Life Fiber uniforms work, you know their weak spots better than anyone.

Combat Acupuncture (300 cp, Requires Nudist): Your marksmanship skills with Nudist weaponry has become so great that that you're able to hit pressure points even in the thick of combat. One well-placed shot will render any target not wearing a 3-star or greater uniform helpless. This also seems to be ineffective on those fused with Life Fibers. However, your marksmanship abilities do not diminish against such foes...

Ki Technique (300 cp): Your willpower is now a weapon capable of clearing entire crowds. You're able to create shockwaves with your force of personality alone, sending foes flying. However, striking foes with your force of personality multiple times in succession tends to have an effect of diminishing returns, so using it on the same target(s) over and over within a short period of time (about an hour) will yield little effect.

Resolve (400 cp, Discount 3-Star Student): Your conviction is unshakable, your will absolute. You gain a powerful boost to your willpower and determination, allowing you to stand firm when mere mortals would be quaking in their boots.

Fiber Hybrid (400, Discount Drop-in): It's what's on the inside that matters, so that's where you wear your clothes. The web of Life Fibers that run through your body provide you with all the benefits of a One-Star Uniform, and you gain some decent regeneration. However, you can not use any Life Fiber clothing other than Kamui. The Life Fiber portions of your anatomy will grow as you do, gradually increasing your power.

COMPANIONS

Spirited Student (100 cp): On your first day of school, you end up meeting a rather sociable and friendly young man (or young lady), and you become fast friends. You gain a No-Star student as a companion, and despite not having any ability whatsoever in combat, they will give you friendship, share their lunches, and might even give you a place to crash - Though, their family is a bit overbearing at times.

They also participate in a club (roll 1d8 or pay 100 cp to choose, as you would for your own club). Being no-stars, however, means they have practically no say in the club and might provide marginal assistance at best.

Nudist Operative (200 cp, Discount Nudist): You have close contacts with a Nudist operative. This nudist is a talented marksman, an excellent tracker, and efficient at stealth and guerrilla warfare. They also possess a motorcycle that can seat two and a ~~Dontonbori Robo~~ DTR.

Companion Promotion (100 cp, Can be bought multiple times): You can promote one of your student companions to the next rank up. They receive all the perks of their rank, including free Gifted perks and Goku uniforms. You cannot promote a companion to three-star rank. Your companions will remain loyal to you even if they outstrip you in rank, and will often be able to pull strings for you. However, their influence only goes so far, and even they have to answer to their own superiors who will become suspicious if a two-star is sticking their neck out for a no-star. Buying this multiple times lets you promote the same companion multiple times or promote multiple companions.

Alternatively, purchasing this for a Nudist companion promotes them to the position of Nudist Commando, letting them access the best equipment Nudist Beach has to offer. Heavy weaponry, Advanced DTRs, Armored Personnel Carriers, and Armored boats are among some of the things they can access.

Classmates (300 cp, Discount Drop-in): Don't want to attend school alone? With this perk, all of your companions that have a human form will be enrolled in Honnouji academy, and you'll meet all of them on your first day of school. They will all retain their memories, and they will also understand the situation and importance of keeping a low profile, though the specifics will vary depending on your background. Your companions will all have clubs they must attend as well if they are students, but which club they attend is your choice. Without this perk, they won't be allowed on premises- At least, not without being chased off by the Disciplinary Committee.

No-Star students will meet their companions as fellow no-stars, One-Star students will meet their companions as fellow One-stars, and Two-to-Three Star students will meet their companions as 1-star subordinates.
Nudists will meet their companions not as students, but as fellow Nudists at Nudist Beach HQ. They will possess the resources to pose as No-star students along you, should you desire.
A Kamui's companions will all be No-Star students, and the Kamui will be found by one of their companions (their choice) by happenstance.

UNIFORMS

Goku Uniform (Variable price): Goku Uniforms are the primary weapon of Honnouji academy. What they are is regular clothing interwoven with Life Fibers in order to boost strength, stamina, and speed. They come in multiple varieties, varying from minor boosts to massive ones. However, owning one without being of sufficient rank is a very severe crime. A No-star caught with a one-star outfit will be flogged and made an example of. If they have the audacity to steal a two-star or even a three-star outfit, the punishment is death.

One-Star (200 cp, Free for One-Star Student): A basic, rank-and-file One-star uniform, composed of 10% life fibers. Wearing it instantly elevates the wearer's physical condition to above-average; The wearer will be as strong as a professional football blocker, as fast as a professional sprinter, and have the stamina of a marathon runner.

Two-Star (400 cp, Free for Two-Star Student): A custom Goku Uniform composed of 20% life fibers tailored to make the wearer truly exceptional in one area, usually the area of the club they're president for. In this specific area, the user will be able to perform superhuman feats, such as a baseball-spec uniform allowing a wearer to hit a baseball so hard it breaks the sound barrier, or a swimming-spec uniform allowing the user to control water. Additionally, the uniform instantly elevates the wearer's physical ability to peak human levels; They could easily win Olympic Gold in any purely physical contest they desired, so long as they were participating against normal humans. In addition, the uniform allows the manifestation of a life-fiber weapon, usually themed after the club the wearer is president of. This outfit is iconic to club members, and anyone who dares steal this uniform from its rightful owner will be spotted by any members of the corresponding club.

Three-Star (600 cp, Free for Three-Star Student): An incredibly powerful, custom-made Goku Uniform composed of 30% life fibers. Merely wearing it instantly grants the wearer super-natural strength, speed, stamina, and toughness. Somebody wearing a Three-star uniform could easily stop a speeding car by catching it. In addition, the uniform has a transformation built-in, covering the user in Life-Fiber armor as hard as steel and giving them an incredible ability - Optical camouflage, flight, the ability to absorb damage and unleash it in a counterattack, or all-around sight- These are just a few examples of the things Life Fibers can do. These outfits are very iconic, and if someone dares to steal one, any member of the Honnouji student body could instantly recognize the thief.

Five-Star (800 cp, Discount Any Student): An experimental uniform composed of 50% life fibers. It looks rather plain, but do not be fooled- This garment is extremely dangerous to even put on, and without proper willpower and self-control the wearer will be made into a rampaging beast. It provides a massive boost to strength, speed, stamina, and toughness, enough to let the average person easily benchpress a locomotive. However, this comes at the cost of requiring intense focus, lest the wearer become a rampaging beast.

Image Artist: Moru Moru Moru

Enhanced Uniform (200 cp, Requires Uniform): Your uniform is cutting-edge and especially powerful. All of your physical abilities are enhanced even further, boosting the physical ability gains to the next level - One-star uniforms will gain the physical boosts of a two-star, and so on.

Two-star uniforms become incredibly powerful in their area of specialization, allowing the user to defy physics outright, such as a track-spec uniform allowing the user to run on air.

Three-Star uniforms gain an additional transformation, along with an additional power to go along with it. How the additional transformation works is up to you.

Five-Star uniforms cannot be enhanced further. They are prototypical and dangerous as it is.

Optionally, it can have an unusual color scheme. Beware, for this will make you stand out more, which is not always a good thing.

Kamui (1300 cp, Free for Sunday Best, Discount Fiber Hybrid): A Kamui is a Life Fiber garment composed entirely of Life Fibers- And as such, it is a being completely unto itself. A Kamui requires blood to unleash its true power, and will constantly drain the wearer's blood until either the wearer's body is dry or until they deactivate the Kamui.

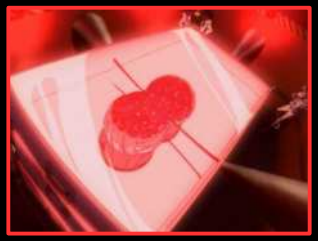
Kamui are dangerous creatures, and largely act like wild, predatory animals- And unfortunately think of humans as their prey. Not only does wearing a Kamui require the wearer to give their blood to the Kamui, but it also requires immense concentration and willpower to keep the Kamui in check. Without the proper willpower to reign in the Kamui, it will consume its wearer completely, transforming them into a berserk monster until they bleed out and die.

In addition, wearing a Kamui will take practice, and while they have many abilities that the wearer can master, it takes time and effort to get the Kamui to do as it's told. Once a Kamui is mastered, its power is unrivaled by any other form of life fiber clothing.

Conservatively Dressed (200, Free for Sunday Best): Your Kamui is not a mindless monster, instead being possessed of a reasonable, albeit naive, personality. If *you* are the Kamui, you retain your own personality.

Sane Kamui have a limited ability to prevent their wearer from moving, and can still consume their wearer if they so choose.

EQUIPMENT



Anti-Fiber Weaponry (200 cp, Discount Nudist): Sewing machineguns, needle grenades, you name it- All of this weaponry is specifically tailored to mess with Life Fibers and those who use them, rendering their life-fiber abilities useless by severing the connection between the Life Fibers and those who wear them. This gives you an arsenal of Anti-Life fiber weapons, including 2 SMGs with 10 magazines of ammunition, 1 .50-caliber rifle with 5 magazines of anti-fiber bullets, and 10 needle grenades.

Life Fiber Bullet (250 cp): A single bullet engineered to annihilate even the most resilient of Life-Fiber organisms, this thing could annihilate a Kamui completely in just one shot, and the life fibers in it would suck a person dry from within over the course of an hour... But one shot is all you get. Make it count. Can be shot from any gun capable of chambering a .50-caliber round.

Power Scanner (100 cp): A small tablet computer capable of processing recorded battle data. It's capable of measuring strengths and weaknesses in a subject's fighting style, allowing the user to either improve upon their own fighting style or exploit the weaknesses of others. It's also capable of measuring Life Fiber compatibility A special camera comes built-in for recording data.

Life Fiber Spool (400 cp): A medium-sized spool of Life Fiber. It's only enough to maybe make a pair of gloves out of, but with the proper knowledge, one could create Goku Uniforms- Or enhance existing articles of clothing to be like Goku Uniforms. One spool of thread is enough to make several one-star outfits, three two-star outfits, or a single three-star outfit, assuming you have the knowledge of how to work with Life Fibers.

More Ammo (100 cp, Discount Nudist): Adds 10 SMG magazines, 5 Rifle magazines, and 10 Pin grenades.
Can be bought multiple times.

Life Fiber Blade (300 cp): A nigh-unbreakable weapon made from life fibers that can cut through just about anything. It can take the shape of any bladed melee weapon.

Life Fiber Motorcycle (200 cp, Incompatible with Nudist): A motorcycle that has been somehow infused with the power of Life Fibers. It's practically indestructible, even with a Life Fiber weapon smashing against it, and it seems to have an infinite supply of energy. And it's good for the environment!

Sports Car (200 cp): A tricked-out, top-of-the-line motor vehicle. It's as fast as fast cars get, and the gas mileage is excellent. The sound system is really good, too, and it's a hard-top convertible. The top folds into the trunk automatically. It even looks a little like a Transformer when it does that. How cool is that?!

~~Dontonbori Robo~~ DTR (400 cp, Discount Nudist): A mech taking the form of a large, heavily-armored pair of legs. The pilot climbs in the center and all it covers is their abdomen, but the DTR significantly increases their agility and speed. The chassis can fit an anti-fiber machinegun in addition to a secondary weapon of your choice.

Upgrade (100 cp, Requires Vehicle): Increases a vehicle's agility, durability and efficiency. Also allows the mounting of a retractable weapon as well as a utility such as an oil-slick or webshooter. Applicable to the DTR, Motorcycle, or Sports Car.

DRAWBACKS

Want more cp? Take on additional challenges for some extra cp, if you think you're up to the task. You can take a maximum of two drawbacks.

Harassed (+100 cp): Word has gotten out that you're a powerful opponent to fight, and defeating you will significantly increase your opponent's status. Your opponents will rarely be any challenge for you, but they will be frequent and often at inopportune times.

Unlucky (+100 cp): Mirrors break around you. Black cats cross your path constantly. Ladders fall over whenever you're around. You have legendarily bad luck, and bad things just seem to happen around you.

Paparazzi (+100 cp): You have an extremely loyal fan-club of sycophants who revere you as an idol who will never object to anything you do. The downside? They're all creepy stalkers. All of them.

Misunderstood (+300 cp, Incompatible with Nudist): Nudist Beach has mistaken you for a REVOCS agent, and will stop at nothing to eliminate you. If you at all rely on your Life Fiber abilities, you will find yourself unable to defend yourself against them.

Lost (+300 cp): You're hot-headed and frequently lose sight of both short and long-term goals. Planning is difficult and you go off of instinct and emotion, for better or worse.

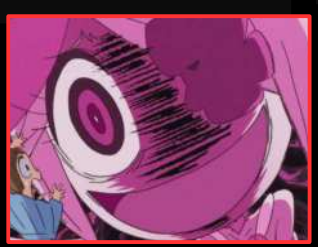
Nemesis (+300 cp): For one reason or another, Ryuuko thinks that you are the one who killed her father, and will not listen to reason. If she sees you, she will do everything in her power to defeat you and wring the answers out of you. Eventually, once the real killer reveals themselves, you'll be able to beat some sense into her.

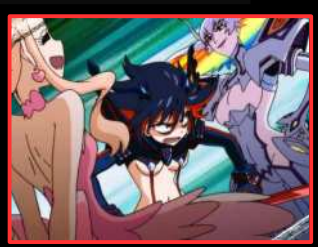
Cute (+400 cp): The Grand Courtier of REVOCS, Harime Nui, has taken an odd liking to you, and apparently thinks you're cute. Things she thinks are cute... Well, good things don't happen to those things.

Gussied Up (+400, Requires Kamui): Your Kamui has been sewn into your nerves. Enough slack is left to allow it to transform, but pulling beyond that limit causes you excruciating pain. Ripping it off during this jump will kill you, and it is always waiting for you to show a moment of weakness.

Even if you took Conservatively Dressed, your Kamui is feral and antagonistic during the jump, becoming sane only afterwards. If you took Sunday Best, you are instead sewn onto Harime Nui, who is capable of making use of your Kamui powers (powers from other jumps remain your own). You die if she does, or if you are separated from her. Taking this variant with 'Cute' means Nui considers you a work in progress; she can modify you without taking you off.

Target (+800 cp, Takes up both drawback slots): Your arrival in this world wasn't as inconspicuous as you'd like: Ragyo has somehow been informed of your presence, your powers, and the threat you pose to her plans. She won't bother messing around with you; Ragyo will stop at nothing to have you eliminated. Do not underestimate her resources - You will never be able to have a restful sleep as long as she is alive.





THE END?

You've done it. You've somehow prevented the annihilation of Earth, and as a reward you've been able to spend 6 relaxing years with your friends from Honnouji. However, it's time to move on... Or is it? You have one last choice to make.

Return Home

This time spent on this alternate earth has made you homesick, and you head back to where you came from. Time resumes on your home Earth, and you retain all the powers and equipment from previous jumps.

You gain a phonebook with instructions on how to contact your companions. Enjoy being the only person with Life Fibers on earth (among other things).

I can't leave them

These friends you made through the conflict over Life Fibers are ones you can't leave behind.

You stay in the world of Kill la Kill, and time resumes on your Earth- where you go missing, never to be seen again.

The Adventure Continues

You haven't come this far for nothing. You can't lose your way now.

You jump to your next destination, retaining all of your powers.