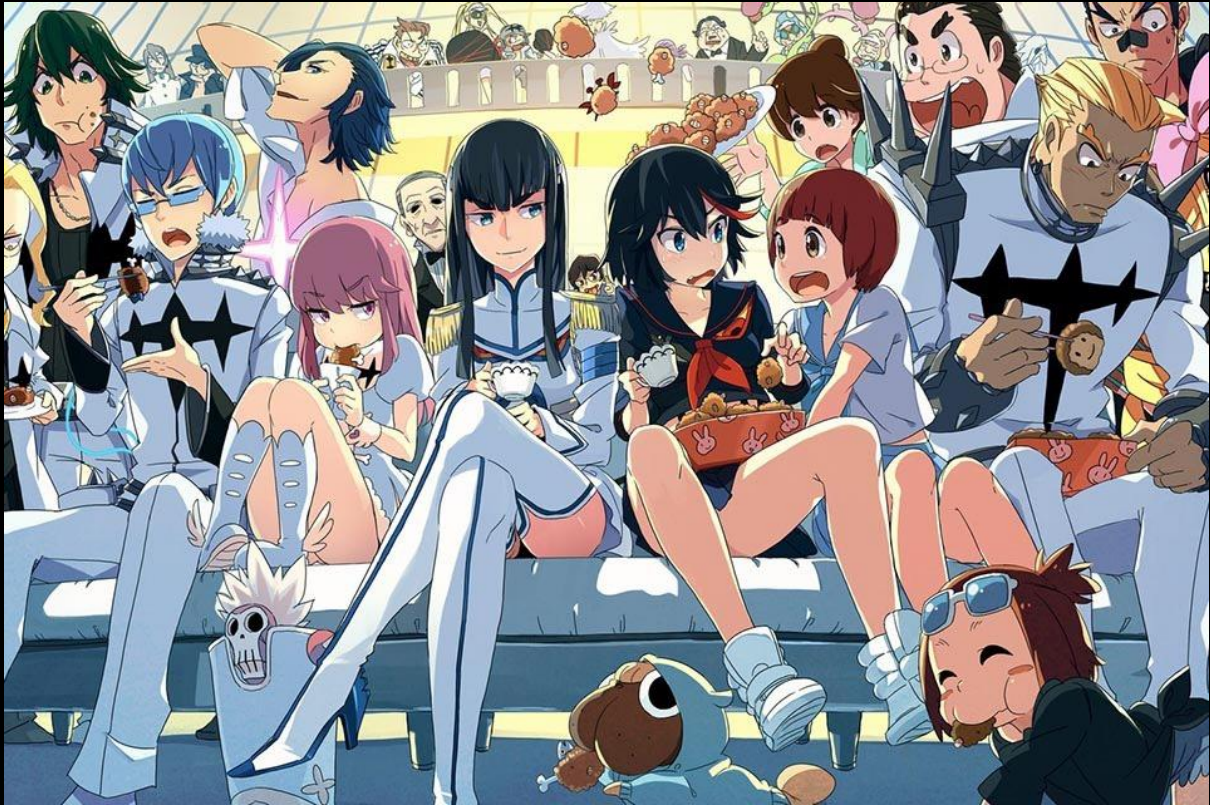




KILL LA KILL JUMPCHAIN REDDIT EDITION

By Kamico and Tatsuya/Maya

Welcome to the world of Kill La Kill, seemingly not unlike our modern Earth... for maybe five seconds. The truth of the matter is that you're about to step into a world ruled over by a clothing empire, full of colorful characters and outfits, odd things that really shouldn't work but somehow do and thus become all the more interesting for their defiance of common sense, and a whole mess of weirdos with odd fighting styles who you'll probably end up going against at least some of throughout your stay here.

You'll be entering this oddball world at the same time as Ryuko Matoi arrives within Honno City, searching for her father's murderer. From there, she'll find herself slowly but surely embroiled in a battle for this world's fate and in possession of a superpowered outfit, a talking sailor uniform dubbed Kamui Senketsu, which grants her the power to make a difference fighting against the madness going on.

Perhaps you'll want to help her save the world from clothing? Or maybe you'd rather enjoy the power of the school's ruling elite, or even stand alongside the owner of Revocs herself? Whatever you decide on, enjoy your stay and take these points down below to spend on things that'll help you navigate this madhouse!

+1000 CLOTHING POINTS

LOCATIONS

+100CP for rolling an 1d6 instead of choosing

1. Honnouji Academy Classroom
You wake up at a desk in a classroom one Ryuko Matoi is going to be assigned to! A student here stole a Goku Uniform, and thus one of the Elite Four is going to arrive soon, so be careful not to act suspiciously!
2. Honno City Slums
You regain consciousness near Mankanshoku Back-Alley Clinic. Are you a friend of theirs, perhaps?
3. Matoi Residence Laboratory
You realize you're buried in piles upon piles of sailor-style school uniforms. The location is actually of great importance to the players of the world, so maybe if you're seen here, you're going to get put on their watchlists.
4. Nudist Beach HQ
You find yourself relaxin' on the beach! If you aren't a Nudist Beach member, though, you might get apprehended as soon as people notice you don't belong.
5. REVOCS Corporation HQ
You appear in an empty restroom. If you aren't an employee, you are probably going to get noticed soon, and then security is going to have very pointed questions for you.
6. Kiryuuin Manor
You startle to awareness, looking at the main entrance of the Manor grounds. Get away before you get snipped like a tall poppy!

ORIGINS

HUMAN

Your Age is 1d8+12, 100CP to choose

- [Free] Mysterious Stranger
Ah, the unattached no-one. You don't get any in-Jump memories, but also aren't tied down to anything or anyone here.
- [Free] Honnoji Academy Student
As a student of this illustrious Academy, you are expected to keep your grades up, and head - down, following the will of the Student Council to the letter.
- [Free] Nudist Beach Member
You're a fighter for freedom from the oppression of clothing! Bare the truth to the world and show everyone the dangers of clothing!
- [Free] REVOCS Employee
Why not serve the greatest corporation in the world? Why not worship clothing you wear, the very thing that made humans the peak of the food chain?

CLOTHING

Gain access to the Couture Corner Section automatically.

- [+400CP] Goku Uniform
With a 10~30% Life Fiber content (depending on how many in-Origin Perks you take, with 1-2 Perks being a 1-Star, 3 being 2-Star, and all 4 being 3-Star), no one expects you to be self-aware. Maybe you can use this?
- [-200CP] Sentient Kamui
Made of 100% Life Fibers, you're a weapon of great importance, perhaps even the one to decide the fate of the world. Good thing your existence is known to so few!
- [+200CP] Independent COVERS
You woke up too early, and now are hiding as a normal set of clothes. Perhaps you have your own plans for this world? It's unlikely that you have more than 10% Life Fiber content.
- [-400CP] Primordial Life Fiber
Huh, another? Seems that it was two of you who arrived on this planet. Are you a competitor or are you a supporter of the other one?

PERKS

In-Origin Perks are discounted by 50%, and the 100CP Perk is Free

GENERAL

[Free]

Studio Trigger Art Style

Don't you think this world's style is just impeccable? Now you can bring it on your Jumpchain! Just Toggle this Perk on, and the art style of the world around you shall change, as if it was drawn by Studio Trigger! However, this is only a mental switch, so it's not like this is going to be noticed by others!

[-100CP]

Shamelessness

Given the nature of this world's conflict, chances are that you're gonna end up at least partially naked during your stay there. It would be a damn shame if you got paralyzed with shame or embarrassment because of that, right? This is a mental switch that gives you an option to turn off emotions related to that. It doesn't give you any additional self-assuredness, but it allows you to not care about flashing your bare body to multitude of strangers.

[-400CP]

Human AND Clothing

CAPSTONE BOOSTER

Seems like you're not a pure existence anymore - instead, you've been infused with Life Fibers or Human DNA from this world, and that enhances your powers. No matter how mighty you happened to be before, you'll find yourself a good deal stronger, tougher, quicker and smarter! In addition, this nature allows you to rapidly regenerate from damage dealt with anything besides specialized Anti Life Fiber weaponry found in this world (or a new, similarly rare and focused weapon built for dealing with you in the future Jumps) as well as communicate with humans regardless of form. This Perk also functions as a Capstone Booster, enhancing any Capstone Perks acquired here to new heights.

MYSTERIOUS STRANGER

- [-100CP] **Just Another Guy**
You have the uncanny ability to just seem like a normal part of a crowd, building, or group. This won't function if you decide to act out and draw attention down, but as long as you aim to be subtle and stay confident, people will accept that you're probably meant to be where you are. This effect does not apply to those who can confirm your identity as an enemy.
- [-200CP] **Fiery Spirit**
You're quite the rebel, aren't you? Or at least good at acting the part and reaping benefits from doing so anyway. As long as you act with a burning heart and loud personality you'll find yourself gaining friends and useful allies from it along with being taken seriously and underestimated by your foes in equal measure, which happens at any given moment tends to vary by what benefits you more at the time in fact. This Perk may be toggled on or off if you'd rather stop playing the rebel or pick up the act again.
- [-400CP] **Spycraft**
You have the useful ability to disguise yourself as someone else, whether that's done through changes of mannerisms and a few small shifts in clothing to merely look like yourself but less assuming. Or a complex toolkit and a whole new wardrobe to appear as quite literally someone else, you can pull it off with the right tools and know how to quickly improvise makeshift ones in a pinch using common objects.
- [-600CP] **Cartoon Physics**
Seems like somehow the laws of physics are a bit loose for you now! Like Nui Harime, you've got the ability to take advantage of whatever artistic medium your current setting might work off. In a TV show you might be capable of gazing into next episode previews and reading cast lists to help you figure out upcoming people you'll meet, and of course, you could simply appear anywhere that's convenient for you so long as it's 'off-screen' in nearly any story you might be in. Lean on the nature of the medium and make it work for you, whatever it may be!
- Capstone Boosted: Adapted Medium
Normally this Perk would be limited by what medium the world you're in is based on, but now that's not entirely true any longer. You'll find that you can temporarily alter the nature of the medium for a brief time, no longer than a single "scene" so to speak, but this will allow you to create features for 4th wall bending in ways that are even more unpredictable and perform effects which wouldn't otherwise be possible if binding yourself purely to the normal medium of the work. This effect may only be used in any given "scene", you can't just repeatedly shift the medium for your benefit throughout a single fight or chase Jumper, that'd be too inconsistent!

HONNOJI ACADEMY STUDENT

- [-100CP] **Adorkable**
You're strangely good at seeming harmless and appealing - it won't make you blend in by any means, but you can exude an odd sense of charm that allows you to make new friends, if sometimes begrudging ones, rather quickly. This won't make anyone actively hostile to your presence like you instantly, but it might win them over with time! Though, if they actually hate you for a reason, don't bet on winning them over with this.
- [-200CP] **On Time**
Somehow, as long as you begin the journey before the deadline and don't get distracted from getting to the destination, you will always arrive on time, despite the trip remaining as long as it should. Other types of readiness not included.
- [-400CP] **Superhuman Physique**
Some people in this world for lack of a better term seem to be just Built Different - they're incredibly quick, or strong, or tough, or smart, or perceptive, you get the idea. Pick a single physical attribute - this becomes your defining trait that makes up the bulk of your fighting style, from being amazingly adept at moving quickly, stupidly tough to endure massive blows, or impossibly skilled with some kind of weapon. All your other physical talents will also improve to a large but lesser degree, being merely on the lower end of superhuman rather than something to give you a fighting chance against the greats of this world to an extent by using it properly.
- [-600CP] **Unbreakable Will**
All the strength in the world won't see you through a war between humanity and clothing without the will to carry it out - and now you've got that, Jumper! No matter how stacked against you the odds seem to be, you're capable of staying focused on the tasks at hand and keeping a clear head with iron determination to see your goals through. Even if your mind were being warped by supernatural effects, they'd find themselves falling flat against your mental bulwark unless you allowed them to affect you by design.
- Capstone Boosted: Focus of the Undying
Your will is now strong enough to stave off death itself Jumper, when it's up for debate if you survived something or not you'll always come out of the event much worse for the wear but still nevertheless breathing and able to make a full recovery. But if it isn't up for debate well... Says who huh? Kick reason to the curb and get back up without a second thought, your body will pull itself back together in an instant even if you've been run through with a mighty Anti Life-Fiber blade as a Clothing Hybrid or some similar surefire death. This second effect only applies once per Jump or every ten years, whichever is shorter.

NUDIST BEACH MEMBER

- [-100CP] Fabulous
Seems like you've got a talent for standing out in a way most would define as cool and interesting, you're able to make any outfit you wear no matter how much (or how little!) somehow come across as cool and awesome. This won't make any of your enemies become friends, but it will surely help you influence and get along with people even if you are some kind of nudist.
- [-200CP] Trap Master
You're able to read a battlefield in mere moments and figure out how to set up a variety of deadly traps within it at little to no notice, turn opening a door into unleashing a hail of well-hidden grenades, weaponize cleaning items as pit traps, or anything else. Of course, if you have proper supplies to work with they'll be even more deadly, but improv is a strong-suit of Nudist Beach.
- [-400CP] Guerilla Fighter
Rule number one of fighting people vastly stronger than you, is don't get hit. You're a master of using unconventional tactics, stealth techniques, and fighting like a dirty cheater to get any edge possible against the enemy. You can keep track of escape routes with just a glance or pick out great hiding spots, identify weak points in an enemy's defenses by analyzing them for a little bit, and otherwise find the best ways to strike before fading away like a ghost to fight another day.
- [-600CP] Anti-Life Fiber Studies
You have studied the enemy and listened to the teachings of the Great Founder, Dr. Matoi, the knowledge finding fertile ground within your mind: now you are capable of creating things that are capable of turning the tides against the most overwhelming and cunning opponents, such as mind-controlling threads that wormed into every nook and cranny of your species' lifestyle. Your expertise is such that, in future Jumps, you will rapidly learn how to oppose and destroy enemies of your species, be they oppressors, parasites, hunters, or whatever else.
- Capstone Boosted: Hunter Of Your Own Kind
Now your expertise applies to things that you are part of, pretending to be a part of, or somehow related to, from species to friend groups. On its own, it is, perhaps questionable, but... aren't you a part of Jumpers, Jump-chan's entertainment/pets?

REVOCS EMPLOYEE

- [-100CP] Radiant Presence
Something about you just seems to shine, like a rainbow of lights in your presence. This doesn't merely serve to make you look more stylish and appealing (though it does that), but it lends a sense of weight and authority to your words when dealing with anyone who has some reason to respect you, even if it's only in their mind. It won't help with people who hate your guts and wish death upon you, but anyone else will find this making them react more favorably.
- [-200CP] Perfect Secretary:
You possess the uncanny ability to organize a mundane business of any kind easily - however, this won't make you skilled at running schemes to take over the planet through clothing innately but it will make you talented at investing resources wisely and making sure that all necessary details are gathered and recorded efficiently. You could easily juggle dozens of business meetings a day and turn an average company into an international superpower over the course of a year or less by fully applying these skills, Jumper!
- [-400CP] Amoral Scientist
You get results out of the fog of the unknown - and does it matter what kind of means you used? As long as you research something, you progress your understanding of it and its applications at an amazing rate, and you may accelerate the timetable greatly by throwing ethics out of the window.
- [-600CP] Grand Couturier
You've got an amazing understanding of creating clothing and imbuing it with power - you're able to easily mix in Life Fibers with your creations to craft powerful outfits that enhance the abilities of the wearer greatly. And, with your understanding of how these things are built, you're easily able to identify the key threads holding them together to pull them apart as well. In future settings, you'll be able to figure out how to blend in new exotic materials to your clothing and bolster it in new ways as well.
- Capstone Boosted: Self-Rethreading
With your mastery of Life Fibers comes mastery of the self from being made of them: you can rapidly restitch your body into new forms, split off copies of yourself to act as allies, use your internal threads to rewire the minds of others, and any other tricks that would make sense to perform for a being of Life Fibers with a masterful grasp on how they work.

GOKU UNIFORM

- [-100CP] Surprisingly, Not Mindless
Strange, you aren't supposed to be aware of yourself or think. Still, this means you will maintain your mind, awareness, sanity and ability to use your powers even when you REALLY shouldn't, for example while polymorphed into a rock.
- [-200CP] Physical Boost
The whole point of a Goku Uniform is to safely provide the wearer with enhancement, and you are no exception. With this Perk, you are capable of boosting people's physical attributes tenfold, and maintain that boost as long as they continue being somehow linked to you.
- [-400CP] Hidden Banshi
The vital part of your construction is a single strand of Life Fiber called Banshi - to the point that it is, perhaps, the only thing that matters for survival. As long as it is intact - and it's very hard to destroy a Life Fiber - and within you, you may take whatever damage and still remain alive and even perhaps functional.
- [-600CP] Theme Powerset
It seems that you are an elite uniform! This means you are specialized in a particular way, be it a hacker's neural interface, a knight's suit of armor, or a cosplayer's morphing suit. You are the pinnacle of that specialization, crafted with care and intelligent design to provide the wearer with perfect tools for their needs.
- Capstone Boosted: JUMPER HENSHIN!
Hmmm. With the infusion of human DNA, your ability to be the perfect clothing somehow got enhanced. All powers, Perks and Items you have that are applicable for the theme of the outfit that is you can be manifested for your wearer's sake, their will guiding the usage.

SENTIENT KAMUI

- [-100CP] Comfy AND Stylish
Despite whatever your looks are, you feel very comfortable and stylish, making people like and admire you, as well as accept you easier. Even if you're stripperific in a strict Catholic school, people there will give you a chance to talk to them.
- [-200CP] Superhuman Empowering
Yeah, there was a similar perk above - but you're a Kamui, and this means you're better than a mere Goku Uniform! The more your wearer likes you, and the more they are comfortable with wearing you, the more power you can provide to them, from being able to fight dozens of 1-Star users if they're embarrassed and uncomfortable, to asteroid buster power if they're completely in-sync with you. Moreover, this makes the rules of physics mildly malleable for you and the wearer, making reaction forces such as friction or air resistance a lot less of a problem.
- [-400CP] Multiple Banshi
Nothing vital is now actually necessary. No weak spots for you! Unless you're completely obliterated, you will continue living on, retaining functionality after a quick regeneration (that is not included in this Perk, but is a usual feature of Life Fibers).
- [-600CP] Life Fiber Synchronize
Isn't it annoying when your wearer is so much weaker than you? No longer - as long as they wear you and you allow it, they can access any of your Perks. It's possible to withhold some, but why would you do so?
- Capstone Boosted: Life Fiber Synchronize 100%
Your union with your wearer is now complete - your mind, body, will and soul become one, and your powers are shared in both directions and boosted tenfold. Not only is this a most intimate experience, it also boosts your powers by the others' similar ones and vice versa: for example, if you are capable of making grains of sand dance individually, and your wearer can throw a mountain with their mind, the synchronized being can now do both at the same time, giving them unparalleled telekinetic control over enormous structures, for example an Oort Cloud's worth of world-killer asteroids.

INDEPENDENT COVERS

- [-100CP] Hidden Thread
With your low Life Fiber thread count, you're not the strongest being there is. But that doesn't matter if no one notices you, right? Now, if you avoid giving people a reason to scrutinize you, such as by moving by yourself or manifesting eyes, no one will pay you any more attention than a simple set of clothes.
- [-200CP] Addictive Comfort
"So comfy and easy to wear!" - is the general opinion of you by your wearer, to the point they will choose you instead of any other garb. Moreover, you feel literally addicting, making even the most fleeting of touch become a great treasure in the minds of people.
- [-400CP] Wearer Influence
Isn't it annoying when your "wearer" decides to play in the mud, staining you with dirt and worse? Well, this is a solution to such potential problems: now you may influence the minds of people you are linked to, the longer and closer the better, from giving fleeting thoughts to making them averse to certain things. It's an indirect control though, and can be a bit clunky and unwieldy to use, but conditioning is a legit use of this.
- [-600CP] Assuming Direct Control
Now, you're the one wearing the human, rooted in their body with your Life Fibers and wormed into their nervous system! As long as your willpower is greater than the wearer's, it doesn't matter what the hairless monkey wants, you are the one that drives them as if they were the clothes and not you. In future Jumps, it's possible to completely control people or monsters you are physically or metaphysically linked to, one at a time.
- Capstone Boosted: Puppeteer Parasite
Did I say it was one at a time? Perish the thought - it's now anyone you've ever left your pieces within in this world! Without a direct connection to your mind, though, it's going to be limited to implanted pre-prepared orders. This script can include a flexible number of factors, controlling the host's awareness of the command, their bodies and even inhibiting emotional responses, or maximizing them according to whatever trigger you prefer, if any at all. But it's also possible to change the order by speaking with them, just one innocent phone call is all you need... Be warned that certain targets could be capable of noticing the incongruities according to your skills and the complexity performed, but for the average, and not so average people of this world, they might as well be puppets on a string.

PRIMORDIAL LIFE FIBER

- [Free] **Eventually, Jumper Stopped Thinking**
The lifestyle of the Life Fibers involves long, loooong drifting through the empty cosmos. Now, you can fall into a dreamless sleep on a toggle, which prevents falling to insanity or boredom.
This Perk is 100CP to take outside this Origin.
- [Free] **Hivemind of You**
Maintaining control of the world is troublesome isn't it? If only you could be everywhere at once somehow. Well, now you can! This Perk allows you to splinter off portions of yourself to serve as multiple bodies which one mind acts through, and while these spun-off copies won't be as powerful as the original, only having about 10% of the potency your own talents do, but you're capable of making thousands of them to start with and could grow that even further with time and practice. Cover the world in you!
This Perk is 200CP to take outside this Origin
- [-400CP] **Technology Emulation**
Life Fibers can do many things, and we've even seen them ape the effects of tech at times. And with this you can do that on an amazing scale, being able to copy any machinery you happen to know the blueprints of by shaping your Life Fibers to emulate it! This ability can generate common resources all on its own, but any specialized or supernatural materials will need to be obtained and used finitely if you want to make things that need unique non-Life Fiber resources, without manual installation of the materials such inventions will simply fail.
- [-600CP] **Evolution Guidance**
The Primordial Life Fiber guided all of human evolution to ensure we'd become suitable hosts for its plans, or so the lunatic serving it once claimed at least. If she was right or not is irrelevant, as you can do that now, by creating a plan to evolve a species in a way you desire and acting on it you'll be able to ensure their evolution guides them on this path you've set out in a way that makes them useful to the goals behind it, you can't imbue them with any supernatural abilities impossible for biology by the standards of the setting, but physical and cultural changes are easy enough. This allows you to accelerate the rate at which they evolve, allowing for use of this Perk within a Jump's time frame, thousands of years becoming mere months..
- Capstone Boosted: Master of Lifeforms
But what if you wanted to improve someone or something on the spot, skip all of that pesky scheming evolution and just imbue them with your Life Fibers to cause changes right now instead? Now you can, this allows you to utilize your Life Fibers to imbue others with their power and that of any biological abilities you happen to possess, altering the biology of someone in a flash to improve their potential or heal their ills. This is an individual process that requires a few days to pull off, you won't guide a whole species with it, but you can create mighty champions for your cause!

ITEMS

In-Origin Items are discounted by 50%, and the -100CP Item is Free

GENERAL

[Free]

Signature Attire

Be it simply your favorite pajamas, No-Star School Uniform, a Nudist Beach Bandoleer Set, or a REVOCS Employee Uniform, it is surprisingly comfy, very durable and easy to clean, as well as has significant utility in allowing you easy access to things in the pockets, as well as guaranteed not to turn into a COVERS.

[-100CP]

Laundry Supplies

Set up in your Warehouse or home or base, there is a room filled with all kinds of supplies for cleaning clothes: from humble washing powder to portable and self-powered luxury washing machines, this is everything you need to clean and pamper your textile friends!

SUPER CLOTHES

(Available to “Human” Origins Only)

These all will never try to take you over. They are also always comfortable to wear, self-cleaning and climate-controlled. Gain access to the Couture Corner Section.

- | | |
|----------|--|
| [Free] | <p>1-Star Uniform</p> <p>A simple white gakuran or seifuku with a single black star on the collar. It can boost you to the Olympics level... if one person could compete in all of the categories simultaneously. If you're better than that, the boost remains, adding itself to your physical ability.</p> |
| [-100CP] | <p>2-Star Uniform</p> <p>A better uniform than the above, worn primarily by Club Presidents. It boosts your physical attributes to superhuman levels, specializing in a particular way: allowing you to run as fast as a cheetah, be as durable as if you're made of solid steel, or pitch thousands of balls with supersonic speeds - and if you can do that yourself, you'll grow even better!</p> |
| [-200CP] | <p>3-Star Uniform</p> <p>A uniform worn by Honnoji Academy Elites, it not only overall boosts you to the level of a 2-Star's specialities, it can also transform, multiplying its - and yours - physical capacities tenfold.</p> |
| [-400CP] | <p>Mindless Kamui</p> <p>A 100% Life Fiber clothing, it has all the capabilities of a 3-Star uniform, AND is capable of devouring other Life Fiber clothing, taking on their capabilities. In further jumps, you can feed it other life forms, and it will still gain their abilities: for example, a dragon's elemental breath or a fairy's glamor.</p> |
| [-600CP] | <p>Talking Kamui</p> <p>Huh, this Kamui was actually imbued with your DNA, awakening comparable to a human sentience and sapience. It not only retains all capabilities of its mindless state, it also is capable of accessing your alt-form abilities by drinking your blood: for example, if you were an Angel in a different Jump, it would get Holy Element and flight you have, or if you bought Parseltongue, it would be capable of communicating with snakes, freeing your attention to do whatever else. It also can talk to you while appearing like a normal piece of clothing to others. This Item also counts as a Companion, and can be Imported in further Jumps at no cost and taking up no slots.</p> |

MYSTERIOUS STRANGER

- [-100CP] Dosh
Don't you hate when you have no money to get what you want? With this Item, that trouble shall be alleviated somewhat - every week you'll receive an equivalent of 1000\$ in a way you prefer, be it in cash, on a credit/debit card, or in gold bullion.
- [-200CP] Cool Bike
An impossibly cool, yet mostly mundane bike. Its not-so-normal powers include never requiring fuel, self-repairing when nobody looks, and being able to explode on command in a really cool explosion!
- [-400CP] Hideout
A place of your own somewhere secure and hidden, complete with a self-sufficient generator, running water, and enough canned food to feed you for a year. Guaranteed to not be found if you don't visibly access it.
- [-600CP] Scissor Blades
A pair of oversized scissors made of hardened Life Fibers, these are a replica of Isshin Matoi's Scissor Blades. They are exactly as powerful as those wielded by Ryuko and Nui, and continue to grow in power with every enemy they defeat. For [+200CP], you may start with just a half of the blade pair, having to track down and retrieve the other. At least it's guaranteed to be on the same planet as you?

HONNOJI ACADEMY STUDENT

- [-100CP] Everyday Bento
A daily-refilling taste of home! Made with love! Just, don't ask what else was used. Trust me, you really don't want to know.
- [-200CP] Scholarship
An envelope with a letter from an educational facility of your choice, it informs that you are now an all-expenses-paid student! This item replenishes every start of Jump, and can be used anytime you decide to get educated in something.
- [-400CP] Club Leadership
Somewhere near you, there is guaranteed to be a club - theme of your choice - you're either a leader or the highest-ranked member of. People here are guaranteed to trust and respect you a lot, and there are no fees of any kind. Very valuable opportunities of networking and recruitment guaranteed to happen should you attend it.
- [-600CP] Jumper City
A gleaming city on an artificial island of your design, it hosts a prestigious academy and a sprawling, bustling with life city. You are the de-facto owner of it, and you may choose to be known or rule from the shadows. In any case, this is a source of money, prestige, manpower and production, as well as just a giant piece of land roughly equal to Honno City.

NUDIST BEACH MEMBER

- [-100CP] Paralytic Needles
A set of sewing needles that, upon piercing someone, numb and paralyze a small area around itself. You don't need to worry about access or stockpile, as these shall appear in your hands should you want it.
- [-200CP] Power Scanner
A tablet that can, via some kind of analysis, reveal accurate information about the things in the camera focus or on the video. Comes with a great memory repository.
- [-400CP] SS Naked Moon
A sister ship to the SS Naked Sun, this is a top-quality naval vessel reinforced with Life Fibers. It has two forms, one closed and resembling a seam ripper, and another open, looking like an airplane carrier. It is securely hidden in a place of your choosing, and you can choose to conceal it similarly in further Jumps.
- [-600CP] Anti-Life Fiber Weaponry
A weapon of your choice is imbued with the ability to destroy Life Fibers. In further Jumps, you may select a type of enemy, once per every Jump, and have this weapon grow more effective against and capable of killing that enemy, with the effects remaining in further Jumps.

REVOCS EMPLOYEE

- [-100CP] Sewing Kit
These are sewing supplies that you can summon at will. They're durable enough to clash with hardened Life Fibers and are capable of working with any kind of thread and cloth to produce the absolute best clothes you might want.
- [-200CP] Supply of Life Fibers
A boxful of spools of Life Fibers in all the colors of the rainbow. There is just enough to weave a single basic Kamui in there, and they replenish weekly. Handle with care, as these Life Fibers aren't tame and they can and will aim to seize mastery of whoever wears them - unless used in small amounts to prevent it, or somehow controlled/taught to work alongside hosts instead of seeking domination.
- [-400CP] Research and Fashion Laboratory
A place fit for all your research and clothes-making needs, this is a Warehouse Attachment laboratory that alternatively can be Imported to a place you own in the real world. Full of top-quality machinery and computers, it self-upgrades in further Jumps to possess the best of the locally available textile research and development capacities!
- [-600CP] REVOCS Corporation
A company that you own and can put anywhere in the next Jumps at no cost, it hosts a fashion company's worth of Followers. It will provide you with a hefty revenue befitting of a world's Top-10 corporation and also can assist you with more shady things you might want. As an added bonus at least some people here happen to know all about using your Research and Fashion Lab as well, they can sew top quality Life Fiber creations and even help you figure out how to enhance your works with new materials found in later Jumps. They won't be making any new innovations all by themselves, but, if you need a production line or folks to bounce ideas off, they'll come in handy.

GOKU UNIFORM

- [-100CP] Accessories
A set of accessories relevant to whatever your Goku Uniform is made for, for example padding or needed equipment for a sports club, a chess board if you're in the chess club or such, ect. Whatever these items are they provide a minor but useful boost to your skills in whatever they were made for while in use.
- [-200CP] Emergency Patches
Goku Uniforms are a pain to repair and keep in working order... normally you'd probably need a specialist to fix them, but these would do a similar role - though, they will be visible as patches. In further Jumps, these will work on all your Alt-forms, and on anyone else you might want to patch up.
- [-400CP] Booster Patch
A scrap from a Kamui that has been added onto your Goku Uniform form. Wherever this came from, it's been sewed on quite well, as there's no obvious sign of this being present - unless someone digs down below the surface of your threads. What it does is increase the boosts you give to your wearer by a good five times over what you'd normally grant. It's nothing compared to a full Kamui of course, but this'll help even the odds at least some.
- [-600CP] Reweaving Machine
This complex set of machinery comes with a supply of Life Fibers that's easily enough to rebuild even a torn up 3-Star Goku Uniform if needed, that'll refill once a month... but that's not the main use of this set of items. It's also perfectly equipped to sew and restitch you for increasing your power, adding new weapons and reinforcing armor as needed so long as it's used by a skilled Couturier... and, as an added benefit, this machinery comes with a detailed instruction manual that could turn someone into that kind of skilled Couturier if they read it properly!

SENTIENT KAMUI

- [-100CP] Matching Shoes and Headwear
What good is clothing without matching extras? Well, clothing like you would still be pretty amazing, but now you come with matching shoes and headgear of some kind too. Why is this useful? For the same reason any Kamui is - it's all made of pure Life Fibers which can be shaped into various forms for use in battle as the Kamui and wearer wish plus being nigh impossible to destroy.
- [-200CP] Synchronization Target
Clothing being worn by a machine? Strange to see, but you've got one vehicle of some kind you can use as a host, perhaps some kind of small mecha such as those seen in the series, or a more normal vehicle like a car or motorcycle? Whatever the case is, your Life Fibers are adapted to possess and enhance this vehicle, allowing the power you hold to flow through it and draining the machine's power supply as your own fuel source. You'll also be capable of making a realistic facsimile of a driver or pilot to prevent people on the street from freaking out.
- [-400CP] Blank Pins
This set of seven pins may have any design upon them you wish, allowing for you to emphasize different looks at your whim. If that was all they did though this item would be much cheaper... but these special pins can be imbued with a single usage of the Perks or Powers you possess, allowing someone who wears one to temporarily emulate those by using it. This process will destroy the pin used, but you get a new supply of them daily which refills your stock back to 7. No stockpiling endless uses of your powers by waiting around sadly.
- [-600CP] Backup Scarf
The Kamui Senketsu was once reduced down to a mere tattered scarf for a time, before being put back together by his partner, and with this item you could survive something similar. As long as your Backup Scarf exists when your body is destroyed, you'll be able to inhabit it instead of simply dying, and unlike Senketsu himself you'll still be able to think and communicate in this state too. The backup can even transform to give its wearer some power like normal... About 10% of the power wearing you would normally give is all, but it'll help in recovering your missing pieces to get back to full strength hopefully.

INDEPENDENT COVERS

- [-100CP] Dummy Wearer
A dummy that looks like a real person if you don't scrutinize it closely. It doesn't give you any energy or trouble, but allows you to blend in with the crowds.
- [-200CP] Independent Power Source
COVERS would normally need some kind of power source to keep themselves moving around for long, such as draining a human being for example! But you've got an item that lets you stay functional without issues, some kind of power core, a "heart" you draw blood from or similar thing. As long as it's in your possession you'll never need to hunt for food. This power source may be implanted in your Dummy Wearer or a similar artificial body you have if you wish, and removed later should it be needed.
- [-400CP] Notice-Me-Not Bowtie
Who's ever heard of clothing moving around on its own? That'd be so weird. Well that's what people would say if not for this stylish bowtie which allows your presence to be taken as perfectly normal no matter how odd you happen to be or how much you shouldn't be somewhere, walk boldly wherever you please with this fashionable accessory! Though it can't make people ignore hostile action they will overlook just about anything else.
- [-600CP] Legion of Same-Design COVERS
Ever wanted to have a small army of clothing? Well, if so, this Item is exactly what you need! You'll obtain about a hundred COVERS that are all perfectly loyal to you and who just so happen to possess their own copies of your Perks from this Jump. They can't be imported as Companions in later Jumps sadly, but anything that benefits Followers will work to enhance them as well. With this you could probably take down a whole military or something with nothing but a few dozen sleek outfits!

PRIMORDIAL LIFE FIBER

- [-100CP] A Cocoon of You
An additional small building's worth of your Life Fibers that you may use however you want to: weave COVERS, Kamuis like Junketsu, and even Shinras like Koketsu, form artificial wombs to grow Life Fiber Hybrids like Nui in, or just disperse across the world to mentally refit people of interest. This Item is the same as your Couture Corner build, and replenishes to full every Jump.
- [-200CP] A Devoted Spreader
A woman or man that is fanatically devoted to your domination of the local life forms, they are a genius in science and manipulation of people. Counting as both Item and Companion, they can be Imported to the future Jumps at no cost and not taking a slot, immediately starting to scheme and build some kind of Empire for your sake.
- [-400CP] A Cult of Clothing
A cult made of clothing, no not a cult to clothing that's covered above. This is a cult of devoted COVERS and other followers made of living Life Fibers who will act loyally upon your orders and desires to the best of their knowledge and ability. These creatures, while not especially tough (by the standards of things made of Life Fibers), are numerous enough to be numbered in the tens of thousands at least and can easily be expected to take over an unprepared planet in a matter of months if ordered to, otherwise they simply lay in wait, being worn by people in all kinds of situations. They possess 100, 200 and 400CP Perks of Independent COVERS Origin, and cannot be Imported as Companions.
- [-600CP] A Covered Planet
Huh, it seems that you have already won. This non-Earth planet is completely covered by your fibers and ready to detonate and propagate your offspring across the cosmos. Or do you have another idea how to use it?

COUTURE CORNER

This is your Life Fiber Clothing Customization. Clothing Origins gain access to this automatically, but Human Origins require buying one of the Super Clothes Items.

Depending on your chosen Life Fiber content, you shall gain Fashion Points (FP):

COVERS and 1-Star/10% gain +200FP,

2-Star/20% gain +400FP,

3-Star/30% gain +600FP,

Kamuis/100% and Primordial Life Fibers gain +1000FP.

You may exchange 1CP for 2FP but not vice versa.

CLOTHING PERKS

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| [-100FP] | <p>Reduced Consumption</p> <p>Everything made from Life Fibers needs a source of fuel, typically human blood or bioelectrical energy. With this power your uniform, whatever it may be, will require merely half the amount it usually would, allowing for greatly prolonged use - especially of high drain things like a Kamui. If you yourself are a Life Fiber creature instead, you'll gain the ability to operate yourself while consuming only half as much fuel allowing for extended action without a steady supply. You may buy this multiple times, every purchase halving drain requirement.</p> |
| [-100FP] | <p>Speciality</p> <p>The Uniform bearing this has some kind of speciality in combat or perhaps even outside it - whatever your outfit is built for, you'll become a solid 25% better at while leveraging the unique features of this clothing towards its intended purposes.</p> |
| [-100FP] | <p>Auto-Fitting</p> <p>Lots of ways to change shape exist in a Jumpchain don't they? If you have one then this power will allow your Uniform to resize itself for whatever forms you may take in the future, even if you're a disembodied AI or Elemental. And as an added bonus it can refit to perfectly be worn by anyone else, or allow you to take anyone as a wearer if you're clothing of course.</p> |
| [-100FP] | <p>Customized</p> <p>Where a speciality makes you better at something you could already do, this grants some mild but useful new ability to your Uniform instead thanks to personal features. Perhaps it comes equipped with paints it can use to camouflage you and it, maybe it has some odd esoteric feature for making better use of an out of context ability in a new way, whatever the case is this will give you a mild but useful advantage in whatever the custom features do which is unconventional for Life Fiber outfits.</p> |

- [-200FP] **Alternative Mode**
Some Kamui and Goku Uniforms have more than one form, allowing them to change to better suit the tactics needed at any given time. With this power you'll be able to design two different forms, each one effectively having a different but somewhat limited Specialty that increases the effectiveness of working towards its goal by 50%. A good example might be a high speed rapid strike form and one which deals heavy damage meant to punch through tough armor more slowly, or something focused on defense and counters to create an opening which you then seize by swapping to a more aggressive form. Whatever the case, you'll be able to leverage these to great effect if used cleverly.
- [-200FP] **Independent Mode**
Even most Life Fiber outfits aren't normally built to walk around on their own, but with this yours can be! It's combat effectiveness in independent form will be about half what it'd have working with you even if it's totally undamaged, and without a fuel supply it probably can't work long, but if you're caught in danger without it the outfit will sense this and try to reach you as quickly as possible at least!
- [-200FP] **Hardened Fiber**
Life Fibers can be hardened enough to be like tough metal that even weapons built for tearing them up would have trouble getting past, and your outfit has been toughened up like this now. The thick layers of metal-like fabric probably won't aid in speed and dodging, but it'd take some wild power or a very precisely aimed strike at the Banshi thread which holds your uniform together to bring you down with this plating.
- [-200FP] **Weapon Manifestation**
And in the inverse of heavy armor, the ability to generate a chosen type of weapons out of your Life Fibers on the fly, these may be ranged or melee and take any form you wish (though if you have a Specialty they should probably tie into that). Whatever forms they take though, this allows for increased versatility in your fighting style and ensures you can never be caught unarmed in uniform!
- [-400FP] **Fiber Devourer**
Some Life Fibers are cannibals, and your suit now ranks among that number. It can devour others of its own kind in order to empower itself further over time, taking in some fraction of their might and gaining the ability to emulate techniques and tactics they used after defeating them. In new Jumps you'll be able to choose a new type of enemy for this to devour power from as well. After all, it wouldn't be any good if you could only hunt Life Fibers in settings where they don't exist.
- [-400FP] **Rocket Mode**
This specialized form allows you to fly at rapid speeds and even go all the way up into space (and somehow survive there!) if needed for some reason. It's fast enough to break orbit and move quickly even out in the vast distances of the black void, but in terms of exact numbers I wouldn't worry too much, and you can slow down if needed to navigate smaller areas better too of course.

- [-400FP] **Energy Absorption**
While Life Fibers are highly resistant to most forms of energy like fire or lightning or such, this power allows you to actively take in raw energy and use it as a fuel source to heal yourself and your outfit when struck by it - as long as it doesn't have the power to annihilate you faster than you regenerate. This effect will work against both mundane energy and even magical or weird sci-fi forms of it, so long as they take the form of raw energy attacks at least. It won't help with someone just using magic or a matter replicator to drop a massive rock atop your head, though.
- [-400FP] **Adaptive Defenses**
Life Fibers are super tough, but they aren't impossible to get through even when heavily armored. This won't quite fully fix that, but now you'll be able to temporarily adapt your defenses to any blow which gets past them and for the rest of a fight in which it happened reduce the effectiveness of similar attacks by a full 75%! You're not immortal, but anything that doesn't kill you will make taking you down even harder from then on!
- [-600FP] **Life Fiber Domination**
Life Fibers have the ability to control other beings, rewriting their very minds to serve as puppets at times. This power will let you do the very same to a helpless target by having your uniform literally dig around inside their mind. But that's not all, this effect will also allow you to rewrite control of other Life Fibers and similar odd single minded beings, turning them to whatever purposes you desire permanently if you're able to defeat them non-lethally. A creature of pure murder could be made to use its talents for defending people only, a creature devoted to spreading flames could be forced to put them out, whatever the case is, minds are yours to toy with now.
- [-600FP] **Self-Evolution**
Rapid adaptation is a key ability of many Life Fiber uniforms at the higher ends, and this takes it to a brand new degree. Your outfit is capable of evolving itself at a rapid pace when under stress, allowing it to enhance its existing abilities to new heights. If you could only throw around a single car with it up to now, finding yourself faced with a challenge where you need to throw a whole bus would allow you to push up to that level! This won't generate whole new powers, and it can only be used so often too. Rapid evolution drains your fuel supply massively and shouldn't be attempted more than about once a month to be safe, but within these limits you can push past your barriers to greater levels easily now.

CLOTHING DRAWBACKS

These Drawbacks work only during this Jump

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| [+100FP] | <p>Unfashionable</p> <p>Your Uniform just looks... kinda drab, or maybe it's outrageous in a way that's badly mismatched and gives you no clear style? Whatever the case is, it won't look good that's for sure. This doesn't make you worse at fighting, but it's an eyesore and that might be even worse!</p> |
| [+100FP] | <p>Skimpy</p> <p>Ah, every Kamui in canon had this... but you could have avoided it if you wanted to. Well not anymore, as now your Life Fiber uniform barely conceals much about your physical form, and while it won't leave you completely exposed (nor any more than could be shown in a risqué but still not porn anime series), but besides that don't expect much cloth from this clothing. At least you won't get too warm wearing it easily, I suppose.</p> |
| [+200FP] | <p>Chaffing</p> <p>Augh, this awful itching and unpleasant clothing, who made this?! Either a fool or someone who hated you it seems, as your outfit will now always chafe against your skin whenever it's transformed to an annoying and mildly combat hindering degree. It probably won't get you killed, but it may get you hit more often than you really should be.</p> |
| [+200FP] | <p>Wrong Gender</p> <p>Hmm, did some data get entered wrong? Seems like the outfit you've been given doesn't quite fit whatever gender you prefer to present as for some reason. It's probably kind of annoying having to deal with that whenever you want to fight, but at least this one isn't making you any worse at combat, that's a plus right?</p> |
| [+400FP] | <p>Glutton</p> <p>This doesn't feel great, seems like your Life Fibers need twice the fuel supply they should whenever they're used in battle. If you've got tons of blood and health somehow this may only be a mild problem, but for a normal human you could end up sucked near dry pretty fast, especially with a Kamui! Be careful not to fight too hard for too long Jumper, as it could spell disaster. At least your outfit won't drain you to the point of death though, it knows better than that, preferring to shut off before hitting such a point.</p> |
| [+400FP] | <p>Insane</p> <p>Well now, it seems these Life Fibers are kind of deranged somehow. It may not be actively malicious towards you or even anyone else, but it'll be distracting and you're gonna have to spend time corralling whatever weird urges the outfit has. This is a pretty heavy obsession of some kind, mild birdwatching wouldn't count but if you feel compelled to sit down and sketch any random birds you see even mid battle for example that could fit as a form of this madness.</p> |

[+600FP]

Uncontrollable

Kamui Junketsu is an example of something with this drawback, a rabid beast held back only by an amazingly strong will that would devour its master whole if given the means to do so. Your outfit isn't just weird anymore, it wants to be free and it'll tear you apart to get that freedom if you can't handle it. Don't expect to use this thing for long periods with any safety, and if it's a Glutton too it will absolutely not hold back from eating you whole any longer either. You've got a monster more than any kind of partner or friend now, don't let your guard down while wearing it for even a second.

[+600FP]

Reversed Roles

How strange - it seems that you are not the one in control? In the case of Human Origins, the Clothing is the one to drive the body and use the powers, and in the case of the Clothing Origins - the Wearer. I sincerely hope you have an understanding with your partner, as they'll be the one to call the shots.

COMPANIONS

[Free]	Your Wearer (Clothing Origins Only) A Companion of yours, either Created or Imported, becomes your proud wearer! They know how to wear, take care and show you off, and benefit from the Life Fiber Energy boost you provide without any strain, while also not being at risk of getting drained dry. They get +800CP to spend on this Jumpdoc, but can take only one of the Human Origins.
[Varies]	Companion Import 50CP for 1, 200CP for 8, 400CP for everyone. Every Companion Imported/Created gets a +600CP to spend on this Jumpdoc.
[-200CP]	Companion Recruiting Paying for this gives you an absolute 100% surety of recruiting a character to be your Companion. Don't worry about the ethical side, they actually agreed of their own free will.
[Free]	Pet A cartoonish animal that is weirdly adorable and adorably weird, as well as strangely smart. It doesn't talk, yet it wears clothes, which is usually a privilege of humans? In future Jumps it can be Imported at no cost and taking no slots, but also not receiving a CP stipend.
[-400CP]	Lolita Couturier A young person wearing lolita fashion, they are deceptively strong and capable, as well as completely loyal to you. They have all REVOCS Employee Origin Perks, as well as REVOCS Employee Origin Items up to 400CP.
[-400CP]	Life Fiber Hybrid While looking like a teen with a colored streak in their hair, this is actually both human and clothing. For some reason, they decided to follow you on your Chain. They possess the Capstone Booster and all the Mysterious Stranger Perks.
[-400CP]	Elite Four This is a quartet of teens with their own 3-Star Goku Uniforms and all Honnoji Academy Student Perks. They will follow your orders and desires, as well as being good friends and confidantes. They also share a single Companion slot and Perks.

DRAWBACKS

- [+0CP] Studio Trigger Multiverse
Did that girl just turn into a gun? Was that performer doing real magic? Are these mechas piloted by a female-male pair of teens, doggy-style?! Well, yeah - because you're not just in Kill la Kill, but in the shared world of all Studio Trigger works! It won't make the main plot go awry, but after that, anything can happen!
- [+0CP] Kill la Kill -IF
It seems that you jumped a little bit in the wrong direction, landing in a parallel world instead of the main one - the world of the fighting game [Kill la Kill -IF]! This world has its own storyline, and so, if you were banking on taking advantage of your metaknowledge, your memories of the show are worse than useless. Though, if you played the game, it's not going to deviate from its script needlessly...
- [+100CP] Always Late
Ah, that's unlucky - you seem to have a habit of always showing up late by a few minutes, unless it's truly direly important to be on time. It'll never be bad enough to cause you to outright *fail*, but you'll likely quickly end up with the ire of anyone enforcing rules from this.
- [+100CP] Perpetually Dirty
You stink, Jumper! It's like the world and Murphy conspired to make your stay here as unclean as possible - from things spilling or birds pooping on you, to simply manifesting mud on your body, this Drawback makes sure you will be at least dusty all the time. Oh, and baths, while allowing you to clean yourself, don't protect you from the cartoonish amounts of dirt-related misfortune...
- [+200CP] Life Fiber Incompatible (Human Origins Only)
For some reason, you just aren't compatible with worn Life Fibers, or perhaps you simply don't get any boosts from them. If this is your first Jump, the worth of this Drawback doubles.
- [+200CP] Shoddy Weave (Clothing Origins Only)
Unfortunately, you were made on a budget, from recycled Life Fiber and by an amateur - this means that, while you still possess all the powers and Perks you bought in this Jump, they can randomly stop working for some time. I sincerely hope it won't happen in battle... If this is your first Jump, the worth of this Drawback doubles.
- [+200CP] Embarrassment (Human Origins Only)
It seems that the shameless nature of this world is conspiring to toss you into as many ecchi situations as possible, and it's been getting under your skin. Even with relevant Perks, you will get embarrassed and annoyed by these events, and your Life Fiber compatibility will suffer for it.

- [+400CP] Multiversal Ambition
The Primordial Life Fiber and REVOCS are aware of your Jumper status and decided to cover the Multiverse with Life Fibers. Oh, and your Mind Control Immunity is negated. Don't get caught!
- [+400CP] Fanatic Family Force
This is a simple Drawback: Ragyo's family are all as fanatically loyal to Life Fibers as her. That means no Matoi Isshin founding Nudist Beach, no Satsuki preparing to fight REVOCS, no Ryuko and Senketsu to be a spanner in the works; moreover, this means the genius scientist was busy with coming up with new Life Fiber inventions, and the ice queen was herding human cattle for Life Fibers with the help of her little sister.
- [+400CP] Highly Flammable (Clothing Origins Only)
Hm, it seems that your threads are, somehow, highly flammable - it's not to the point of easily killing you, but it will still be dangerous enough to incapacitate you. Please stay away from anything that might burn you.
- [+600CP] Mental Refitted
Because of Ragyo's brainwashing, your goal and greatest desire becomes "to help propagate the Life Fibers", and you'll stop at nothing to reach it. At least your Companions aren't affected and can stop and return you to sanity, right?
- [+600CP] In Context
Somehow, all your Perks and Items are in-context now - meaning, it's all potentially copyable and replicable by locals. Have fun with Ragyo having a Stand or Nui manifesting Rinnegan!
- [+600CP] Infestation
It seems that the Primordial Life Fiber Ragyo encountered isn't the only one on Earth - instead, a whole clump of them landed here in ancestral times, and thus there are at least seven more Primordial Life Fibers on this planet, all of them competing for dominance and right to propagate their own offspring through the stars, fighting proxy battles through their followers, each possessing all Perks and 100/200/400 Items of Primordial Life Fiber Origin.

ENDING

GO HOME

Perhaps you're tired of all this Jumpchain nonsense. I mean, just this last world had living, mind-controlling clothes, a nudist Resistance, and two teen girls in skimpy outfits fighting their rainbow-LED mother for the fate of the world? What were the creators imbibing, indeed. This is the option to return to your familiar home world, where surely there is no such insanity.

STAY

Maybe you got used to the flamboyance of this world and desire to stay? With this option, you will remain in this reality, with all the people you grew fond of.

CONTINUE

Or maybe the next world is already beckoning? Go ahead and choose your next destination, Jumper, and good luck!

NOTES

Taking both [Physical Boost] and [Superhuman Empowering] makes it so that the least empowering is 10x and the greatest empowering is boosted by ten times.

Mass of Oort Cloud for [Life Fiber Synchronize 100%] was taken as 5 times Earth with 8 billion objects in it, and a planet-killer asteroid is about 100 km in diameter, if you need hard numbers... but I advise against using math and embrace shonen!

A Primordial Life Fiber is a cocoon ([A Cocoon of You]) around a single original thread, capable of both using the 100CP Item to dispense thread and change colors. It is as tame as your build in Couture Corner, and is in fact your body, so using [Fiber Devourer] on it is basically self-cannibalism. If you buy [Auto-Fitting], it will allow you to be worn as clothing by others, providing them with the bonuses of your Couture Corner build, as well as allowing you to take control over them a la [Assuming Direct Control] (but without fiat assurance) even if they have a bad affinity to Life Fibers (but other side-effects remain, like physical and mental strain).

Buying [A Cocoon of You] as non-PLF Origin gives you a cocoon of Life Fibers that can be used as an extension of your body.

With [Weapon Manifestation] and [Hardened Fiber], it is indeed possible to manifest Scissor Blade-esque weapons as fast as you can shapeshift (which depends on your synchronization with the wearer).

[Reversed Roles] Couture Corner Drawback means, for Goku Uniform, Kamui and COVERS Origins, that the Wearer is the one to use, activate and regulate the powers of the Life Fibers, meaning their focus will be split between powers and fighting. Primordial Life Fibers instead get a terrible case of being controlled by their instincts.

A Heartfelt Thank You to [u/SpellCatty], whose feedback helped us a great deal!

CHANGELOG

- v1.1
- Some formatting issues addressed;
 - Some wordings changed;
 - Changed [Sentient Kamui] and [Independent COVERS] Origin Costs;
 - Added [Shamelessness] General Perk;
 - Swapped [Ki Techniques] for [Anti-Life Fiber Studies] Perk, complete with Capstone Boosted version, [Hunter Of Your Own Kind];
 - Added clarifications to [A Cocoon of You] Item;
 - Added clarifications to Clothing Perk [Energy Absorption];
 - Added [Reversed Roles] Clothing Drawback;
 - Added [Kill la Kill -IF] Toggle;
 - Swapped costs of [In Context] and [Multiversal Ambition] Drawbacks;
 - Added [Embarrassment] and [Highly Flammable] Drawbacks;
 - Added clarifications in Notes;