Boruto: Naruto Next Generation Jumpchain

Version 1.0
Jump by Rater202

Roughly Fifteen Years have passed since the ending of the Fourth Great Ninja War. Much of the world is still scared, but the Five Great Shinobi Nations and the Land of Iron have maintained their alliance from that time, and the exchange of information, ideas, and technology has allowed those six nations not only to rebuild but, in at least some cases, experience a tech boom and modernization.

Fifteen years of peace, however, is something of a record for these people. A pair of back-to-back conspiracies of misguided vengeance threatens the Leaf Village. Not long after that, we'll learn just why someone as powerful as Kaguya Otsutsuki was so paranoid and felt the need to build an army. And also that she doesn't know about the importance of double-tapping.

You'll enter this world on the day that Boruto Uzumaki is supposed to enter the Shinobi Academy in the Leaf Village and leave around the time Omnipotence is cast in canon, have 1000 Ninja Points (NP) to get yourself started.

Age, gender and the like

In the interim between this series and the previous, it seems that stricter regulations have been passed on the age of shinobi. 12 is the bare minimum to be a Ninja or Ninja-adjacent individual, with some graduating at older ages and younger kids only being allowed to enter the academy on a trial basis to see if they *want* to be Ninja. Of course, depending on your choices, nothing is stopping you from being an older teen or an adult. Gender is irrelevant: This series is much better about letting the girls have badass moments than its predecessor, and to paraphrase Orochimaru, it honestly doesn't matter as much as people think it does.

Location

Your Default Starting Location is one of seven locations affiliated with the Shinobi Alliance: One of the five Great Villages, that is to say, Leaf, Sand, Stone, Cloud, or Mist, the Hidden Sound Village, established as a legitimate village during the time skip, or the Land of Iron, a nation ruled by a Shogan and inhabited by Samurai instead of ninja. Alternatively, if you would prefer, you can choose to hail from a minor nation instead.

Origins

Okay, what sort of skills and talents do you have?

Prodigy: You've access to a combination of factors, such as inherent aptitudes, strong parents, a supportive home structure, and adequate resources for your education, that you find yourself excelling at almost everything you try, making breakthroughs without realizing it, and growing by leaps and bounds. Try not to get conceited. When everything comes easy to you, it can be easy to dismiss the value of hard work.

Heir: A genius child of a dying clan, you find yourself excelling academically, easily applying your scientific knowledge in practical situations, and might even have a secret power all your own.

Experiment: You were made, not born. Or at the very least, were extensively modified. You were designed from a carefully knitted-together genome or biotechnological blueprint to produce a perfect individual to suit some purpose.

Perks

I Am… a Ninja! (Free) Or at least roughly the equivalent. For free, you get a functional chakra network of above-average quality for this time period. Which, due to the inexorable tendency for new generations to surpass their elders on average, and more focus on properly preparing children to be ninjas, is actually a lot higher than it was in Naruto's youth. You have all the knowledge and training you'd expect of a graduate from a ninja academy in this era, which is to say moderate skill at martial arts, wilderness survival training, the ability to use the substitution, clone, transformation, and body flicker techniques, the ability to climb trees and walk on water using chakra, and the ability to perform three nature transformations with reasonable proficiency, choosing between lightning, earth, wind, fire, water, yin, or yang with one of the chosen natures being your specific affinity that comes most easily to you.

Cleanliness (Free) Look, a lot of people underestimate how important proper grooming and hygiene are. You can get away with being a slob in the comfort of your own house with indoor plumbing and access to modern technology, but out in the field, an ingrown toenail or an infected scratch at best will distract you at a bad time and at worst could cost you a limb… And yet, nobody in this show/manga ever seems to have to deal with that, so you're just always clean, always perfectly groomed to your satisfaction, won't have to deal with unwanted body or facial hair, and you do not need to use the bathroom anymore.

Memory Insurance (Free, 200 NP to keep): Given what happens in canon around the time you leave, and what happens in one of the not technically filler arcs, and in general, what has the potential to happen if certain things are derailed, we're going to just give you a perfect memory perk with all the bells and whistles—fully retroactive, perfect indexing, infinite space, protection from harmful memories, etcetera—as well as a guarantee that that time travel shenanigans you're not personally involved in will either fork the timeline, be reverted, or only change the timeline in ways that are an improvement without changing your personal history and letting you retain memories of both timelines depending on your preference and/or what's best for you.

Diplomat (100 NP): Following the example of Lord Seventh, you have a great deal of empathy and ability to see things from multiple sides when you make the effort to, as well as a strange kind of charisma that lets you earn the respect of others reasonably easily. This makes you a natural choice when the goal is to befriend or reason with others… Though note that despite the memes, “talk-no-jutsu" does in fact have its limits.

Master of Puppets (100 NP) You’re an expert puppeteer, a master of marionettes and of the chakra thread technique as appropriate to your skill level. While more than capable of using traditional puppetry techniques with either existing designs or ones of your own make, the theory behind it can also be combined with or applied to other forms of ninjutsu, as Shinki demonstrates. Face paint optional.

Swordsman (200 NP): The signature skill of the Mist Village and the Land of Iron, you’ve been thoroughly trained in Kenjutsu. You’re also remarkably talented in chakra flow, able to utilize the Land of Iron’s Samurai Saber technique or something similar, which you can expand on or adapt to your other skills as needed with reasonable effort.

Well Adjusted (200 NP): After the Fourth Great Shinobi World War, psychiatry was invented. This understanding of and focus on mental health and wellbeing, new policies relating to making sure the only people who become ninja can handle it, and the fact that your generation has never known war have left you pretty stable, all things considered. Traumas can be handled with time or by talking to others, and you can actually function in ordinary society and relate to people, no matter how strong you get or how much combat you see.

Taijutsu Expert (200 NP): The power scale in Boruto has reached a point where big displays of power, such as Sunsanoo or the ‘classic’ Jinchuriki transformations, are no longer efficient at the highest levels. Instead, that level of power or greater levels are focused as precisely as possible into martial arts. In that spirit, this perk gives you an affinity for and much training in a style of taijutsu and its attached techniques that is perfectly customized to your needs and preferences. You’re additionally just very good at learning and training the martial arts, including adapting techniques to suit your needs and assimilating the strengths of other styles to reinforce your own.

Advanced Elements (200 NP): You have access to a kekei genkai, allowing you the use of an element outside the standard six nature transformations. Any element that is born of the element you have an affinity to can be selected, and you are considered to have an affinity to this new element and its other component, if it has one, as well. For the purposes of this jump, steel release is presumed to be an alternative combination of earth and fire, and Mei’s lava release, written with different characters from the cloud and four-tail’s variants, is presumed to be a different bloodline made of the same elements. Similarly, we are assuming that Crystal Release is purely earth, the way Typhoon Release is purely wind. This perk can not be used to obtain Wood Release, Dust Release, or Yin-Yang Release. If you selected your chosen element’s other component as one of your other two base natures, you may purchase this perk

as at a discount. You may purchase this perk as many times as the advanced elements you qualify for.

Techhead (400 NP): Technology has advanced considerably in the last several years, going from the point of barely having radio, trains, and color film to having computers and smartphones. But combining advanced technology with chakra is where things are at, resulting in exotic weapons that threaten to make shinobi obsolete and prosthetic technology that makes the rudimentary cyborgs and puppet-based augmentations of the previous generation seem like hook hands and peg legs. You have at least a rough understanding of all of this, and with time and effort, can eventually recreate all the tech in this era.

Claw Mark (400 NP): A shinjutsu inherited from Shibai Otsutsuki, you can mix your chakra and the iron from your blood to place black markings on people, objects, or locations that you can touch or swipe at from a reasonable distance. Short of being shrunken to microscopic size or the destruction of the attached object, these markings are permanent and can be used as portals by you or select others at will, freely traveling instantly to any that exist, even across dimensional barriers. As the marks are partly composed of your blood, they are physical matter which prevents them from being absorbed by chakra or ninjutsu absorbing effects, and they can be used as restraints or to portion off bits of other matter. Or as makeshift bandages.

Chakra Edible Creation (600 NP): You can draw to your hands chakra or other forms of vital and spiritual energy, condensing it into pills which can be consumed to heal or rejuvenate yourself, replenish your energy, or potentially increase your power. If you're less ethically inclined, you can also transform willing or helpless individuals into chakra fruits, adding all of their power to yourself and potentially gaining useful biological traits upon consumption, possibly even undergoing a form of personal evolution if the individual possessed immense power or significant beneficial biological distinctiveness.

Senrigan (600 NP): One of your eyes possesses the clairvoyant dōjutsu of Shibai Otsutsuki. With this power, you can witness any event currently happening in the world, or that has happened anywhere in the world since the moment of your birth. If you happen to be a drop-in, you may, at the start of a jump, set the date of your 'birth' as the current year minus your effective biological age for the purposes of this ability and go from there. Post Chain, it functions based on your literal age in your personal timeline.

Kāma (400 NP): White or black, your choice. It doesn't matter; it's purely cosmetic since this isn't a standard one anyway. Under normal circumstances, a Kāma is an advanced device/seal that contains within it the compressed power and biological data of an Otsutsuki that, implanted in a compatible host, will spread microscopic circuits through them and rewrite them at the genetic level to match that of the Otsutsuki in question while simultaneously serving as a vessel for their spirit. If the Otsutsuki is dead, such as if they were slain in battle, then assuming a compatible host is implanted, the Otsutsuki can possess them and eventually reincarnate using their body while retaining the host's power, skills, and useful traits for themselves. Until then, the host has the benefit of a stronger body and access to the Otsutuki's power and battle

experience. A white Kāma grants power and experience, but does not alter one's body or serve as a host vessel. Yours is neither nor the weaponized variant that Amado created, but something unique to you. While it contains the raw power of an Otsutsuki on par with Momoshiki at the time of his death, and an equivocable amount of combat experience in forms that complement your personal combat styles, rather than overwrite your DNA it converts it, transforming you into an Otsutsuki version of your original self with the corresponding increase to lifespan, physical might, power, and improving all of your biological traits as well as any kekkei genkai or similar abilities you possess to the expected level, though in the case of bloodlines your Otsutsuki tier version may require you to be actively using the power of your Kāma to be accessible. Now, you don't have access to all of this right away. The entire process of extracting the data contained within and converting yourself into a superior form should be completed roughly a week before the point when you would normally end this jump. The process begins at the instant of jump-start.

Additionally, the exposure to pure Otsutsuki Chakra and the beginning of the process of Otsutsufication dredges up some latent traits in your genetic profile, allowing this perk to serve as a Capstone Booster.

Talent (100 NP, free to Prodigy): Despite what some people think, an important ingredient in success in any endeavor. And not only do you have it in spades, but it was encouraged in you from a critical age. Math, science, ninjutsu, taijutsu, these newfangled 'videogame' things? You find that developing a skill and properly retaining and internalizing information takes roughly one-fifth the time and effort you'd otherwise need. You could be qualified to be a Jonin, other than in terms of experience and attitude, by your first Chunin exam without much trouble.

Genius (100 NP, free to Prodigy): You're very intelligent, enough to guarantee scoring over 200 on an IQ test, assuming it's unbiased and properly calibrated. While in the real world this wouldn't necessarily mean that much, in this world, this guarantees academic success and gives you very potent analytical abilities and a mind for strategy and tactics.

Blood of the Moon Princess (200 NP, discounted to Prodigy): The white or silver eyes of the Hyuga Clan are one of the only kekkei genkai to be directly inherited from the Otsutsukis without being diluted. Not only do you possess the Byakugan, which grants 359-degree omnidirectional telescopic vision, able to selectively see through matter and see chakra and body heat, though whether it's obvious when not active is up to you, but its use comes naturally to you. As do the vastly improved awareness and control of your chakra network and principles behind the Hyuga clan's signature taijutsu, the gentle fist. Possessing this ability may raise questions.

Kage Bunshin No Jutsu (200 NP, discounted to Prodigy): So, how exactly did a 12-year-old learn this forbidden technique? We know that *Boruto* didn't steal it. Regardless, you have it: created by Tobirama Senju, this technique produces solid, fully sapient autonomous clones that'll hold up to one good solid blow, last until destroyed, or run out of energy, and when destroyed or dismissed, transmit the clone's memories and experiences back to the original. Boruto's habit of using a council of clones to problem-solve also suggests that they can develop

unique personalities or perspectives that persist across summonings. The intended purposes of the technique are espionage and reconnaissance, but it's also useful for education and training in skills not requiring physical conditioning, and just any situation where having more bodies/hands is useful. However, the technique is forbidden for a reason: Conjuring shadow clones uses a lot of chakra and divides what you have left evenly between you and each duplicate. Hiruzen Sarutobi, one of three Ninja to hold the title of God of Sinobi and the most powerful and skilled ninja of his generation, could only split his power five ways and remain effective. Since you're paying for it, you've got an inbuilt safety measure to stop you from making more clones than you can safely produce, and it will automatically upgrade to Multi Shadow Clone jutsu if and when you possess enough chakra to make that many clones at a time.

Deep Wells (400 NP, is counted to Prodigy): You know how the first free perk says your chakra is above average for this era? Ignore that, the baseline volume, potency, and quality of your control rivals… Well, the Third Hokage in his prime. You possess a similar level of skill in terms of chakra control and usage of your trained elements as well. As this is your starting baseline, it applies before any and all other Fiat-Backed effects that would change your chakra capacity or any improvement you make after the fact. You're on your own for explaining where this came from.

The Power of Youth (400 NP, discounted to Prodigy): Rock Lee worked very hard to hone what little talent he had into an utter mastery of Taijutsu and the Eight Inner Gates with the goal of becoming a splendid ninja despite his limited ability to use chakra. His son Metal just seems to instinctively possess immense talent for Taijutu and the Inner Gates and is held back only by shyness and performance anxiety. You have a raw talent for martial arts that greatly complements any and all skill and experience in it you may possess or gain, as well as an intuitive understanding of the Gates. For starters, you can only go up to five, but that's frankly plenty, and full mastery will come with training. Since you're paying for it, you're guaranteed to survive going up to the full eight gates by some miracle or another once a jump or decade, and fully recover sooner or later from any damage you take from use of the gates that doesn't kill you. Your survival is in your own hands if you find yourself needing to use the Eighth Gate more than once in that time frame.

Pure Eye (600, discounted to Prodigy): You are undeniably a descendant of the Otsutsuki Clan, as you possess the Jōgan, a troublesome Kekei Genkai in one of your eyes. The only known possessors of the ability besides you are Boruto and Shibai Otsutsuki. What exactly it *is* isn't clear, but it possesses chakra visualization abilities comparable to the Byakugan, the Rinnegan's ability to perceive barriers and see through dimensions, and the Sharigan's predictive abilities, if not outright short-term precognition. Additionally, one can see intense negative emotions, or chakra carrying such things, as a shadowy miasma around an individual—an ocular version of Kurama's emotion-sensing power, and it is implied to possess other abilities besides. At first, it'll only kick in when you're in immense danger or otherwise need it, but you'll eventually figure out how to tap into it at will. Wait, why did I write the perk like this? This origin is based on Kawaki Uzumaki, not that ungrateful traitor Boruto. Just to be on the safe

side, let's complement your pure eye with a black one, Ishiki's Kokougan: A black pupil that glows gold in use, surrounded by a golden iris and a black wheel design. At first, you'll have one spoke and limited access to the myriad techniques of the eye, but with time and training, you'll have a full eight spokes and full access to the Daikokuten dimension, the size-changing ability, and the ability to see life-force and all the techniques derived from them, to potentially even greater degrees than Ishiki himself.

Kāma Boosted: It is undeniable that Boruto's strong Otsutsuki heritage has had an effect on his Otsutsification, and the resemblance of his full extraction from to Shiibai is uncanny. Boruto's Otsutsification wasn't tailormade to ascend him most of the way to Celestial being status as himself. Not only do you have full access to your Jōgan by default, but you possess it in both eyes. Additionally, what in hindsight is clearly intended to be Shibai after his ascension shows that his Senreigan and Rinnegan were replaced with Jōgan, so, as a treat, you may assimilate any and all dōjutsu you possess or gain in the future into your Jōgan, retaining access to their abilities with redundant abilities combined additively. Speaking of additional Dojutsu, you similarly have a fully developed Kokougan in both eyes, though you'll probably want to merge it with your Jōgan. Finally, your extreme compatibility with Otsutsukification lets you treat your Kāma as if it had the raw power and combat experience of an Otsutsuki of Ishiki's level, rather than Momoshiki's.

Perfect Control (100 NP, free to Heir): Your control over your chakra is immense, allowing you to direct it near-effortlessly and without wasting a drop. While this in and of itself is a very useful skill to have in general and especially if you intend to pursue medic training or genjutsu specialization, it is implied that more efficient use of chakra makes you more powerful in general and chakra control is a direct factor in a shinobi's superhuman attributes with "it requires immense chakra control" being the only explanation ever given for the superhuman strength demonstrated by Tsunade, Sakura, and Sarada. You have that, too, if it's not obvious.

Art (100 NP, Free to Heir): Somehow, you've been trained in the use of the Super Beast scroll technique and its derivatives. In short, this versatile technique allows you to paint a creature with ink and then bring it to life with constructs able to serve in a wide variety of combat and support functions depending on their features, with one of the derived techniques allowing your construct to seal an individual away in the scroll it was born from by dragging them back into the scroll ith it. This incidentally comes with the requisite skills, knowledge, and appreciation of drawing. Needed to make the most out of the techniques.

Lord Seventh Is My Role Model (200 NP, discounted to Heir): You are stubborn and gutsy, almost to a fault. Once you set your mind to a goal, nothing short of death can stop you. Anything that can be overpowered by force of will will falter before the might of your unyielding determination. Only mind-shattering trauma could make you falter, and once you recover(a matter of when, not if), you'll be even more determined. Of course, this doesn't stop you from realizing or admitting when you might be mistaken or changing your goals when your circumstances change, if that's really for the best.

Calorie Control (200 NP, discounted to Heir): You possess the signature technique of the Akamichi clan, the ability to convert your body's stored calories to chakra and vice versa. How well can you do this? Well enough to use the Butterfly technique safely and without the three colored pills. Normally, you'd need to have a sizable amount of body fat to get the most out of this, but since you're paying points for it, your conversion is efficient enough that you can get away with normal fat reserves with anything above that instead providing a small but proportionate and uncapped bonus to the technique's effectiveness.

Practical Knowledge (400 NP, Discounted to Heir): Some people are smarter than you. Some people are more knowledgeable or have a better head for tactics. But you have a great knowledge of physics and chemistry and are really, really good at finding ways to apply that practically, especially in combat. Like, for example, using lightning release on a body of water to generate oxygen and hydrogen gas, which are then ignited to make a big boom.

Illusionist (400 NP, Discounted to Heir): Anyone with an affinity for Yin release or above-average chakra control can become an expert in genjutsum, but you have a talent for them that transcends such requirements. Not only do you possess a reasonable library of techniques, including the tree of blinding death, but your illusions are notably more powerful and realistic than comparable techniques used by others of your skill and power level, to the point that someone regularly subjected to your illusions could easily see through anyone else's. Naturally, proper chakra control or an actual affinity for yin release will make your illusions that much more potent.

Copy-Wheel Eye (600 NP, Discounted to Heir): So this will probably raise some questions. You have the Sharingan, the power that Indra Otsutsuki inherited from the Sage of Six Paths, with all that that entails: Copying, prediction, hypnosis, unique ocular genjutsu, etcetera. Since you're paying for it, you'll be able to evolve it from its immature state to its fully developed state with regular use and training, or at least considerably less trauma than is normally needed. Likewise, training will develop your mangekyo. Rather than make up your own mangekyo jutsu or choose from the canon ones, you can just have all the canon ones divided evenly as possible between your eyes, as you will, with the caveat that Kamui and Kotoamatsukami count as two techniques each, which must be split between eyes. Damage to your eyes from the use of Mangekyo abilities will heal over time at a rate appropriate to your natural healing, and your ability will naturally evolve into an Eternal Magekyo, without the need for eye transplants, once you fully master your Susnanoo.

Kāma Boosted: Or we can skip you past Eternal Magekyo directly to the Rinengan. Specifically, the six-tomoe Rinnegan that Sasuke possesses, which retains the full powers of your Sharingan in addition to its own, though you can still turn it off or use a lesser developed form of your eyes if you prefer. In addition to giving you access to all known Rinnegan techniques, save Momoshiki's technique replication, which would be really difficult to use with your face, and chakra edible creation once you develop your Sunsanoo far enough, you can, with effort, learn manifest from it the Sword of Totsuka and the Yata Mirror.

Artificial Physiology (100 NP, Free to Experiment): You are designed to be perfect. While true perfection is impossible, you're a pretty good attempt. You have no inborn biological weaknesses, and all of your body's functions and structures run at optimal efficiency.

Compatible Flesh (100 NP, Free to Experiment): A complex mutation leaves you highly compatible with a variety of forms of genetic splicing, tissue grafting, and organ transplantation, both as a receiver and as a donor. In theory, you could get up to some freaky things, like implanting fully functional eyes all over your body, but at a bare minimum, a total lack of rejection issues will mean that any biological augmentations you possess or gain in the future will integrate perfectly and be more functional than they'd otherwise be.

Soft Body Physique (200 NP, Discounted to Experiment): A combination of ninjutsu and surgical modification, at the most basic level this technique lets one use chakra control to move their body while also harmlessly dislocating their limbs, allowing a superhuman degree of flexibility and range of motion as well as opportunity's to slip through spaces normally too small for a human to fit through. At its utmost level, it allows one to ignore the existence of their bones and organs and instead behave as if they were made of rubber hoses while extending their limbs and neck dozens of times their natural length, while being able to use their tongue as a fully prehensile tentacle if need be. You have the advanced version.

Microscopic Scientific Ninja Tools (200 NP, Discounted to Experiment): Kara managed to dodge the question of Scientific Ninja Tools making ninja obsolete by just putting the tools into the ninja. While for some this amounted to advanced prosthetic limbs and organs, in other cases, microscopic chakra-enhanced technology is integrated into the body at the cellular level. Much like Kawaki, your technological enhancements allow you to transform your limbs into some rather potent weapons, including projectiles.

Summoner (400 NP, Discounted to Experiment): Somehow, you were born with a contract with the populace of one of the Great Sage Regions. By default, this will be the snakes of Ryūchi Cave, but if you prefer, you could take the Frogs and Toads of Mount Myōboku or the Slugs of Shikkotsu Forest. Despite not properly earning the right to sign the contract, the summoned creatures will treat you as if you had, giving you access to their lands and being willing to teach you their techniques, and you'll inexplicably retain access to them and their lands(but nowhere else in this world until your chain ends) after you complete this jump.

Dust to Dust (400 NP, Discounted to Experiment): The fabrications were a project by Ōnoki, created from his DNA, that of a White Zetsu, and unspecified other individuals to create synthetic soldiers to replace ninjas and maintain peace. They were supposed to be disposable, merely imitating humans; the four most complete individuals were people in their own right with their own interpretations of orders. They were also heavily flawed, crumbling to dust if they exerted themselves too much, with a limited lifespan, and were born without hearts. Still, some useful data from the experiments was obtained and used in your own creation. While being able to survive indefinitely without a functioning heart is useful, presuming you don't die of anything else, the real power of incorporating fabrication traits into your being is that, like Kū, you have

fully inherited the Third Tsuchikage's Kekei Tota: Dust Release, and possess an affinity for it and it's composite elements of Fire Wind, and Earth if you do not already. While far from an invincible ability, being able to selectively disintegrate solid matter has a plethora of uses.

Born Sage (600 NP, Discounted to Experiment): Like Mitsuki, you are derived primarily from the DNA of Orochimaru after he obtained his perfect body and were created for the sole purpose of doing what he could not: Achieving a perfect Sage Mode. This is achieved primarily through a combination of instinctive senjutsu knowledge and a perfected version of Jugo's kekkei genkai, which is to say your body is constantly drawing in natural energy and molding senjutsu chakra, thus eliminating the need to hold still or mold it consciously while additionally giving you virtually limitless physical and mental stamina, a rapidly regenerating chakra pool, and slowly but steadily making you stronger over time since you're constantly performing rather complex chakra control exercises. By default, you are a Perfect Snake Sage, but if you selected a different animal clan for the Summoner Perk, you get their sage mode instead. Do note that Sage Mode can be rough on a developing body: Mitsuki, age 12-13, can only use it in short bursts lest he risk permanent organ damage.

Kāma Boosted: But here's the thing… Orochimaru's perfect body has more than just Jugo's genetics. He was reborn through the flesh of Kabuto, who had combined himself with the DNA and chakra of Orochimaru at the time of his original death, as well as Kimmimaro, the Sound Ninja Four, Karin, and Suigetsu. Then Orochimaru possessed and merged with a White Zetsu, gaining some of those traits and Hashirama's cells, before unspecified experiments during the time between series restored him to the prime of his youth and, per authorial statements, granted him biological immortality. Thanks to the beginning stages of your Otsutsification, you possess all of those traits: Dragon Sage Mode rather than Snake or an equivalent, artificially enhanced Uzumaki vitality, Sakon's bloodline vastly enhancing the shapeshifting of Jugo's, Jirobo's chakra absorption. Kidomaru's silk, Tayuya's Sound Genjutsu, dead bone pulse, the full power of the White Snake, Wood Release, a regenerative healing factor that scales to your chakra, a version of the Hozuki Clan's hydrofication techniques that lack their drawbacks and allow selective liquification of your organs, and an absolutely massive library of techniques locked away in your cells just waiting to be tapped are all yours, as is eternal youth. The massive increase in your physical resilience, stamina, and healing factor means you no longer need to be 15 or older to safely use Sage Mode, and the enhancements to your life force and traces of chakra from many powerful ninjas mean your chakra is five times as potent as it would otherwise be.

Items

All Origins receive +600 NP for this section only.

Ninja Tools (Free): In your pockets or pouches, you'll find a supply of kunai, shuriken, and senbon. This supply will be automatically replaced if lost, stolen, or destroyed.

Headband (Free): A ninja headband, with a symbol representing your village of origin/allegiance, identifying you as a shinobi representing your nation. In future jumps, this will pass as a valid ID and credentials as law enforcement or military of a rank equivalent to the highest you've achieved and/or currently meet the minimum qualifications for, whether or not you're currently occupying such a rank.

Cell Phone (Free): It's so weird how they went from radio headsets to smartphones in one generation, right? You've got a smartphone that passes for top of the line here. It always has perfect reception, infinite battery, is impervious to hacking and malware, high speed secure internet access in worlds with an internet(and a read only copy of your home-worlds) and it's hardware and software will automatically update over time and in each jump to keep it at the bleedingest edge of smartphone tech, while never losing desired features or altering the UI in inconvenient ways.

Sword (100 NP): You've got a sword, likely a ninjato or wakizashi, though a katana isn't out of the question. It's of fine quality, perfectly respectable by the craftsmanship standards of the Land of Iron, making it durable enough to put up with whatever abuse you subject it to. It's also infused with chakra conductive materials.

Puppet (100 NP): If you don't want to build your own puppet, you can buy a duplicate of any ninja puppet used in the franchise as long as it isn't a particularly overpowered specimen like the human puppet Sasori crafted from the Third Kazekage.

Fire Gatling(100 NP): There was exactly one firearm in the original manga, and it was a background prop in one panel. That has changed in the sequel. What you have here is a scientific ninja tool roughly comparable to a man-portable modern Gatling gun, save that it's a little smaller and runs on chakra. And that the bullets are imbued with fire nature chakra, and so are on fire. This one requires no maintenance and never needs reloading, though it may need to rest briefly between long sprays.

Climbing Mitts and Boots (100): These worn scientific ninja tools use Van der Waals forces to allow a ninja to climb walls with only a small initial chakra investment, rather than the continuous drain of the tree-walking technique.

Shinobi Guantlet (200 NP): A device worn under the forearm that comes with several scroll cartriges, which allow the use of specific techniques quickly and without the shinobi needing to know them personally when the cartigress are loaded into your scientific ninja tool via hand signs corresponding to the cartriges. By default, this comes with cartridges with elemental bullet techniques corresponding to fire, water, and lightning, as well as the sicle weasel technique, but a second purpose will upgrade the gauntlet to include cartridges for the Rasengan, Chidori, and Purple Electricity, as well as adding either a chakra blade generator or a set of claws. Do keep in mind that it takes a bit before these are approved for use, and that their use is considered cheating in the Chunin exams.

Kite Transport (200 NP): A kite-shaped scientific ninja tool that allows the user to fly. Admittedly, it's a bit difficult to get the hang of controlling it, but yours comes with a clear manual.

Absorption Arm (400): Part of a medical rehabilitation suit that was repurposed for sombat, this gauntlet can generate a sphere that can, in turn, absorb ninjutsu and the products thereof.

Bionics (400 NP): Derived from the puppet techniques of the sand village and the study of Hashirama's cells, advanced prosthetics and synthetic organs exist, which, via the use of artificial chakra pathways, sync into one's body, allowing them to be controlled and used as naturally as your own flesh and blood. You'd have some rather extensive modifications made, including the installation of armor in your upper chest, comprehensive augmentations to your musculoskeletal system, and the replacement of at least two limbs, which has left you physically durable enough to shrug off a cave-in and strong enough to walk it off. Any other scientific ninja tools or advanced technology you purchase here, or at least the control mechanisms thereof, can be integrated into your bionics. Post jump, these can become the product of microscopic ninja tools that fold back into your body when not in use, if you prefer… Or in-jump, if you have that perk.

Curse Mark Collar (400 NP): Tonaka, a man from the land of Rivers, got it in his head one day that he could improve upon Orochimaru's curse marks. He created a pathogen derived from the marks with a higher survival rate, albeit with the trade-off of including Jugo's berserker rages, and these collars are scientific ninja tools that allow controlled infection and control of the transformation among his subordinates. When properly bonded to an individual, this collar allows controlled transformation into a state comparable to a version 2 curse mark, but with far more extensive physiological changes. In terms of raw power, it's enough to take a civilian to the point of being able to stand reasonably well against one or two shinobi who are roughly chunin level by this era's standards, which means that in at least one regard, Tonaka succeeded in surpassing Orochimaru's designs. You get tw,o which you can give to other persons, and optionally one for yourself if you want one or don't have a better way of accessing sejutsu

Mirror Drones (400 NP): A set of four drones shaped like saucers and roughly the size of a small dinner plate. They operate semi-autonomously but can be controlled remotely with your chakra, allowing you to direct and coordinate their moments. Defensive abilities aren't so hot, but each one is able to fire bullets enhanced with ninjutsu.

Laboratory (600 NP): A state-of-the-art lab with all the space you need and a regenerating supply of common materials and anything exotic you bring into it. Perfect for all sorts of engineering purposes ot efforts at scientific research. If you have the tech-head perk, you get blueprints, materials, and research notes on any and all Scientific Ninja Tools you've purchased from this document as well.

Divine Seed: (600 NP): What you have here is a juvenile ten-tails. Nowhere near as powerful as the one that was fought in the Fourth Great Shinobi World War, but still pretty powerful.

Utterly mindless, with the only goal of devouring an Otsutsuki and becoming a Divine Tree, it still has its use as an overpowered attack dog, to generate fision beings to serve as the same, or to drain its potent and endlessly regenerating chakra to replenish your own and strengthen your life force.

Synthetic Divine Tree (600 NP): derived from a splinter of Kagya's divinetree and research into Hashirama's cells, this is a divine tree in miniature. While it'll never kill a planet or produce a chakra fruit, it'll still gather up ambient natural energy or suck the life out of anyone unfortunate enough to get caught in its vines. It's not much use on its own, unless you have a wood release, but it can theoretically be researched for further breakthroughs or tapped for chakra. It might develop unique properties if exposed to the natural energy of interesting worlds in the future, or fed interesting creatures.

…Or, if you also purchased the **Divine Seed** item, you can merge the two, instead giving you a mature Shinju that can revert to te-tails form and back at will. It is utterly identical to the results of sealing all nine complete Tailed-Beasts into the Demonic Statue of the Outer Path, save that it's not guided by Kaguya's will or able to be used to resurrect her, since it's just a copy. It's still mindless, but subservient to you. It can be used for anything its component items are for, as well as consuming a planet to produce a chakra fruit if you've got 1000 years to kill… Or, both purchases combined will come with knowledge of how to perform Six Paths: Ten-Tails Coffin Seal, allowing you to become a Ten-Tails Jinchuriki. You can use the technique even if you lack the Rinnegan.

Companions

Import (100 NP): For a plat cost, import or create up to eight companions, who each get an Origin and 800 NP to spend on their own purchases.

Canon (free): If you can convince any of the locals to come with you, you can bring them along for free. Their abilities and equipment will gain any necessary fiat backing.

Team Mom (100 NP): This jonin is an exotic woman from a distant land. She experienced a severe personal tragedy as a young woman but refused to let it break her and, while a consummate professional when on the clock, is generally a fun-loving woman with a soft spot for children, who she believes should be safe and allowed to enjoy themselves. She possesses a variety of telepathic and clairvoyant techniques similar to those used by the Yamanaka clan, as well as a number of techniques based around levitating herself and other objects.

A Good Ninja (100 NP): This girl is a bit on the older side for a fresh genin. She had.. Inconsistent grades in the academy. It's not that she's dumb; in fact, some would say she's brilliant, but she has trouble focusing on only one thing at a time, especially if it doesn't catch her interest. She also has a near-total inability to actually use chakra, which you'd think would get in the way of this whole ninja thing, but she's figured out a set of pictographic formulas that

can be used to generate elemental effects from ambient energy and strung together to create an astonishing variety of techniques. She's cheerful, friendly, and self-sacrificing to a fault. Seriously, she can get a little self-destructive if she thinks she has things to make up for. Ultimately, all she wants is to be accepted and be a good ninja.

Little Buddy (100 NP): This boy's on the younger side of fresh genin. He's a little naive, but cheerful, friendly, and surprisingly wise. He's got a rather strong lightning affinity and a surprising talent at the use and creation of scientific ninja tools, organization and logistics, economics, and business negotiations, which, combined with his unbelievable work ethic, make him a rather dangerous individual. On the other hand, his naivety and powerful imagination make him rather easy to fool, and he can sometimes be led down dark paths… In particular, his objectively terrible hmelife na dhaving been rejected by others led to the creation of an alternative persona who likes to cause a little chaos. Keep an eye on him; he can either be a great hero or a terrible villain.

The Cyborg (100 NP): This jonin experienced a childhood that was nothing but war, and spent much of his young adult life being manipulated, which culminated in being abducted for experimentation that resulted in everything from the molars down being amputated and replaced with bionics. You wouldn't expect someone made mostly of metal to be so fast, let alone to have a kenjutsu technique that lets him get dozens of slashes in in seconds in short bursts, but there you go. It pairs well with the katana he wields, a scientific ninja tool with a rapidly vibrating blade, and the love for violence that he doesn't like to admit to as he fights to prevent others from experiencing the tragedies of his own youth.

The Queen (100 NP): At fifteen, this girl is something of a late bloomer when it comes to genin, but… Well, she wasn't really on track to be a ninja until a horrific bullying incident awoke her Kekei Genkai, perfect multitasking, and telepathic awareness and control of all insects, arachnids, worms, and crustaceans in a radius equivalent to several modern city blocks. Obviously, she knows a number of techniques similar to the secret jutsu of the Aburame clan. She's ruthlessly efficient and has no qualms doing what needs to be done, no matter the cost to herself or others, to achieve a goal she's decided is worthy and is willing to kill for those who've earned her friendship but doesn't trust easily, especially authorities, and lacks a degree of common sense.

Taste of Arsenic (100 NP): This girl, on the shorter and stockier side, grew up relatively privileged while also seeing how others had it much worse. This, combined with the disrespect often shown to youths, led to her becoming incredibly cynical. Her parents' being exposed as horrific criminals was the last straw: She doesn't trust others, she doesn't trust systems, and it's only because it's better than being a homeless runaway that she joined the ninja program. On her own, she's not much, but she has a symbiotic bond with a creature the locals call a dragon, which modern jumpers may recognize as a Deinonychus, and if you recall what the Inuzuka clan can do with their dogs, then you know why she's earned her spot in the program.

Scenario: Apotheosis Complete

This scenario requires you to have the **Kāma** perk and the **Divine Seed** and A**rtificial Divine Tree** Items.

When one undergoes complete Otsutuskification, whether that be as the vessel for an Otsutsuki clansman or as a divine being version of themselves, they aren't… *Truly* an Otsutsuki. And one still requires the use of the Kāma Seal to tap their full power. The only way around this is to do what Otsutsukis do: Consume a chakra fruit.

If you so choose, after you complete this jump, you'll find yourself on a planet that has energy and biological data comparable to the Earth circa Kaguya's time, but no sentient or complex animal life. All drawbacks unrelated to jump duration remain in effect, adapted for the scenario, and you'll remain here for the next one thousand years as your Divine Tree harvests the planet's energy to produce a chakra fruit: Note, just as Madara and Obito were able to manifest the Divine Tree even as the Jinchuriki, so to will being its Jinchuriki not negatively impact this scenario.

During that time, at least once a week but likely far more often, you'll find yourself faced with rivals coming to your planet. Dozens of powerful shinobi who seek to prevent the birth of a new Otsutsuki, another Kama user who wishes to steal your chance at ascension, a pair of Otsusuki clansmen who have stumbled across the planet and thihnk your fruit wold be better than the one from their own ten-tails, or a lone Otsusuki of particular power who takes offense at what should have been a vessel daring to aspire to divinity. Or anything else along these lines. You'll have to defend yourself and possibly your divine Tree from these attackers, who cannot be negotiated with and will not retreat unless you are dead. While illing them and/or feeding them to your Divine Tree will have a degree of effect on the quality of your fruit, none of them have any unique biological abilities that you don't, so don't get too excited. The scenario is completed when you fully consume the fruit of your Divine Tree. Note that no perks will speed up its production for the purposes of this scenario.

Reward: Upon completion, you ascend fully into the ranks of the Otsutsuki clan, gaining their signature delicate beauty, flawless ivory skin and hair, and a set of horns tailored to your liking, though these can be toggled off individually or collectively if you prefer. Additionally, whether you became its Jinchuki or not, your Divine Tree will willingly fuse with you, permanently, making you a being akin to Kaguya. If you don't have the Blood of the Moon Princess perk, you gain it for free. Otherwise, it, along with any other Kekei Genkai or Tota you possess from this document, are elevated to the level of a Kekei Mora, potentially gaining new abilities—the aforementioned Byakugan gaining the powers to see into minds and to a limited extent predict possible futures of individuals, for example.

The full power of your Kama is permanently available to you at all times, becoming 100% your power, and your raw power is further augmented by that of your Divine Tree, compressed down to humanoid scale, and the vital, spiritual, and natural energies of an entire planet, which increases your raw power immensely.

Finally, a Special note regarding the Bloodlines and other abilities granted by the Origin Capstone perks: If you possess **Pure Eye**, then you gain Kaguya's chakra, granting you an affinity to every possible element or drastically enhancing finities you already possess, and by extension, Kaguya's ability to create Truth Seeker Orbs. Additionally, you'll gain her Eighty-Gods Vaccuum Attack Keei Mora. If you possess **Copy Wheel Eye**, then you gain a third eye which contains the Rinne Sharingan with access to all associated abilities, including Infinite Tsukiyomi and Amenominaka, complete with copies of Kaguya's pocket dimensions. If you possess **Born Sage**, your body gains the full malleability of a Ten-Tails, your Dead Bone Pulse will be enhanced into All-Killing Ash Bones, and your age mode will be upgraded into a perfect, flawless, and permanent Six Paths Sage Mode. If you possess all three perks, then you gain any and all of Kaugya's powers, including any unspecified and additionally will double your overall chakra, after applying any other relevant modifiers, at the moment of scenario completion, due to how absurdly compatible with Otsusuki physiology and power you must be to possess so many Otsutsuki-derived bloodlines in a single body.

Drawbacks

Continuity (Toggle): If you've been to the Naruto World Before, you may have this jump be a continuation of that one, in order to see what changes you've wrought.

Anime Issues (Toggle): The Boruto Anime, despite what a lot of people think, doesn't actually contain any filler in the traditional sense: All of the so-called filler arcs are either adapted from light novels and side stories or else were written with Kishimoto's supervision, and thus are considered canonical. However, there are some *minor* discrepancies. This'll let you sort them out on your own terms.

Another Time (Toggle): If you'd like, you can use this to go to an earlier era and just screw around with your superior powers, though be warned that going to the Fourth Shinobi World War or earlier will extend the ump's base duration by a full ten years. Alternatively, you can use this document as a supplement for another Naruto jump.

Longer Stay (100 NP): By default, you'll be here for a little over a year. Each purchase of this drawback adds an additional year to the duration. You might think that one hundred points is a lot for just a year of extra time, but if you fail to sufficiently derail the plot, you'll be heading into a death trap that requires a lot of needle threading to resolve.

My Kingdom For a Burger (100 NP): What's your favorite food? You're gonna have a heck of a time eating it. It's not that it's uncommon, you'll just rarely get the opportunity to, say, visit that fast food restaurant up the street. And people will occasionally push a food that's popular but that you don't care for, like, say, ramen.

Deficiency (100 NP): Pick a single category of jutsu. Something relatively specialized, like, say, medical techniques. You're bad at it. Even if, on paper, you have all the skills and talents needed to be a master, you just have no talent for the techniques themselves.

School Days (200 NP): You're 12 years old and, before you get your headband, have to attend the Shinobi Academy of your village. If you're in the Leaf village, you'll be part of Boruto's class, but don't think belonging to another village will spare you from the drama and shenanigans.

Behind The Mask (200 NP): During your time here, you'll make friends with someone. This person seems bright and cheerful and friendly, but harbors some dark secret that at best puts them at risk for an early death and a worst makes them a threat to your entire village. They're not malevolent in and of themselves, but you'd better pray that you can find out the truth and talk them down before it's too late. Naturally, you'll forget taking this drawback.

Brat (200 NP): Oh. It seems one or more of your parents overcompensated for their own poor childhoods when raising you. You're a little entitled and conceited and, notably, having had anything you need to achieve your potential has left you underappreciating hard work since you've never had to struggle to get stronger, at least not yet. You can get better… Or you can get worse. Hopefully, you won't need some massive traumatic event to get over this.

Abandonment Issues (400 NP): Somewhere out in the world, you have a parent or guardian. You've never met them. Oh, they have their reasons, some of which are pretty good, and they do care about you, but until you track them down and get closure on this feeling of abandonment, that something is missing, will never leave you alone long enough to figure out long-term goals.

Like Father, Like Son (400 NP): One of your friends, or at least a friendly rival, is going to go rogue. They have what they think are good reasons, but… You're going to have to track them down and drag them home before they get themselves declared rogue shinobi or something worse happens, and you may have to break some rules yourself to get it done.

Brain Food (600 NP): Uh-oh. You've somehow come to the attention of Shojoji, the leader of the terrorist group known as the Mujina bandits. Don't let his goofy appearance fool you; though he may be fat and goofy-looking, he's a deadly fighter who fancies himself a peer to Orochimaru and matches the original incarnation of that shinobi in terms of selfishness and callousness. While his physical abilities and ninjutsu are impressive, what truly makes him deadly is his Corpse Clone technique, which allows him to replicate the form, memories, and abilities of anyone whose brain he eats. In the official history, his goal involved kidnappings, impersonations, and assassinations to cause political incidents that would lead to chaos, which he could then use to quietly seize power. But with your abilities, he feels he could be much more direct. Incidentally, he genuinely *enjoys* eating people. He's crafty; he won't just come after you, he'll be using whatever resources he can muster to keep an eye on you and have you captured and delivered to him, alive and whole, so he can take the pleasure of harvesting your brain personally, probably while you're conscious. Though if that doesn't work, he's not above coming

after you personally when you least expect it, and when he's prepared for your techniques and any other contingency he can think of. No matter how many people he has to eat to do it.

An Empty Vessel (600 NP): You had one of the roughest childhoods imaginable, and were raised your whole life to believe that you were worthless, except for one specific purpose that would cost you your life to fulfil. And the person who did this, an incredibly powerful individual who rivals the Gokage of this generation, is very, very dedicated to keeping you under their thumb. You're not necessarily in their custody now, but a very powerful, very dangerous individual is out there, looking for you and willing to destroy any life you build for yourself.

Locked Out (600/800/1000 NP): All perks and powers not native to the Naruto franchise are sealed away for the jump duration. For an extra 200 points, this extends to non-native items. For 1000 points total, you also lose warehouse access and anything native not purchased from this jump.

Notes

If it's not abundantly clear, this jump only contains things from Boruto: Naruto Next Generation or earlier. Stuff exclusive to Two Blue Vortex is not represented.

Omnipotence and Reflection aren't available as perks because they break the power level of the setting andpassive "I win" buttons are boring.

The Kāma perk includes the energy absorption, blasts, and spacetime Ninjutsu. I forgot to include that, and I'm not sure how to fit it into the already rambly text of the perk. Additionally, calling it "Karma" is a screw up by the localization team due to mixing up homophones; the literal translation of the characters used is "Lynchpin."

Each Origin is based on one of the initial members of the New Team 7, but has a supplemental perk from one other character who fits the archetype for the 100, 200, and 400 point tiers: Prodigy is based on Boruto but also has perks based on Himawari, Metal Lee, and Shikadai. Heir is based on Sarada but has perks based on Inochi, Chocho, and Mirai. Experiment is based on Mitsuki but also includes perks based on Shin, Kawaki, and Kū. The boosted capstones are plausible/logical extreme improvements based on the trait selected for the capstone perk. Prodigy similarly has a meta-joke about Omnipotence's effect in its capstone.

While it is plausible to assume the existence of a Slug Sage Mode for a number of reasons, the fact that no slug summoner actually uses senjutsu means that we have no idea if one actually exists or what their sage mode and techniques would be like. Thus, if you selected Slugs for the Summoner Perk, you may instead use Hashirama's Sage mode for the Born Sage perk if you'd prefer not to make something up. Especially if you have the Booster.

With two jonin and four genin, the OC companions provide you with a few options for building a squad if you don't have companions to fill the role and don't want to make some whole cloth. They're split into idealistic and cynical groups, but there's no reason not to mix and match. The individuals are respectively based on Millia Vodelo, Luz Noceda, Butters Stoch, Raiden, Taylor Hebert, and Gert Yorks.

Naturally, you may assume that any sufficiently similar magic or ki systems count as chakra usage for the purposes of interactivity and keeping certain abilities useful going forward.