Naruto

By The Reddit Community
Version 1

Welcome to the world of Naruto! This is a world of action and adventure. Of Ninja and Samurai. Of hidden darkness and...aliens?

Whatever it includes, it begins on a continent composed of the Elemental Nations. Within most of these nations are special cities called Hidden Villages, which are run by Ninja, specially trained mercenaries that use the power of Chakra to perform

superhuman feats such as enhancing speed and strength, manifesting the five elements, creating illusions, and much, much more. This is a world that is fraught with danger and conflict, though it currently enjoys a somewhat strained peace. Not for long, however. There are powerful forces stirring in the shadows. Hidden Sand and Hidden Sound are already preparing for their assault on Konoha, and the Akatsuki have already begun to move. You begin your journey the day before Naruto's graduation exam.

To help you along your way, here is +1000 CP.

Backgrounds:

You get the 100CP perk of your background for free, the rest are 50% off.

Drop In: You appear in your designated village with no new memories or relationships to help you. You are provided with a Village ID card and all standard documentation that will prevent you from getting a one-way ticket to Torture and Interrogation. You can optionally choose whether you are enlisted in your village as a ninja or if you enter as a civilian.

Genius: In a world of child soldiers it didn't take long for your teachers to realize that you were a prodigy. Perhaps you come from a prestigious clan where you received special training or you were simply born with talents and intellect that set you apart. Either way, your peers know that you're something special.

Medic: This world is dangerous, and people are going to get hurt. That's where you come in. You were enrolled in a medical training course while still in the Academy and you graduated with basic medical knowledge, enough to tend basic wounds, treat common poisons, and diagnose common ailments. Whether you use your medical knowledge to help or to harm is up to you.

Villain: The path to peace is not always sunshine and rainbows. In a war-torn world such as this, you've come to realize that the only true path to peace is

through power. Power to manipulate. Power to control. Power to decide your own fate. You are free to choose whether you begin your jump in your village's good graces or if you've already abandoned them to pursue your own ends.

Gender/Age:

By default, your age is set to 12, and your gender remains the same as it was before this Jump, though you can freely pick either.

Location:

Choose one village to start in. Or gain 100 cp to roll for a random village.

1. **Konohagakure -** Konohagakure, or the "Village Hidden by Leaves", is the hidden village of the Land of Fire. Konoha is currently ruled by the Third Hokage and is hidden deep within a forest. It is generally seen as the most powerful of the ninja villages. Because of this, Konoha has enjoyed many years of relative peace and stability. Many Konohagakure ninja use Fire Release techniques.

2. **Kumogakure -** Kumogakure, or the "Village Hidden by Clouds", is the hidden village of the Land of Lightning. Kumo is currently ruled by the Fourth Raikage and is hidden in a cloudy range of tall mountains. Many Kumogakure ninja use Lightning Release techniques.

3. **Iwagakure -** Iwagakure, or the "Village Hidden by Rocks", is the hidden village of the Land of Earth. Iwa is currently ruled by the Third Tsuchikage. The rocky mountain ranges that surround the village provide a natural stronghold that it is very proud of. Many Iwagakure ninja use Earth Release techniques. Iwagakure is well-known for the rock-hard attitude of its shinobi; as soon as the Tsuchikage gives an order, the Iwa-nin follow it without hesitation, even if it means death.

4. **Sunagakure -** Sunagakure, or "Village Hidden by Sand", is the hidden village of the Land of Wind. Suna is currently ruled by the Fourth Kazekage.

Being surrounded by desert offers the village a natural deterrent against invasion, as few foreign powers would be willing to endure the sandstorms and water scarcity common to Suna. Many Sunagakure ninja use Wind Release techniques, which they may or may not perform with fans. Shinobi from this village believe that the accomplishment of a mission predominates the lives of the ninja trying to accomplish it. As such, they ruthlessly pursue victory in battle, and even if failure is inevitable they will still try to achieve any success against their enemy that they can.

5. **Kirigakure -** Kirigakure, or the “Village Hidden by Mist”, is the hidden village of the Land of Water. Kiri is currently ruled by the Fifth Mizukage. Befitting its name, the village is surrounded by a thick mist, with several mountains in the background, making it difficult to find by foreigners. Many Kiri ninja use Water Release techniques. Kiri has a long history of blood and strife as well as an infamous graduation exam, though thankfully that time is in the past.

6. **Amegakure -** Amegakure, or the “Village Hidden by Rain”, is a small but highly industrialized hidden village located in an unnamed country. As its name suggests, it rains almost constantly in Amegakure and the surrounding area. All the water seemingly ends in a large lake that surrounds the village. Ame is frequently hired for assassination missions, an area of expertise prized by many countries. Its shinobi also have a propensity for genjutsu. This is also the home base for the Akatsuki, though this is not general knowledge.

7. **Land of Iron -** The Land of Iron is an icy, snow-covered country located among three mountains. Unlike other countries of the world whose militaries use shinobi, the Land of Iron's military is made up of samurai. Due to the differing ideologies between shinobi and samurai – as well as the fact that the Land of Iron's samurai are quite formidable – there is an agreement among shinobi not to interfere with the Land of Iron. Because the Land of Iron has had little involvement with the shinobi world, shinobi have frequently used the country as a neutral meeting place for diplomatic discussions.

8. **Free Choice -** How about literally anywhere?

Race

Human (Free): A standard human. Nothing particularly special, but it's free.

Animal Summon (100/200/300 CP): An animal, anything from a dog to a cat to a snake to a toad to a slug. You will grow larger over time, with your physical might and durability increasing considerably as you grow. Along with any physical advantages normally inherent to your species, you possess some supernatural abilities derived from those avantages. For example, a snake summon would be able to shed their skin to heal themselves or spit a petrifying venom, while a toad would be capable of spraying water or oily secretions from their mouths. Despite any anatomical limitations, you can speak the human language. For the base price, you start out at a normal size for your species, or perhaps slightly larger. For **200 CP**, you're much larger, almost the size of a small house, even. For **300 CP**, you're positively gargantuan, matching the likes of Gamabunta and Manda in size. Alternatively, you can treat the larger size as a transformation that you may take on by choice. You gain a discount on the **Sage Mode perk**.

Zetsu (400/600 CP): You are a mutated human produced by the God Tree subsuming an ordinary person and drawn from within the Outer Statue and combined with the DNA of Hashirama Senju. Your abilities will depend on your coloration. As an ordinary **White Zetsu**, you possess the Substitute Technique, a flawless transformation technique that allows you to copy everything about an opponent by absorbing some of their chakra, down to their techniques. You can produce spores that latch onto targets, undetectable even for sensors and Kage-level ninja, and drain their chakra by activating them. Finally, you can use the Parasite Clone Technique, which produces clones that do not vanish even if they sustain lethal damage. You also receive a discount on the **Regeneration Ability Kekkei Genkai**. Alternatively, you may choose to be a **Black Zetsu**, a specialized Zetsu with a black, malleable body that can freely change its shape and size at will. You have the ability to possess others, latching onto them and puppeting their bodies, gaining control of

their abilities while you do so. You can freely record all that you perceive with your senses, and can share that information with others with a mere touch. You receive the **Chakra Sensing** Kekkei Genkai for free, along with a free **purchase of wood release (Without needing Senju or earth and water affinity.)**. Or, if you want the best of both worlds, you can pay an additional **200 CP (600 total)** to become both. You will be half White Zetsu and half Black Zetsu, possessing the ability to split in two and operate both bodies independently. All of your perks and abilities will function normally for both bodies, and as long as one survives, you will not die. Should one of your halves die, it will regrow from the surviving half over time.

Regardless of which of the options you select, you no longer need to eat or drink, nor do you age, with your chakra sustaining you instead. You can quickly consume human corpses, and eating ninja will grant you a modest but permanent boost to your own reserves. Finally, you have access to the Mayfly, a technique that allows you to phase into the ground, rendering yourself undetectable and allowing you to quickly travel across vast distances.

Otsutsuki (800 CP): You are not human, you are an Ōtsutsuki, a member of an ancient clan of Celestial Beings. As a member of the Ōtsutsuki Clan, you were born with immense natural power, resulting in enhanced chakra capacity great enough to rival multiple Kage

at the same time, strength great enough to chop down a God Tree in a single strike, speed fast enough to appear as if you teleported from a mile away, and enough resilience to survive being bisected in half even without channeling Chakra to enhance yourself. As mentioned above, you possess reserves far greater than any human, easily matching those of five Kage-level Shinobi. Now, all members of the Ōtsutsuki Clan possess at least one bloodline, the **Byakugan**. However, yours is incredibly enhanced compared to the rest of humanity allowing you to view any event within hundreds of miles, your Byakugan also possesses an extra ability which allows it to read the fates of others similar to Momoshiki. Now, if you possess other dojutsu you can decide to either implant the dojutsu into other body parts, to have one in each eye, or, if you purchased more than one, to have them merge together into one and then have that in one or both of your eyes. Also, as you are paying CP for this, your Byakugan no longer shows veins when in use unless you want it to.

Additionally, your kind possesses a unique ability that makes you quite resilient: Kāma. This ability creates a back-up of your biological data in the form of a triangle-shaped barb that can be embedded into another being with a single touch. Once implanted, only the top of the Kāma is visible, appearing as a diamond-shaped seal, and it begins to overwrite the host's genetic information, replacing it with your own. Once done, the Kāma will vanish and you will be resurrected. Once it has started, the only way to stop the resurrection process is to kill the host before the genetic overwrite is completed. Another benefit is that once finished the Ōtsutsuki will gain all the skills and knowledge of the former body. As you are paying CP, you will also gain all their abilities. Of course, this doesn't just give *you* benefits; during the overwrite process, the Kāma bestows certain abilities upon the host by utilising the power of the Ōtsutsuki. When activated, the Kāma enhances the host's physical abilities, power of their jutsu's and allows the host to absorb both chakra and chakra-based attacks. Utilising the Kāma allows the host to open rifts between locations, even foreign dimensions.

Of course, the Kāma is not all-powerful and comes with certain weaknesses. One weakness is that imparting a Kāma requires vast amounts of energy so if you wish to impart a Kāma onto another you will require a huge quantity of energy. A second weakness of the Kāma is that the genetic overwrite requires time and the host can be killed before the overwrite is complete. The third and final weakness, though one that will not apply to you via the power of CP, is that if the Kāma is applied to an inadequate host, the host would not be able to survive the power of the Otsutsuki and would die. However, as you are paying with CP, your Kāma possesses an extra ability of changing your host's body upon implantation, converting them into an ideal host.
The Kāma will only activate upon your death, preventing a second copy of you running around, and **the genetic overwrite will finish within a year, during this time you will not fail your chain and should jump end earlier or as you are revived, you can continue jumping**. You can implant Kāma in more than one host, but upon dying, only one Kāma

will activate; all others will vanish in order to prevent two versions of the same Ōtsutsuki running about. Also, once the Kāma disappears it doesn't mean that the vessel has turned back to normal. For example, if 80% of the vessel's information has been overwritten and 80% of the Ōtsutsuki data has been extracted, then it stays as it is. However, if such an individual is sacrificed to a Ten Tails Seedling, the fruit produced will be of an inferior quality.

Another type of Kāma is a white Kāma. This is sometimes produced on failed vessels who have survived allowing them access to the Ōtsutsuki's power but cannot be used for revival purposes. However, as you are paying CP for this the only way for others to acquire this is for you to deliberately bestow it. Now, if the user of the white Kāma eats a Chakra Fruit they can turn into a true Ōtsutsuki themselves.

Lastly, Ōtsutsuki can live for a long time, with Isshiki Ōtsutsuki surviving 1000 years without aging.

(600 CP/Otsutsuki Add-On): Like the rest of your kind you travelled through dimensions and stars and finally gained access to a Chakra Fruit- a fruit created from a God Tree that contains the genetic information and chakra of an entire world and a record of everything that has lived and died on that planet, enhancing your already formidable might as well as resulting in you potentially gaining an additional Kekkei Genkai- the Rinnegan OR Isshiki's Dojutsu. **You only get either Isshiki's Dojutsu for free or Rinnegan for a discount.**

You can also fly, and have access to Yomotsu Hirasaka, a technique that allows the user to create rifts in the fabric of space, either connecting different dimensions or linking two points in space together. These portals manifest at extremely high speeds, and can rather easily be linked to any personal dimensions the user has access to. Any dimensional travel is restricted to any local multiverse though there will at least always be some mirror worlds, you may find yourself in until you acquire your Spark.
The aesthetic of your teleportation ability is up to you.

Your chakra reserves are ludicrously vast, exceeding even those of Madara as the Juubi Jinchuuriki.

NARUTO

Mecha Human (300/400CP): Robots are cool, huh? Well, now you are one. Like Mecha-Naruto, you are now a mecha-fied version of a human, although mostly of yourself, unless you choose to imitate another person in this world. You are much stronger, faster, and more durable than a normal human, and have many abilities related to being a machine. You can turn into a "plane form", in which you can fly, and a "vehicle mode", in which you can have other people hop onto your back and ride on you as if you were a vehicle. You can also propel yourself with rockets, fire missiles and lasers from multiple parts of your body, absorb chakra (even sage chakra) by "eating" it, have others wear you as an armor, thus augmenting their abilities while adding your own, and detach parts of your own body for multiple reasons. Everything bought here can also be integrated into your robot body, or be explained away by magic chakra bullshit. However, you cannot physically train your body, only your chakra network, you will have to upgrade your own body, and you cannot naturally heal, only repair yourself. For **100 more CP**, these drawbacks are nullified, meaning you get all of the advantages of being a magic robot man while not having to tinker with the inside of yourself in order to contend with people who can grow stronger than you. If taken with Hybrid, you may decide whether you are a cyborg or a mechanical version of whatever races you combine with. Post-jump this will become an alt-form if you so wish.

Hybrid (100+ CP): Or perhaps you're something a little more unique. A Zetsu Animal Summon? Intelligent animals aren't exempt from the Infinite Tsukuyomi, so it's certainly not impossible. An Otsutsuki Zetsu? Well, there are worse hosts for a Kāma. A combination of all of them? ...well, stranger things have happened, though the story of your birth may be a convoluted one. By purchasing this, you become a hybrid of two of the races listed above, receiving their natural abilities as described above and whatever discounts they normally receive. You must still pay the full base prices for **both** races you are hybridizing. You may add additional races past the first two to your lineage by paying an additional **100 CP per race**, on top of the full prices of the added races. The specific details of how your various races combine and how their traits manifest is up to your discretion.

General Perks

Chakra (Free/100/200 CP): The basic Chakra system perk, you start with reserves equal to average jonin. In future jumps, by channelling Chakra into others you can cause a Chakra system to grow inside them. By paying **100 CP** instead you start with reserves equal to an average Kage, **200 CP** will result in having chakra on the same level as Kisame Hoshigaki, a person capable of being hailed 'Tailless Tailed Beast'. In future Jumps, abilities that function using the target's chakra, such as by disrupting, amplifying, or sensing it, will continue to function as normal, either using the setting's equivalent energy types, or using life force as appropriate.

Academy Training (Free): You now have all of the training and knowledge of a new Academy graduate. This includes practical ninja skills such as survival training, trap making, and stealth. You are familiar with basic ninja tools and weaponry such as storage scrolls, exploding notes, kunai, shuriken, and ninja wire. You've also received training on manipulating your chakra. You can use it to reinforce your muscles to give you greater speed and strength than a civilian. You can flare your chakra to dispel genjutsu. And you can perform three basic ninjutsu techniques including an intangible clone technique, a replacement technique, and a transformation technique. Finally, you have mastered the standard taijutsu style of your village with enough skill to fight off civilians with ease.

Anime Style (50 CP): Can turn every other Jump into any anime art style. You can toggle this at will.

The Raising Fighting Spirit (Free/50 CP): Naruto wouldn't be the same if it didn't have that sweet blend of traditional Japanese instruments and modern music style to hype us up for everything, now would it? With this perk you now have the entire Naruto soundtrack playable in your head. Every track, opening, even the songs from the musicals. Bet you didn't know those were a thing, huh? I'll even throw in the Boruto soundtrack with all future pieces all for free, because I'm so nice. The music will never disrupt you, you may freely control the volume, and you can even have it playing around you and nobody will question it nor notice unless you make it so. For a **50 CP** upgrade, you and all your Companions will get your own unique tracks. Plus, you can merge this perk with any music perk or item you have now or gain in the future, and remix tracks you have in the Naruto style. I'll even throw in a bunch of CDs, USBs, or whatever physical storage medium you want with all of this on it.

Ultimate Ninja Style (50 CP): No, this isn't some overpowered fighting style. What this does is provide a boost in cosmetic flexibility to your techniques. Simply stated, your techniques are much more stylish and cooler-looking than normal, though no more or less

powerful than normal. Even if you make it look as though you're punching your opponent into space with five thousand Shadow Clones, they won't *actually* be launched into space unless your attack would've done that anyways. This effect can be spread to teammates, allowing team attacks to benefit from the same aesthetic boost. This can be toggled on and off freely.

Kekkei Genkai (500 CP): You have a Kekkei Genkai, a bloodline limit passed from one generation to another. This perk gives you **1400 PP** to spend on bloodline limits only as well as giving you control over who can inherit your bloodline limit. At your discretion, your bloodline will be passed along to your descendents, and from them to their descendents, with no limit. No matter how diluted the blood becomes or how many generations pass your bloodline will always come forth. You may convert additional CP to PP at a rate of 1CP for every 2PP.

Good Looking (50/100 CP): Your appearance is an 11/10, making you among the most beautiful people in this world. This also comes with a free appearance change to your choice. However, instead of **100 you can pay 50 CP** to improve your looks to a 9/10, forsaking the free appearance change.

Stings a Little (100 CP): The life of a Ninja isn't always sunshine and rainbows, more often than not it is a life of backstabbing, out-maneuvering your enemies and getting the hell beaten out of you on a regular basis. There's no easy fix for the first two, but with this perk you are now immune to the last part at the very least. You possess an incredibly high pain tolerance compared to other ninja, a resilience that could see you being tortured for decades by Orochimaru himself and hurting you as much as a paper cut. Of course, this doesn't protect your mind from the consequences of being tortured, it merely stops you from feeling it.

Crafty (50/100 CP) For 50 CP you have the necessary skills to craft and forge your own ninja supplies. For 100 CP, the quality has become good enough that others would be willing to buy from you and you have learned how to craft the tools and equipment needed for any skills you acquire through perks, such as puppets and medical tools.

Nature (50 CP/One Free Purchase): All who possess chakra possess an incredibly strong affinity to one of the following chakra natures Fire, Water, Earth, Wind, Lightning, Yin or Yang. **Through training additional natures can be acquired, with more than one nature being common among Jonin.** Can be purchased multiple times, to a maximum of seven. If taken with Rinnegan or other bloodlines that bestow the chakra nature, this doubles the power of your affinity. Like with all things, your affinity can be strengthened with time and hard work.

Tsunade (100 CP): Ever since you were young, you were gifted with immense physical strength, even when you were only a few years old. As you grew, so too did your strength, and it has advanced to the point where you can split the ground with just a finger, break a Sannin's ribs, both their arms and rupturing several of their organs with just a punch, and even break through a Susanoo with only half a dozen punches.

Unsealable (200 CP): The possibility of being sealed away inside an object or a person is a threat to even immortal beings like the Tailed Beasts and those revived by the Edo Tensei. Luckily for you, something about your nature resists the effects of fuinjutsu, rendering you immune to being sealed. Even your powers resist sealing, preventing others from suppressing your abilities by placing seals on your being. Post-Jump, this perk protects against sealing and imprisonment through means other than fuinjutsu, such as magic.

My World (200 CP): In this world illusions or as they are named Genjutsu are one of the most prevalent disciplines of the ninja arts. Masters of these arts can control the senses of their target by manipulating the chakra in their central nervous system. Through clever application, they can manipulate targets to do whatever they desire. There is one famous genjutsu where upon being snared the target could be trapped for decades in the hands of the caster causing them to be at their absolute mercy. With this perk, you have been rendered completely immune to all types of hallucinations and illusions of all kinds regardless of the caster, source and power behind it.Even the famed Tsukuyomi and Infinite Tsukuyomi would be rendered harmless against you. So no being stuck with 3 days of torture and forced to watch your entire family being killed constantly.

Specialist (200 CP/One Free Purchase): Every ninja no matter what, specialises in at least one area. Some specialise in ninjutsu, some specialise in genjutsu, and some in fuinjutsu. Specialists possess far greater power and skill than those not specialised in their chosen area.

For each purchase of this perk, you can become exceptionally good at learning your chosen specialization. For example, one who picks fuinjutsu would have the potential to equal the greatest of the Uzumaki Clan with the proper training, while those who pick genjutsu could eventually rival Itachi Uchiha himself even with his Sharingan. This purchase bestows all the relevant knowledge and information needed and allows for a beginner to learn everything related to your chosen specialty in a fraction of the time it would normally take. The narrower the focus of your specialization, the faster you learn. This perk can be purchased multiple times, and you can mix specialities for free, such as making a Nin-Taijutsu specialization, but you have to purchase the specialities you want to mix and fuse in order to do so. Barring medical ninjutsu, you can purchase any specialty.

For specialties that have multiple different styles, like taijutsu and kenjutsu, you can choose what style you want, such as kenjutsu in either the iai-focused samurai style or Killer B's multi-bladed style, or focusing on the Strong Fist or the Gentle Fist for taijutsu. For those who want to purchase multiple styles, they get a discount, but only if they are purchasing different styles for the same specialty.

Jutsu (Free-500CP/One discount per Specialization): The world of Naruto contains a multitude of jutsu that can do just about anything from raising the dead to teleportation. While here, you're guaranteed to encounter situations where you can learn some of these amazing feats, but this perk will ensure that you've got something special right out of the gate. You may learn any E-rank jutsu for free. For 50CP, you know a D-rank jutsu like the body flicker technique. For 100CP, you know a C-rank jutsu like Lee's drunken fist technique. For 200CP, you know a B-rank jutsu like Kurenai's tree-binding genjutsu. For 300CP, you know an A-rank jutsu like Chidori. And for 400CP you know an S-rank jutsu like the Hiraishin.

If you purchase an advanced jutsu that is derived from another jutsu, you receive the parent jutsu and its variants for free provided that they are of equal or lesser rank/mastery to the purchased jutsu. For example, if you purchase Kirin, you gain Chidori for free along with Chidori variants like Chidori Stream and Chidori Katana. However, in order to purchase a jutsu, all prerequisites of that jutsu must be purchased first, such as purchasing the Eight Gates prior to purchasing Night Guy or purchasing Lightning nature before purchasing the Chidori. If you purchase a Hiden jutsu belonging to a clan, you may optionally choose to become a member of that clan as well as gain any additional clan-specific jutsu for free.

You are also able to 'over-purchase' a technique in order to increase mastery. For example, instead of paying 50CP for the D-rank Body Flicker technique, you instead choose to pay 300CP to increase your mastery of the jutsu to Shisui's level of proficiency. Alternatively, you can pay 400CP to gain speed surpassing even the Raikage.

A jutsu with no associated rank can instead be purchased using mastery with D-rank equalling new Academy graduate levels of ability while S-rank equals Kage-level ability.

Over-purchasing an S-rank technique increases the price to 500CP, and turns it into an S+ rank technique. This provides total mastery of a jutsu and allows you to ignore certain detriments or requirements. For example, purchasing the One's Own Life Reincarnation technique for 500CP removes the lethal aspect of the jutsu, allowing you to use it without dying.

If you have a specialization, you may discount any one jutsu within your specialization's category. If you choose to discount a 50CP D-rank jutsu, you can get that jutsu for free. Those who have purchased the World's Greatest Medic-nin perk can opt to receive all Medical Ninjutsu, Regeneration Techniques, and Reincarnation Ninjutsu used exclusively for healing for free to reflect their unique mastery. These techniques can be individually upgraded to S+ rank techniques for a cost of 100CP.

What's Mine Is Mine (200 CP): Poor Hashirama Senju, decades after his death and people are still desecrating his body and implanting his cells within them. God forbid something like that happens to you, imagine people like Orochimaru possessing your biological based abilities by gaining access to some of your cells, or even cloning you! I'd say that would be hard but in this world it really isn't. It's a worry, or it would be, but there is something about you or more precisely about your DNA, something that actively works against all attempts to decipher it. The smartest being in the universe could try for a million years to gain access to your DNA and they would come out with nothing, the greatest scientist could spend centuries trying to clone you and it wouldn't work and your cells could be implanted in thousands of test subjects and not one would acquire any of your abilities. Now, if anyone manages to gain access to your DNA it would give them no benefit whatsoever, including technology that would scan your biology and DNA, so no Omnitrix scanning you. You can toggle this on and off as you see fit.

Hanzō's Touch (300 CP): Much like the Salamander himself, you were implanted with the venom sac of an incredibly poisonous salamander. Aside from granting you an enhanced resistance to poison, this procedure has rendered your body so toxic that a single breath is able to kill anyone in the nearby vicinity. Your poison causes excruciating pain and paralysis, with even the hardiest of individuals being incapable of fending off death for more than two days. However, unlike Hanzō, you can control the poison, allowing you to control who you poison and letting you live without a respirator. This comes with free vials of cure.

Jinchuriki (400 CP): You are a Jinchuuriki, a human sacrifice made to contain one of the nine Tailed Beasts, remnants of Kaguya Ōtsutsuki's chakra and the World Tree. Now, this burden comes with both advantages and disadvantages. Firstly, due to holding a being of

pure chakra, a Jinchūriki boasts immense reserves of chakra far greater than an average Jonin, potentially equalling that of a Kage. Secondly, each Jinchūriki possesses an ability unique to the Tailed Beast that inhabits them. For example, the Jinchūriki of Shukaku possess the ability to manipulate sand, while the Jinchūriki of Son Goku possess Lava Release. Through practise and time, a Jinchūriki can wrest away the chakra of their Tailed Beast, forcefully taking their power for themselves. This allows a Jinchūriki to take on the form of the Beast, increasing their physical abilities and granting them greater access to the Tailed Beast's capabilities. However, there is an alternative method of drawing upon the Tailed Beast's power: befriending it and forming a symbiosis with it. This partnership can allow your Beast to access your chakra reserves, enabling them to funnel their chakra through you and even absorb and balance nature chakra for you. You gain **1200 PP** to spend in the **Jinchuuriki Section** only. You may convert additional CP to PP at a rate of 1CP for every 2PP.

Supreme Kekkei Genkai (400 CP): This perk lets you convert any of your non-biological abilities into a Kekkei Genkai that is encoded into your genetics, meaning that any children you have or clones made with your DNA would have those powers, unless you decide otherwise. You can also combine several abilities into one to form a totally new and original ability. At your discretion, these bloodlines will always breed true, granting themselves to each and every descendent, without exception. Alternatively, you may lower the likelihood of this ability being passed on, or allow it to be passed on but only sometimes manifesting themselves. You may even set conditions, such as "only the firstborn", "female children only", "only the 3rd son of a 3rd son of a 3rd son", "only those born in winter", or similar limitations.

Sage Mode (400/800 CP/Discounted with Summoning Pact): Many view Sages as just another type of ninja, another kind of killer but we both know that's not true. A Sage is something more, a being who doesn't just use the chakra of the world but becomes one with the world. Sages utilise a specialised form of jutsu called Senjutsu that involves drawing natural energy from the world itself into their bodies and merging with their own chakra to create Senjutsu chakra. Now, this seems easy but in order to do so the nature chakra must be gathered and then balanced with the body's physical and spiritual energies. Upon doing so, the Sage's strength, speed, stamina, reflexes, perception and durability are enhanced. By utilising Senjutsu chakra, the Sage can cause their ninjutsu, genjutsu, and taijutsu to become even more powerful. The Sage can sense chakra around them and can sense attacks without the need to view them and if you can already do that then the talent is enhanced. While in Sage Mode, this increases the amount of chakra the user has available and by imbuing Senjutsu chakra into ninjutsu the user can augment the techniques and gain access to special senjutsu techniques. As you are paying CP, you can choose to gain the powers of either the Toad Sages or the Snake Sages. The Toad Sages possess the Frog Kata ability, allowing the user to harness natural energy to extend the reach of their attacks. The Snake Sages possess the Inorganic Reincarnation technique,

allowing the user to animate and control the environment around them, as well as using the White Rage technique, a powerful explosion of light and sound. You may instead gain a custom set of unique abilities of a similar power level, based on where and how you learned Sage Mode. If you wish to have access to additional versions, you can pay **50 CP** extra for each.

However, this comes with a downside: if too much natural energy is taken in it can lead to the Sage being turned into stone. Another downside is that the natural energy can only be taken in and mixed only when standing completely and utterly still so in a fight if you cannot stay utterly still then your reserve of Senjutsu chakra will diminish as the battle goes on. By paying for it here, you find that the first drawback of turning to stone will never occur and you will never make any mistake in the blending of the chakra even in a life and death battle the process will always go correctly. Also, normally you would require large chakra reserves but you have found a way around that and another thing to remember if you continually practise the use of Senjutsu the time needed to refill your Senjutsu reserves will decrease.

For an additional **400 CP (Free For Juubi Jinchuuriki)** you obtain Six Paths Senjutsu. This version of Senjutsu is vastly superior to regular Senjutsu. For starters *all* boosts you'd get from regular Senjutsu are massively enhanced to the point you can sense things like Madara's limbo clones and dodge lightspeed attacks. Secondly, you're immune to all but senjutsu enhanced attacks. Thirdly, Six Paths Senjutsu enhances any Dojutsu you possess. An example of this is Obito using Kamui and what little Six paths chakra he had left to somehow temporarily give Kakashi his sharingan while he was in limbo. Another example is Kakashi being able to use the perfect Susanoo without any of the prior forms. Finally, you gain access to Yin and Yang natures as well as Yin-Yang release and truth seeking orbs. Plus, you can also fly for some reason. (As far as abilities go, the versions the Juubi gets and what Naruto has are the same but have different appearances. Naruto's eyes change to be similar to when he uses Sage mode in Kyuubi Chakra Mode but without markings or chakra cloak and the Juubi jinchuuriki either has fleshy mutations like Obito or clothes made of senjutsu like Madara. For the purpose of this perk, if you're not a Juubi Jinchuuriki, assume your Six Paths Sage Mode is similar to Naruto's, only tailored to what animal summon you chose to learn from.)

The Eight Gates (600 CP): The Eight Gates are special points in the body that exist to control the flow of chakra within the body. Ordinarily, a person can use no more than 20% of their potential in order to prevent the body from harming itself. With training, an individual can learn to release these limiters, increasing their strength and speed. By taking this perk, you can now open all eight Gates and survive unlike in canon. However, this will leave you incapacitated for at minimum 6 months unless you possess a regenerative factor.

Drop-In

My Nindo (100 CP): The Ninja Way, a personal rule that each Shinobi lives and dies by. It is their motto, their belief and the way they live their lives and it can be anything no matter how immoral or cruel. You too have a motto that you will follow and abide by to the ends of the earth and no matter how many hardships you face or what situations arise you remain steadfast to your Nindo. Unlike others, you will always find ways to achieve what you need to without compromising your beliefs whatsoever. After all, this is your Nindo.

Shonen Charm (200 CP): It is the quality of every protagonist to beat the trauma out of their opponents, to do decades of psychological work in a matter of hits. The greater the damage you inflict on your enemies the better they become breezing past all of the hang-ups that they were inflicted with as if by magic. But this has to be an actual fight, you can't just physically abuse them.

Old-Fashioned Ninja (200 CP): With all the different types of jutsu around, people seem to forget what exactly Ninja are about. It's about being a shadow, it's about sneaking through with nothing but skill and not relying solely on chakra. You are an old school shinobi with the skills to back it up, you could sneak through an entire village of Ninja and deface their most prized monument in paint without being seen whatsoever and furthermore, you have mastered it to the point where you could maintain it even if you were half-sleep or higher than the clouds.

Lucky (400 CP): You are obscenely lucky with a capital L, random events always go your way, you trip over treasures and fortunes others would sell their soul for and your enemies always seem to suffer from something or other every time they come across you. This isn't a Win button, if you piss off a being that is too powerful compared to you, you will be lucky enough to probably make it out alive if not in one piece, but that is better than most people get.

Will of Fire (600 CP): Konoha is known for its Will of Fire, and now you embody that ideal with a Fire that burns especially bright. No amount of damage done to your body may squander your spirit. You could be too exhausted to move a limb but you'd still try to charge your enemy by pushing yourself with your chin. Your will is so powerful you could still fight after being knocked out cold. Your cut off head would probably try and bite your opponents' ankles for a while before you actually died. Yes, you could literally push yourself beyond death with this, if only for a little while, to give allies some extra time to heal you. Be careful about taking things that far though. Even for someone with an unbreakable will, being dead is still dead, and if you aren't resuscitated soon after crossing that line, you won't be coming back.

Genius

Cool, Calm and Collected (100 CP): Like a certain cyclops jounin you possess the incredibly rare skill to be unfazed with everything. Regardless of what happens, you will never panic or let your emotions get to you possessing the ability to look at a situation calmly with zero prejudice or subjectivity involved. When you say you're totally objective, you are.

Un-Rusted (200 CP): Surely you're not human; after all, how else do you possess such an ability? You see, unlike what science has taught, you possess the ability to never become rusty or lose your instincts regardless of how long ago you practised. You could be sitting at a desk for years and come out swinging swords with the skills, coordination and instincts you had previously, Barring age even your physical abilities will never change, you only go up now, never down. But be warned, as it says above this ability doesn't do squat against age so while you might possess the same skills and instincts if your physical characteristics have deteriorated due to your age and not anything else then this won't preserve them.

Jutsu Mastery (200 CP): Your control over jutsu is akin to an experienced master, any jutsu you already know no longer needs hand signs to use beyond the most basic of ones like one needed for Fireball Technique, any technique you learn will very quickly be mastered up to this level, a great example of this is creating rasengan with just one hand, but this doesn't end at that, you can even create rasenshuriken with just one hand if you know it.

Oooh Jumper (400 CP): There's something about you, jumper, a certain charm that seems to draw people around you. When they speak of beings such as Hashirama Senju and Naruto Uzumaki and the raw power of their charisma, the force that seems to burst from them like a tidal wave, they are speaking of you. With a few minutes of talking to people you could turn them into either your best friends or your most loyal of subordinates and unlike others they would serve you loyally rather than through fear or extortion and whether through your mere presence or your comforting words you can bring about the best in others even if its so deep that even the best cannot see it.

Kami no Shinobi (600 CP): Maybe one day. All those who hold this title are or were monsters of all things ninja related. They could master in days what would take others months, and what would take others lifetimes would take less than a decade. They made progress after progress in mind, body, and chakra far quicker than was ever thought possible, and you are now one of them. Your sheer overwhelming talent and natural skill in the ninja arts all but guarantees you a place in history alongside those known as the gods of shinobi.

Medic

Eidetic Memory (100 CP): You possess a memory that will never forget anything and with an instant recall attached to it. Furthermore, no matter what you will never be able to forget anything unless you consciously choose to forget.

Perfect Control (200 CP): To be a medic requires absolute control over one's chakra, both to regulate the chakra and to conserve it. You in particular are a master of the art able to utilise precisely the exact amount of chakra needed for a task without any additional chakra being wasted whatsoever. As a by-product of your control, you can now control the flow and moulding of chakra needed for jutsu with only a fraction of the seals and with no loss in power or range of the technique.

Shinobi-Ware (200 CP): Otherwise known as Integrated Mechanical Ninja Tools, Shinobi-Ware are scientific ninja tools developed as prosthetics for civilians and Ninja alike. Currently, these types of tools are not even an idea which is why it's so puzzling that you know how to make them, or to be more precise you know how to make microscopic tools that can modify a person's circulatory and nervous system. The tools you can make are revolutionary in that you can alter an organism down to the cellular level, turn people into living weapons, or completely restructure their bodily systems.

Master of Biology (400 CP): Say what you will about Orochimaru, you cannot deny his skill in the science of biology. Utilising near-modern technology, Orochimaru and later Kabuto were able to perfectly comprehend and even reproduce others' abilities. With only a scrap of DNA, he was able to perfectly reproduce Kekkei Genkai, create artificial limbs and organs, and even create near identical clones of the original. You too possess this knowledge and skill able to rival that homicidal maniac in the biological sciences. With time and practise, all it will take is a single cell for you to unlock everything about a being.

World's Greatest Medic-nin (600 CP): A title given to only one other, the future Godaime Hokage Tsunade herself. Like her, your ability as a medic is legendary, with you being able to identify injuries and other ailments with just a glance and treat conditions others have deemed impossible. For example, your skills in the medical arts is such that you could heal the necrosis caused by the Dead Demon Consuming Seal or the psychological torture inflicted by Tsukuyomi, easily create cures against the poisons of the great Chiyo, and even heal yourself after being cut in half. There is nothing you cannot heal given time. Obviously, this comes with all the medical knowledge one would expect for a medic of your calibre one example of this is your knowledge of the cellular structure and if you were to perform an autopsy you could easily detect damage at the cellular level and

immediately tell what could have caused it and what exactly happened. Of course, to keep your title you can't just coast by on what you know. So now and in all future jumps, all attempts to increase knowledge to do with medicine and healing will be learnt 10x faster than every other so-called medic.

Villain

Reputation (100 CP): Even long after his death, the very thought of Madara living was enough to create an alliance of all five ninja villages. Now you too seem to possess such a reputation, one that causes the mere mention of your name to drive fear into the hearts of even the most cold blooded killers and most powerful entities. This reputation and fear will increase as you perform more actions and become more well known.

Brainwashing (200 CP): Obito Uchiha was once a good man, but all that changed once Madara got a hold of him and he was changed to become the very opposite of what he once was and until the very end remained loyal to Madara regardless of anything that contradicted that loyalty. Like him, you now know exactly how to break a person's spirit and mind, gradually twisting them until your ideals and dreams become theirs. Of course, this process will take time and the greater the being's will, the more time it will take. A child would take a matter of days, while a Kage would take at least a year, and possibly more. Do note that it is possible for the effects of this brainwashing to be broken, much like how Obito eventually broke free and returned to how he once was.

Masterful Acting (200 CP): You have to hand it to Obito for decades, he masterfully hid his identity and truly became Madara to the point where even those who knew him best could not recognise him. Like him, you too are a performer of masterful skill and talent, able to subdue your original personality and truly become another person where even the closest of friends of the one of you are copying could not find a single flaw in your disguise. From tone of voice to dress to conscious and unconscious acts, you perform as if second nature with there being nothing ever giving you away for even a second. Except maybe your face, but that's what masks are for.

Masterful Planning (400 CP): Say what you want of Zetsu but he was a master planner, pulling at the springs of even incredibly powerful beings like Madara, Indra Ōtsutsuki, and all the Kage and ninja world. With just his ability to plan, Zetsu was able to manipulate the entire world and most major events from the shadows over countless lifetimes, in his quest to resurrect his mother, and you are his equal. Your planning is legendary, able to encompass literal lifetimes and manipulate entire worlds, all without them even knowing

you exist. Furthermore, unlike other so-called master planners, your plans take into account every possible eventuality and change that could ever occur to disrupt your plans. Your plans also possess a final unique ability: the longer your plans are in motion, the more momentum they gain, eventually becoming impossible to stop. This momentum will take time to build up, taking multiple generations to become truly unstoppable.

A Decade Ahead (600 CP): A mind that comes along once in a lifetime is one of things that people will one day call you, a pioneer in the art of science. You possess an intellect that can push the boundaries of science and technology and create things that can push society forward by decades if not centuries. In just a few years of work, you could push society from the time of swords and horse drawn carriages to trains, TVs and movies. It's now less on what you can learn and more on how much you can fit in a week.

Kekkei Genkai

For those who have never been here before, a Kekkei Genkai is a bloodline ability passed down from parent to child. These abilities can range from mystical eyes that can see everything in a specific area to manipulating wood. Where appropriate you can choose to merge them e.g. dojutsu and their capabilities, if you possess multiple bloodlines you can merge them together and if you have dojutsu as well you can merge them into one dojutsu. Overlapping abilities stack, enhancing the strength of their effects, so if you have Kurama Clan and Sharingan you can quite literally kill with a look. Also if you select multiple bloodlines you can decide which of those clans you are born into. Of course, you can decide not to be born into one.

CP To PP Is 1:2

For Bloodlines that are combinations you require the specific elemental natures in order to purchase those bloodlines.

Note that the Kekkei Genkai General Perk is *not* required to purchase a Kekkei Genkai

Enhanced Senses (100 PP)

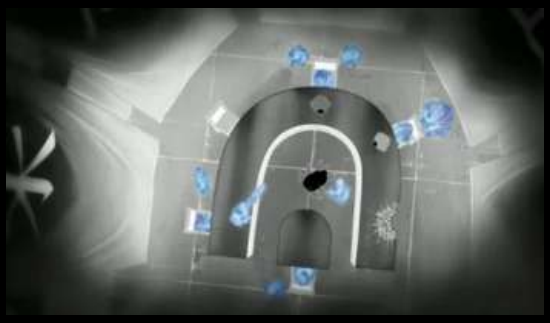
One of your five senses has been greatly enhanced to 10- times its sensitivity. This sense can also be amplified by channeling chakra to that specific organ massively enhancing your sense. Can be purchased multiple times. You can also choose to enhance the same sense again, doubling its range and efficacy.

Mud Release (100 PP):

A combination of earth and water basically, you can convert any earthen substance into mud and manipulate it akin any way you see fit. Comes with hands caked in mud as an optional cosmetic side effect.

Chakra Sensing (200 PP):

This is the ability to sense using chakra. You start having a range of 50 meters This can be boosted with training increasing your ability and range. You can also link this ability with one of your senses allowing you to e.g. feel your chakra.
(post jump you can just sense people's souls)



Swift Release (200 PP)

A combination of lighting and wind, with this bloodline a user can increase their speed to extreme levels allowing for the user to strike at enemies far faster than the eye can see. With time and practise the user can even move so fast not even the Sharingan itself can see the user.

Ryuzetsu's Kekkei Genkai (200 PP):

A bloodline ability with admittedly limited usefulness, this power enables the user to perform the Dragon Life Reincarnation technique, a variation on the One's Own Life Reincarnation Technique. This technique allows the user to sacrifice their own life force

to heal wounds that surpass the limits of what can be healed by ordinary healing techniques, leaving the user extremely exhausted as a result. It can even be used to resuscitate the recently deceased, though doing so would drain the user of all their life force, resulting in their own demise. If your life force is significantly greater than that of the target, you might be able to survive reviving them, though you can still expect to be completely exhausted by doing so.

Rinha Clan (200 PP):

This bloodline allows the user to absorb chakra from anyone and imbue it into a puppet to create perfect copies of them. These puppets are granted all the weapons, techniques and bloodline abilities the original may have. You can also control the puppets from long distances without the need for chakra threads.

Typhoon Release (200 PP):

Basically a stronger version of Wind Release with it the user can generate far stronger winds to mow down his opponent than can be possible with normal wind release. The storms that can be generated with this bloodline are so powerful they could cover and destroy an entire island.

Storm Release (200 PP):

A bloodline hailing from Kumogakure that allows for the user to fire potent beams of electricity which flow like water. These beams can change trajectory mid-flight and boast considerable destructive potential. In particular, their speed is immense, with this bloodline's strongest techniques traveling at the speed of light. This bloodline is a combination of Lightning and Water nature affinities.

Scorch Release (200 PP)

A combination of wind and fire, this Kekkei Genkai allows for the creation of heat orbs. These orbs are incredibly powerful so much that they with just one touch can incinerate all the moisture in a person's body. By bringing a minimum of three orbs together a gigantic orb can be created with power great enough to scorch a large portion of an immense forest.

Explosion Release (200/300 PP)

Normally limited to Iwa but apparently no longer this is a Kekkei Genkai brought about by a combination of Earth and Lightning. This bloodline exists in two forms. The first version allows the user to produce explosions from their body when they strike a target, while the second version enables the user to infuse clay with their chakra, creating bombs of varying size, power, and range. You may take both versions for **300 PP** total. Those who purchase the bomb option get an unlimited supply of explosive clay, also note that purchasing this version doesn't grant Iwagakure Kinjutsu (Deidara's mouths), if you want it then it's a 50CP purchase of the Jutsu perk.

Regeneration Ability (200/600 PP):

A power previously unique to Hashirama Senju, this ability passively heals most damage that the user sustains. It can heal being pierced by dozens of objects or even the damage produced by the physical assault of Might Guy with six Gates open. However, this will not heal unwanted mutations, body horror effects, or Curse Marks, and it cannot replace lost limbs.

However, for **600 PP**, your regeneration is enhanced equal to Madara at his strongest, allowing you to gain a form of agelessness and your regeneration has become so advanced that you can regenerate from having half your body blown off.

Boil Release (300 PP/Free For Kokuo Jinchūriki):

A Kekkei Genkai produced through the combination of Fire and Water affinities, this bloodline allows the user to manipulate hot, corrosive vapour for a variety of different purposes. It can be used to produce acidic gases potent enough to dissolve even the most durable of substances, or to generate powerful steam that can melt the user's surroundings. Alternatively, it can be used to raise the user's chakra to its boiling point, massively enhancing their strength.

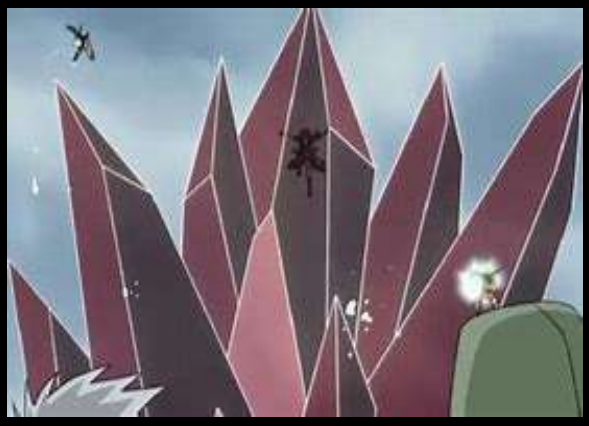
Steel Release (300 PP):

This bloodline allows the user to use their chakra to generate an extremely strong steel-like metal. This can manifest in two ways, one defensive and one offensive. The first application allows the user to convert their flesh into black metal, granting a defense nearly impervious to physical attacks. The second application is to generate metal weapons from the user's chakra, to either be wielded normally or launched at an opponent at high speed.

Crystal Release (300 PP):

An anime-exclusive bloodline unique to only one other individual. As its name suggests, this bloodline allows the user to convert any matter into crystal whether it's the ground beneath their feet, the moisture that hangs in the air, or the person standing next to them. Also, if desired the target can be crystallised down to the cellular level, preventing them from being uncrystallised without the user's aid. This cannot crystallise pure energy so chakra, fire, lightning, and similar phenomena are immune to this ability's effects. The user can also manipulate the crystals quite easily.

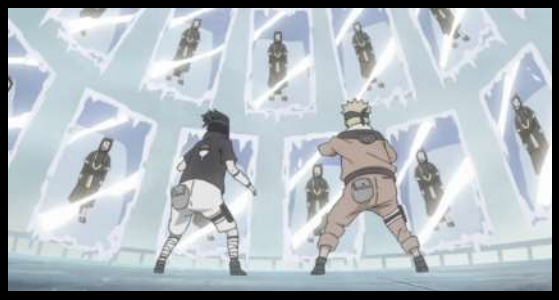
The weakness of this bloodline is that it is susceptible to lightning and energy-based attacks, and a certain sound wave can break the crystals apart. The colour of your crystals is up to you. Earth Release is a component of Crystal Release.



Ice Release (300 PP):

This bloodline from Kiri allows for the manipulation of snow and ice, either by using pre-existing snow or by creating it outright. This bloodline requires both Water and Wind elemental natures. Beyond merely creating ice, the user can produce ice mirrors that they

can enter and travel between, planting ice particles onto a person causing them to freeze to death, making ice dragons, and more. Unlike normal ice, the ice produced by this bloodline is greatly resistant to melting by fire. An Ice Release user can also voluntarily lower the temperature of their surroundings even to the point of causing snow to fall. They can also lower their own body temperature.



Lava Release (300 PP/Free For Son Goku Jinchūriki):

A combination of fire and earth, this Kekkei Genkai is a tad different compared to others as this bloodline manifests in different forms.

You can choose which form this takes, one is molten rock (compulsory for Son Goku Jinchūriki) two is a form of acidic mud which basically looks like brown dirt, the third is quicklime which is corrosive, the fourth is vulcanised rubber and the final form is volcanic ash. Different versions can be purchased for **50 PP** per version.

What you are capable of depends entirely on your imagination and training.

1

2

3

4

5

Magnet Release (300 PP/Free For Shukaku Jinchūriki):

This Kekkei Genkai allows its user to generate a magnetic force that can manipulate any conductive material. This is done by producing an alternating magnetic field which induces a current into the material, causing it to generate its own magnetic field. You can choose one type of material to specialise in, which you can manipulate with a degree of skill equal to that of Gaara's sand.

The options you can choose are Iron Sand, Gold Dust, or Sand (whether normal sand or sparkling metallic sand). There is also another version you can choose from that allows you to magnetise something by touching it, with anything that object touches also becoming magnetised and so on, with the magnetic force becoming weaker as more objects are touched. You can then manipulate that field so that any attack with a metallic object becomes impossible to dodge. You can choose more for **50 PP.** Magnet Release is a combination of Earth and Wind nature affinities.

Shikotsumyaku (300 PP):

Descended somehow from Kaguya Ōtsutsuki, this bloodline grants the user the ability to control their **osteoblasts** (cells responsible for bone production) and **osteoclasts** (cells responsible for breaking down bones), and the ability to regulate the bones' calcium density. The user can grow as many bones as they desire and with alterations they wish e.g. they can extract an arm bone from their body and alter it to be as sharp as a blade. The user can also create entirely new and original bones, such as manipulating their bones to create a bone drill. Due to the calcium control, the user can make their bones denser, increasing their power and toughness, strengthening their bones to render themselves highly resistant to damage.

The user can manipulate their bones after or as they are being formed, causing them to break through the skin. The user can choose to keep them attached to their body or pull them out. Bones can also be forcefully ejected similar to bullets.

Iburi Clan (400 PP):

This bloodline allows members of the Iburi Clan to turn their bodies into smoke, either partially or fully. While in this form, no physical weapon can touch them and it can allow the user to enter others' bodies and completely control them from within, effectively possessing them. While possessing another's body, the user can control the possessed individual's physical actions and feel everything they feel. This aspect can also be used offensively, letting the user attack the possessed from within. However, as the user is composed of smoke, they can be dispersed by powerful winds, and unless they can regenerate parts of their body, this can prove lethal.

Ketsuryūgan (400 PP):

This dojutsu allows the user to cast powerful genjutsu to the level of the Eternal Mangekyou Sharingan itself through either physical contact or via gaze. Upon ensnaring the victim, they can hypnotize them or even enter their mind to access their knowledge and memories. These eyes' final power is the ability to manipulate iron and iron-rich liquids. This includes blood, whether outside or inside a body, including the wielder's own blood.

Some examples of these eyes' techniques include the Blood Transformation Technique. This is when using the Ketsuryūgan's abilities the user manipulates a target's blood by expanding it within the target's body. Doing this causes the body to morph into a larger version, effectively causing the target to become indistinguishable from their original appearance. It is only by expelling the extra blood will the target return to their original form/state.

The second known technique is the Exploding Human Technique where upon making skin contact, the user can infuse some of their chakra into the target. This chakra becomes poisonous, making the target's body unstable. The chakra is activated only when the target starts bleeding, which causes the target's body to become consumed in a black substance. They then inflate until they explode on a very destructive scale. This can only be nullified by blocking the target's chakra flow, and with medical aid, the user's chakra can be extracted saving the victim.

As this dojutsu grants advanced illusion abilities, it comes with a free purchase of Specialist: Genjutsu.

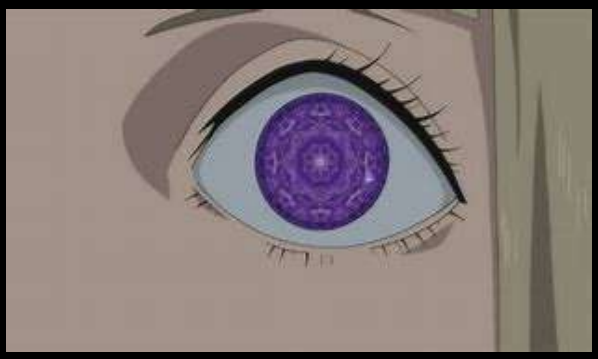
Sakon & Ukon (400 PP):

This bloodline allows the user to break their body on a molecular level and then merge with the bodies of others. Once merged, the user can begin to reform themselves within the target's body and gradually corrode the parts they haven't entered yet. However, if the host body is damaged the user will be likewise injured. If you have the perks **Master of Biology** and **Sage Mode**, you can use this to copy the abilities of others by injecting yourself with their DNA. This will manifest as a clone of the person's upper body growing from somewhere on your body, usually the navel, and performing their techniques independently of your own body's movements. The clone is mindless and will only act when you will it to do so.

Future Telling (400/1200 PP):

A dojutsu that allows the user's soul to travel back in time when they die, allowing them to know what occurs in the future by telling their past self. This can occur one per jump, or once every 10 years (Whichever comes first). Of course, if your soul is destroyed, then there's no time travelling back. For an extra **800 PP**, this perk may be used manually. Over

time it can be trained to allow the user to go back whenever they'd like, though they would still start at one use per 10 years before any training is done. (once per 10 years + 1ups)



Jūgo's Clan (400 PP):

This unique biological trait allows the user to passively absorb natural energy from their surroundings and actively utilise that energy without prior training. The user is able to transform either part or all of their body by exposing their fluids to natural energy. The exact aesthetic of these transformations is up to you, but what remains consistent is that the user gains enhanced physical abilities, boosting strength, speed, stamina, reflexes, durability and perception. This transformation also boosts the power of the user's techniques. The user can also create weapon-like appendages from their own body which possess numerous possible functions. You can create wings to fly, grow gills to breathe underwater, or create cannons to fire chakra blasts. Because you are paying CP, you will not have personality problems or lose control, and you can turn this ability on and off as you choose.

Uzumaki Clan (400 PP):

The descendants of Asura himself, the Uzumaki were once the cousin clan of the Senju that were wiped out decades ago leaving only a handful of survivors, you among them. As a descendant of Hagoromo, you possess unusually large chakra reserves and an incredibly strong life force, allowing you to live longer and age slower, as well as granting you the first tier of Regeneration Ability. You may also purchase the second tier of Regeneration Ability for only 400 PP. You could even temporarily survive the removal of a Tailed Beast from your body, though medical help will be necessary to survive past the initial removal. Your chakra bestows upon you two different abilities. The first is the ability to heal others by feeding them your chakra, and the second is the ability to create chakra chains powerful enough to bind the Nine Tails itself. You also gain a free purchase of Specialist tailored to Fuinjutsu.

Senju Clan (400/600 PP):

The second clan descended from Asura, this clan is known as one of the two founding clans of Konoha alongside the Uchiha. Like the Uzumaki, the Senju possess incredibly strong lifeforce and unusually large chakra reserves, as well as the ability to learn far quicker than others which lies in the origin of their name Senju: thousand skills. Senju Clan members receive a discount on any one jutsu to reflect this. You also receive the first tier of Regeneration Ability for free and may purchase the second tier for 400 PP.

For an additional 200PP(600PP total) you gain access to Wood Release. This bloodline allows the user to create wood from their chakra and manipulate it in any way they see fit. The constructs created can range from a simple cage to complete houses to detailed costumes around the user to a mountain sized wooden golem able to go toe-to-toe with a Tailed Beast. As long as the user has enough skill and chakra, they can create anything out

of wood. One of the most versatile jutsu available is the Wood Clone Jutsu, which creates a duplicate that is capable of travelling far from the user, easily communicating with them and has the ability to merge with plants and trees on top of being able to use other jutsu. This bloodline also allows the user to suppress a being's chakra, even beings as powerful as the Tailed Beasts. Wood Release is a combination of Earth and Water nature affinities.

Ranmaru (400 PP):

This dojutsu allows the user to see clearly through obstructions and over long distances similar to the Byakugan. It also allows the user to counter other dōjutsu's visual prowess, blocking the ability to see chakra. It can even fool the vision of the Byakugan. Like many other dojutsu, it can perform irresistible genjutsu. The dojutsu also lets the user locate and track others by sensing chakra, picking up chakra from long distances, and noticing changes in an individual's chakra. It is also able to sense how many people are present and can hear people from long distances. The Kekkei Genkai affords the user passive heightened perception and analytical powers, able to comprehend any details you see. You can also read thoughts and can also see one's life force, which you can use to predict the opponent's next move or tell if someone was alive, well-beyond the Byakugan's ability to. In addition to this, you can also transfer part of your own life force to completely heal someone who is mostly dead. As this dojutsu gives the ability to cast irresistible genjutsu, it comes with a free purchase of Specialist: Genjutsu.

Dark Release (500 PP):

Dark Release allows the user to absorb and release chakra that they have taken from others. This includes both pure chakra and chakra-based attacks. The user can utilize their chakra or chakra absorbed from attacks to enhance either their own attacks or attacks that they have absorbed. Post-Jump, this will be able to do the same for all energy, such as magical or psionic energy.

This Kekkei Genkai normally manifests as a pair of overlapping diamonds, with chakra absorbed through the upper and released through the bottom. Additionally, the user can use their mouth to absorb chakra and make the technique's range larger. With this technique, they are able to completely remove the victim's chakra, potentially causing death. Absorbing chakra also allows the user to deconstruct and learn about the associated technique. If you wish, you can decide for the mark to not be present, though you will still only be able to use Dark Release through the hands and mouth.

Kurama Clan (500 PP):

This bloodline bestows powerful genjutsu abilities onto the wielder that, with time and practise, can create a genjutsu so powerful it can physically harm the target in the same way the illusion did as if it was real. Canonically, this comes with a weakness in the form of the user developing a stronger personality that can potentially overtake the main, but since you're paying with CP, that doesn't affect you unless you want it to. Should you choose to retain the personality, it will come with certain benefits. Your secondary personality will instead be your ally, and will defend your mind against attempts to enter. In circumstances where you are unconscious, this personality can take over your body to assist you. You gain a free purchase of Specialist: Genjutsu as part of this kekkei genkai.

Byakugan (500/1000 PP):

The Kekkei Genkai of both the Ōtsutsuki and Hyuga Clans. This bloodline grants the bearer near 360 degree vision around themselves, with the only blindspot being a narrow space above the first thoracic vertebra. The exact range of the Byakugan is dependent on the user and can be improved with training. Your Byakugan starts out with a very generous one kilometer range. Barring barriers made of chakra there is nothing the Byakugan cannot see through. And yes, you pervs, that includes clothes. Of course, just because you can see anything within a range doesn't mean you can view it all at once unless you possess a powerful enough brain and multitasking skills.

The Byakugan can see chakra and can even distinguish clones from the original. Due to its ability to see through most objects, the Byakugan can see inside the body and even the chakra pathway system. In future Jumps that do not possess chakra, the chakra-viewing abilities will translate into seeing energy and lifeforce, or other energy types inherent to the setting. You may choose for your Byakugan to be in both eyes or only one, with no effect on the capabilities it grants. You can choose to merge this with other dojutsu and choose what it looks like. You receive one free purchase of Specialist focused on Gentle Fist Taijutsu. You may start as a member of the Hyuuga Clan for no added cost if you wish to do so, with a guarantee that you will not be marked by the Clan's juinjutsu if you choose to be a member.

The Ōtsutsuki possess an enhanced version of the Byakugan, as described in the Otsutsuki Race.

For an **extra 500 PP**, you also possess the Tenseigan, the Byakugan's 'evolved' version. These eyes bestow the ability to manipulate gravity similar to the Deva Path of the Rinnegan. They also grant access to a unique Chakra Mode. This form enhances the physical abilities of the user to the point where they can go against Naruto Uzumaki's senjutsu-enhanced Nine-Tails Mode. This mode also grants access to 10 Truth Seeking Balls and access to all five nature transformations as well as Yin, Yang, and Yin-Yang Release. The balls can also be imbued with the user's Chakra to amplify their power and can be freely controlled and reshaped. The appearance of your Tenseigan and Tenseigan Chakra Mode is up to you. Your Tenseigan won't 'break' when you sustain significant damage like Toneri's did.
Otsutsuki only have to pay 500 PP to acquire the Tenseigan.

Sharingan (500/1000 PP):

The Sharingan, otherwise known as the Copy Wheel Eye, is the dojutsu of Indra Ōtsutsuki and his descendants. The Sharingan grants 2 broad abilities: the Eye of Insight and the Eye of Hypnotism.

For the former, the user can see chakra, though not as well as the Byakugan; it can see chakra through some obstructions and detect irregularities in chakra flow. In future Jumps, you will be able to see energy but when it comes to irregularities this will translate into lifeforce, chi, or whatever each Jump's lifeforce is called. The Sharingan also grants increased abilities of perception, enabling a user to, for example, copy pencil movements, read lips, imitate taijutsu, etc. If a Sharingan is properly developed, it can allow a user to see even on a cellular level. In combat, a user can quite clearly track high-speed projectiles and enemies, and they can easily see muscle tension, allowing the user to more easily predict the enemy's moves. The last ability of the Eye of Insight is the ability to copy almost any jutsu they see, regardless of whether it is genjutsu, ninjutsu, or taijutsu. They can then either use what they copied as the original user did or modify it to their liking. However, bloodline abilities cannot be copied, and the user requires any prerequisite abilities in order to copy a jutsu.

Now for the Eye of Hypnotism. The user can perform genjutsu simply through eye contact, with it they can suggest thoughts and actions to the target, influence their perceptions, and in some cases even completely control them. However, while a target is being controlled, their eyes will take on the appearance of a Sharingan. Users with sufficient skill and practice will be able to control others without this visual tell.

The baseline Sharingan's final two abilities are Izanagi and Izanami. Izanagi is a genjutsu applied to reality itself, giving the user control over what is and isn't for as long as it's active. This is only used when the user (or another) is in danger, allowing them to negate injuries or even their death. However, performing this comes with the price of permanently blinding the Sharingan they perform the technique with.

Izanami is a technique that enthralls the target into a loop of events that will continually replay within their minds, and each time a loop is repeated, any physical damage that is incurred is healed. Unless the target can acknowledge the results of their actions that led to them being placed within Izanami, they cannot leave even if they know it. Like Izanagi, performing Izanami will blind the Sharingan that the technique is cast with.

Blinded eyes will return to their unblinded state at the start of every new Jump or decade whichever is sooner, and Izanagi or Izanami can be used twice total per Jump.

If you purchase either level of the Sharingan, you receive the Specialist: Genjutsu for free due to the Sharingan's ability to cast genjutsu with a glance.

For an additional **500 PP**, your Sharingan has evolved into an Eternal Mangekyō Sharingan (EMS). In addition to possessing all of the normal Sharingan abilities, the EMS gains two unique abilities, along with the power of Susanoo. The pattern of your eye is up to you. For those who desire abilities beyond the two granted by this purchase, you may gain additional powers at a cost of **100 PP** per additional ability. **Do note that some powers take up both eyes and will either count as two purchases or cover both free abilities.**

You may instead create your own ability of similar power to those below.

The abilities of the eye can be:

Tsukuyomi- By making eye contact with another person you can trap them in an illusion of your design. This ability can alter the target's perception of time, allowing you to make time flow slower in the illusion than outside, allowing you to fit weeks of torture into the span of mere moments. Within the illusion, you are God: whatever you desire, it happens.

Amaterasu- This ability allows for the production of black flames that will not stop burning until the target is destroyed or seven days and nights pass. Unlike normal fire, this cannot be put out by water and will not die out on its own until the aforementioned time has passed. The only other ways for Amaterasu's flames to be dealt with are for the user to choose to disperse the black fire, or for the flames to be sealed away with Fuinjutsu. Amaterasu can burn any material, including other flames, until nothing remains.

Kagutsuchi- This is the ability to manipulate the black flames of Amaterasu, changing the shape of the flames or controlling whether it burns something or not. With this power, the user could cause Amaterasu's flames to cover their sword without destroying it, instead letting it destroy their enemies.

Shin's Object Control- With this ability you can brand any object you desire with a single touch. Doing so lets you use your Mangekyō Sharingan to telekinetically manipulate that object. There is no limit to the number of objects you can affect with this power.

Shin's Portals- You gain the ability to create a sort of warp portal. Normally this is limited to places where other instances of the eye are located (and if you have methods like clones or otherwise you are free to use it as such) but since you're paying CP you may warp to personally branded objects and places (This could be the same mark as Object Control if you have both powers). Although fast enough to catch someone off guard, this is nowhere near as fast nor as versatile as the Hiraishin technique barring extraneous perks or training.

Kotoamatsukami- A powerful genjutsu that can manipulate a target's thoughts perfectly and absolutely without anyone being the wiser. Even being aware that they are being affected isn't enough to free them. Unlike Kamui, both eyes share the exact same ability. This counts as 2 powers

Kamui- This ability allows the user to transfer objects to and from another dimension. Transferring from the dimension can be done with varying degrees of force either simply appearing or flying from the exit point which is categorised as a spiralling void that targets swirl into or out of. Kamui can also be used to travel to and from that dimension meaning that anyone trapped there and trapped forever unless the user allows them to leave unless the target possesses their own version of kamui or another way to travel dimensions. There are two types of Kamui- a long range version and a short range version- each of which must be purchased individually. With the short range version, the user can apply it to themselves, sucking themselves into the dimension and then exiting in any location they want. This is a nearly instantaneous process, allowing the user to avoid attacks, escape threats, or travel long distances in a short period of time. To suck others into the Kamui dimension, the user must physically touch the target. Another application of the short-range version of Kamui is intangibility. This is done by transferring body parts that would have been in contact with the overlapping matter into the Kamui dimension. This can be done to anything the user is touching and wearing. The user can utilise this to travel through barriers, travel underground, and escape attacks. The long range version creates an invisible barrier space around the target, and anything within that barrier is pulled toward the centre, transferring the target to the Kamui dimension. This can be used offensively by creating a barrier space around parts of a target and

dragging them into the dimension without taking the entire target, ripping them apart. The greater the user's chakra, the faster and more powerful the Kamui becomes. For both versions, anything that has been pulled into Kamui can also be launched out as a projectile at a speed greater than or equal to the speed upon entering Kamui, allowing jutsu or attacks to be stored and released similar to a sealing scroll.

Susanoo: A power common to all Mangekyou Sharingan users with both eyes, this is a gigantic humanoid avatar made of the user's chakra and serves as powerful defensive armor and an extremely dangerous weapon. However, it will take time and practice in order to completely manifest a perfect Susanoo, and by default, you will start only able to manifest your Susanoo's ribcage form. You can decide your Susanoo's looks and colour but remember all Susnoo's appearances derive from Japanese mythology. By default, most Susanoo's final forms resemble Tengu. Upon purchase, you gain **600 PP** to spend in the Susanoo Customization Section only.

Dust Release (600 PP):

This Kekkei Tota derived from the combination of Wind, Earth and Fire affinities allows the user to disintegrate a target on the molecular level. This is done by creating a small 3D object which expands once released by the user. Anything that passes through it is destroyed. However, these techniques require time to prepare and can be chakra taxing.

All-Killing Ash Bones (600 PP/Discount to Shikotsumyaku):

One of Kaguya's signature abilities, the All-Killing Ash Bones are a fearsome weapon truly deserving of their status as a certain-kill technique. The user is capable of extruding ultra-hard bones from their body and using them as melee weapons or firing them as projectiles. When these bones pierce a living organism, the bone and the target both start to deteriorate, quickly disintegrating them and leaving their bodies as nothing more than ash.

Isshiki (800 PP/Conditionally Free With Second Otsutsuki Purchase):

This unnamed dojutsu utilized by Isshiki Ōtsutsuki allows the user to perform Sukunahikona, which can be used to instantly shrink either the user or any non-living target within their field of vision, and just as quickly return it to its original size. The user can keep on shrinking the same thing even further without limit. Furthermore, the technique can selectively shrink parts of a target rather than diminishing the entire thing. This dojutsu's second ability is Daikokuten, which allows the user to store anything they have shrunken with Sukunahikona in a pocket dimension, which they can summon at full size anytime they want. As time does not exist within this pocket space, anything placed inside does not age, so food, water, and other perishables can be easily stored for later use. Sukunahikona can be applied to any valid targets within the user's line of sight, and when the user brings something back from Daikokuten, they can decide where it reappears, as long as they can see the location.

Rinne Sharingan (1000 PP/Free For Juubi Jinchūriki):

A bloodline limited to Kaguya herself and the Juubi Jinchūriki. This eye possesses the ocular abilities of the Sharingan, though that is not what makes it special. You see, this eye allows the user to cast the Infinite Tsukuyomi, a genjutsu that is reflected off the moon and ensnares the whole world. Those caught within its grasp are completely immobilized and trapped in their own dream worlds which fulfill their deepest desires; this is shown by a Rinnegan pattern in the eyes of the affected. All you must do to cast this is fly towards the moon with the Rinne Sharingan active. Very few individuals are immune to the Infinite Tsukuyomi. Rinnegan users are capable of blocking out the light of the technique, protecting themselves and those around them from its effects. Individuals in possession of chakra from all nine Tailed Beasts are immune as well. Finally, the dead, such as those revived by Edo Tensei, are immune to the genjutsu.

The Rinne Sharingan's other ability is called Amenominaka. You now have six interconnected yet separate personal dimensions at your disposal in a style similar to the personal dimension of a Kamui user. Activating this ability will allow you to transport yourself and others in a fairly large radius to one of these personal dimensions, though this uses an incredible amount of chakra. The dimensions are mostly cut off from outside summoning or space-time jutsu and abilities, making them incredibly difficult to bypass, though not impossible. Within your personal dimensions, travel between these worlds is much easier, but still requires competency in some kind of fairly powerful space-time jutsu.

You may have noticed I said eye and that is because this is present as a third eye on your forehead. For those who are freaked out, don't worry you can close it at any time and no one will notice, not even by x-ray when it is closed. If, however, you are still not comfortable then you can decide to have it in one eye or merge with other dojutsu.

The dimensions used in the manga are five elementally hazardous dimensions focused on different kinds of environmental dangers: lava, ice, gravity, sand, and acid and a sixth world of "return" as a staging ground to return to the original dimension you were pulled into Amenominaka from. The anime uses mostly the same dimensions with a few slight variations and no world of return. Feel free to pick the themes and hazards of your dimensions also, what they look like is up to you the pictures below are just to give you an idea, but be warned: just as Kaguya herself was partially pinned to the ground by her own gravity dimension, you aren't any more immune to these hazards than you normally would be.

Mountain Dimension

Lava-Filled Dimension

Icy Dimension

Sand Dimension (Incredibly Hot Climate)

Sea Of Acid Dimension

Pyramid-Shaped Terrain (Incredibly High Gravity)

Rinnegan (1600 PP/Conditional Discount With Second Otsutsuki Purchase):

A dojutsu normally limited to the Ōtsutsuki bloodline, one who wields these eyes can utilise six different **Paths** with each containing six unique abilities, as well as employ all five basic nature transformations, and yin, yang, and yin-yang release. The **Deva Path** grants control of both attractive and repulsive force. The **Asura Path** allows for the altering of the user's body, creating mechanical weapons from their body. The **Human Path** grants the user the ability to read the mind of any target they touch by pulling out their soul. The **Animal Path** grants the ability to summon various creatures to aid the user in battle. These creatures are virtually immortal and can be resummoned if destroyed. Doing so requires no hand seals or sacrifices, and this Path can be used to summon people as well. The creatures summoned are up to the user's imagination.

The **Preta Path** allows the user to absorb chakra in any form through physical contact or by projecting a barrier around their body. By directly touching others, you can drain their chakra directly, while the barrier can be used to absorb ninjutsu and genjutsu, absorbing the chakra from the techniques as soon as they make contact with it.. Post-Jump, this is changed to include any energy. However, care should be taken when absorbing energy with potentially dangerous effects, like natural energy for users not properly trained in senjutsu.

The sixth Path is the **Naraka Path** that allows the user to summon the King of Hell to either interrogate or heal. To interrogate the target, the user first has to catch hold of a person. The King of Hell will then unzip its mouth and release a tendril-like hand, which in turn draws out the target's lifeforce in the form of an elongated tongue. If the target lies to any question asked, the King will remove the tongue and consume it, killing the person. If the target tells the truth, they will be left alive, though significantly exhausted. The second ability is one that repairs all damage. To use it, the King of Hell will ingest the injured body using the tendril arms, and after a while, the injured will emerge completely healed. Bodies and souls can also be transported through the King of Hell.

What many don't know is that there is a seventh Path: the **Outer Path**, which controls power over life and death. Using this Path, the user can revive the dead, transmit their chakra into black receivers, and manifest demonic statue chains. As you are paying CP, summoning Gedou Mazou won't cause you to be stabbed by receivers like it did to Nagato. Also reviving dead doesn't end up with you dying, it still however uses a ridiculous amount of chakra if you revive something akin to a whole village population.

The black receivers are rods that are formed out of the user's chakra. Not only are they incredibly durable and sharp enough to pierce human bodies with ease, the user can also transmit chakra over large distances by stabbing someone with them and transmitting chakra to them. The user can disrupt the target's chakra and throw off their movements, immobilising them, and even controlling them if they are close enough. The chains this Path generates are powerful enough that they can suppress a Tailed Beast with ease and bind anything they touch. Finally, the resurrection of the dead this Path grants is limited only by your own chakra, meaning you will require large amounts if you wish to resurrect an entire village the size of Konoha at once with no issues. Exceeding your limits while doing so could easily lead to your demise.

You can also use the Six Paths of Pain technique by embedding black receivers into a corpse, allowing you to channel your chakra through the receivers into the body, completely controlling its function. You can speak and see through the body, as well as perform jutsu through it. However, due to this, the appearance of the body's eyes are changed to look like a Rinnegan. This can be used to control one body or multiple. The most famous users are able to control even six different bodies, though there is nothing

that says that is the max. When using multiple bodies, the user can see through all their eyes at the same time, and can use any of their jutsus through them. The only limitation is that techniques that the controlled bodies do not possess the prerequisites to perform, such as Kekkei Genkai. However, each corpse can be imbued with the powers of a single Path. Be warned, if the transmission of the chakra from the user to the bodies is interrupted, the bodies will stop moving.

Also, the appearance of the Rinnegan is up to you; it can look like Sasuke's, Momoshiki's, Madara's, or Urashiki's. Again you can merge all the dojutsu together.

Deva

Asura

Human

Animal

Preta

Naraka

Certain Rinnegan possess abilities unique to individuals. You can have one ability of your choice. Ōtsutsuki receive two free abilities.

You can also choose to create your own custom abilities but they must be equal in strength to the canon abilities.

More than one ability can be purchased for **100 PP per ability**.

These abilities can be:

Limbo- This ability allows the user to project a shadow of themselves into limbo, a plane which coexists alongside the physical that is invisible to others, barring those in possession of a Rinnegan or Six Paths Chakra. The user can form four of these shadows, with each one possessing the same abilities as the user, including out-of-Jumppowers. The shadows are invulnerable to nearly any kind of damage, with only Senjutsu chakra being able to damage them.

Amenotejikara- A space-time ninjutsu that allows the user to displace themselves between spaces, causing them to instantly swap themselves with anything they desire, even if they are not looking. The user can also target objects and individuals with this technique, allowing them to shift them to another location. Even ninjutsu can be shifted to ensure it hits its intended target. You can even displace yourself by switching places with the air. However, the longer the range of your substitutions, the greater the chakra costs will be.

Sasuke's Space-Time- This technique allows the user to create portals to other dimensions. This requires large amounts of chakra to use.

Pattern Recognition- This allows the user to analyse patterns inside codes and by comparing them to similar patterns.

Chakra Edible Creation- This ability allows the user to fully absorb the bodies of their targets and turn them into chakra-filled fruits. When someone eats these fruits, they will permanently gain access to all the abilities possessed by the individual that became the fruit. As you are paying CP, your edibles will not cause the eater to gain a demonic appearance unless you want them to do so. The user can also absorb chakra and transform it into chakra pills that grant an immense but temporary boost in power and temporary immortality, though the amount of chakra required is immense. Post-Jump, you can do this with all kinds of energy.

Absorption- Thls ability allows the user to absorb chakra-based techniques and then reproduce those techniques as many times as they desire. So long as you have absorbed a technique once, you can unleash it an unlimited number of times, and can choose to augment it beyond the original level if you have the raw power required to do so. Post-Jump, you can do the same for other energy-based attacks.

Temporal Rewind- This allows the user to warp several seconds into the past. This ability requires an enormous amount of chakra, so much that even someone like Madara would be unable to use it consecutively.

Jinchuuriki

Like Kekkei Genkai, Beasts cost PP, which can be converted from CP at a 1 CP: 2 PP ratio. Note that the Jinchuuriki General Perk is ***not*** *required to purchase a Beast from this section.*

You may choose to be a Jinchūriki of any Beast on offer in this section, and you may purchase more than one if you so choose. At your discretion, you may replace the canon Jinchūriki of the Beast you select, though this will not grant you any of their abilities that do not stem from their Jinchuuriki status, and it depends on you to befriend your Beast(s).

By default the seal that holds your beast prevents them from affecting you emotionally or mentally but you can remove this effect to gain 200PP. Your seal also prevents its escape. If you were to ever die, the beast would die with you, and if you were to come back, it would still be imprisoned inside you. You can control the seal- the more it is open the more chakra you can get from your Beast(s), but open it too much and, if you're not friends with them, they may try to drain your chakra in return. This control is separate for every Beast if you have more than one. You can decide the design, and if you have more than one Beast, the number of seals on your body, including having them not visible at all.

Another feature of being a Jinchuriki is a mindscape- mental space where you can interact with your Beast(s). How it looks is entirely up to you and if you buy multiple Beasts each can get their own mindscape, if you so wish.

The Beasts on offer here can be divided into three sets: the Tailed Beasts, the Genryuu, and the Dark Beasts. Purchasing the Juubi does ***not*** *grant the free Kekkei Genkai that*

come from the individual Tailed Beasts that comprise it. However, this does not stop you from purchasing the Ten-Tails and the individual Tailed Beasts (somehow). If you purchase all five Genryuu, you may choose whether or not you fuse them into the Light Genryuu.

*However, if you wish, you can pay an additional **400 PP** on top of the base cost of the Beast you've chosen to not just become the Jinchuuriki of said beast, but BECOME it. If you choose this, you can either take the place of the existing beast, become a copy of it, or just start wherever you've chosen to be as said beast. If you choose to become your Beast(s), you will be able to toggle between the form of your purchased race and your Beast form. You may still channel your Beast chakra in your racial form in the form of chakra shrouds, and can perform partial transformations into your Beast Form as if you were a Jinchuuriki. Your racial form also receives all of the benefits that your host would normally receive. Abilities that normally require absolute trust between Beast and Jinchuuriki, such as Nine-Tails Chakra Mode, instead require months of dedicated training to achieve full control over them. You obviously no longer require any seal and the mindscape now allows you to communicate telepathically with others of your kind. In future jumps you may attempt to establish a connection with any monster but if you couldn't communicate with them regularly you still won't understand them. If you have purchased multiple Beasts, you may decide whether you have multiple Beast forms or one hybrid Beast form.*

If you have taken more than one entity, you can choose for them to become one, regardless of the categories (for example, a Genryu and a Tailed Beast). The appearance and reason behind it would be up to you. Naturally, this combined entity would possess the powers of its components.

The Tailed Beasts
The nine fragments of the Ten Tails created by the Sage of Six Paths prior to his death. The Tailed Beasts and the abilities they grant are as follows:

Shukaku, the One-Tail (400 PP):

A tanuki, Shukaku possesses the ability to control sand, and has a reputation for its powerful defense, with its sand being durable enough to block even a senjutsu-enhanced Susanoo's sword. Shukaku can use Wind and Earth Release nature transformations, and can combine them to create Magnet Release. Uniquely, it possesses the ability to produce powerful cursed seals from the markings on its arms.

Matatabi, the Two-Tails (400 PP):

A two-tailed cat with flaming fur, Matatabi possesses the ability to generate powerful blue flames. It can use Fire Release nature transformation, and can grant its Jinchuuriki the ability to transform their nails into powerful claws.

Isobu, the Three-Tails (400 PP):

A three-tailed turtle, Isobu has the unique ability to generate coral for powerful attacks and can produce a potent hallucinogenic mist that preys upon the victim's insecurities. It can move around at high speeds by curling up and rolling, and its shell is incredibly durable. Isobu's body contains numerous miniature versions of itself that live inside its stomach. Finally, it possesses a space-time ninjutsu that it can use to hide in a pocket dimension to regain its strength.

Son Goku, the Four-Tails (400 PP):

A four-tailed ape, Son Goku possesses immense physical strength and considerable agility. It can use Earth and Fire Release nature transformations, and can combine them to create Lava Release, allowing it to summon lava, create volcanos, and generate powerful jets of green flames.

Kokuou, the Five-Tails (400 PP):

A five-tailed horse-like creature, Kokuou has tremendous willpower and considerable physical might. It also possesses the ability to use the Fire and Water Release nature transformations, and can combine them to make Boil Release. It can use the steam this power produces to enhance its strength, and that of its host.

Saiken, the Six-Tails (400 PP):

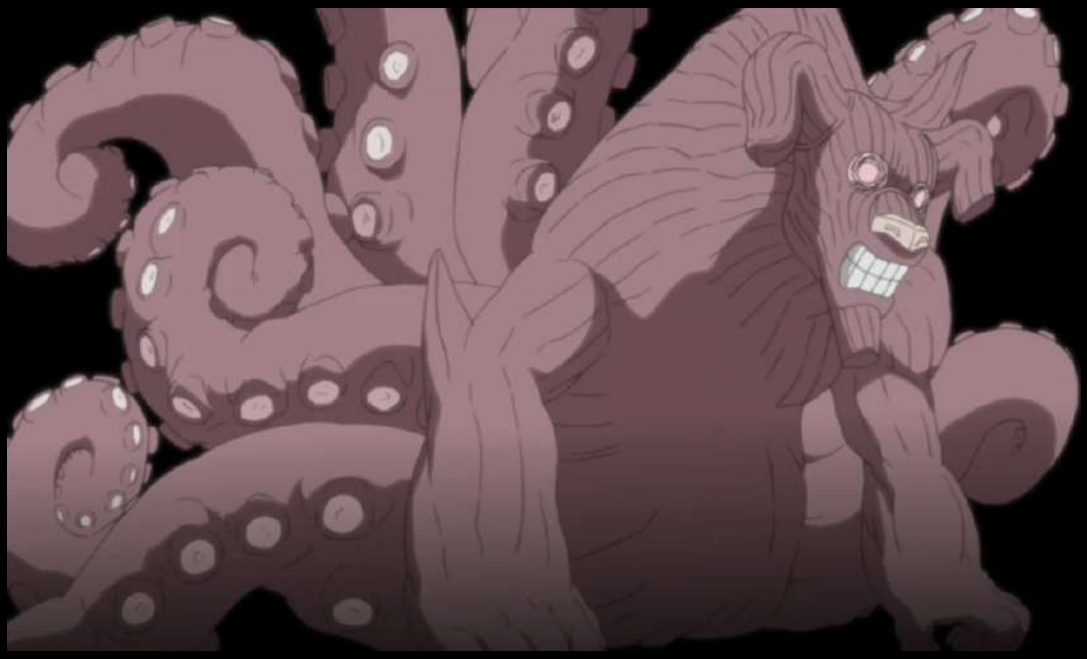
A six-tailed slug, Saiken has the ability to produce powerful corrosive substances in the form of liquids and gases. Its squishy body is immensely durable. It can also use Soap Bubble ninjutsu and produce strong adhesive slime from its mouth.

Choumei, the Seven-Tails (400 PP):

A seven-tailed Kabutomushi, Choumei has six wings that take the place of most of its tails, allowing it to fly. It has the ability to produce blinding powder from its wings, and durable silk cocoons that can impede the absorption of chakra. By manifesting its wings, Choumei's Jinchuuriki can fly around at high speeds.

Gyuuki, the Eight-Tails (400 PP):

An eight-tailed Ushioni, Gyuuki can generate ink to use as a smokescreen, a weapon, or a conduit for fuinjutsu. It can use its tentacles as mediums to maneuver its chakra or shed its host while leaving a clone behind. Gyuuki also has the ability to supercharge its Tailed Beast Ball, amplifying its power several times over.



Kurama, the Nine-Tails (600/1200PP):

A nine-tailed fox, Kurama possesses an enormous amount of chakra, far exceeding that of the other eight Tailed Beasts. Its chakra also replenishes at an incredible pace. It can sense negative emotion and natural energy, and can use Wind and Fire Release nature transformations. Kurama grants its host potent regenerative abilities, and is immensely

strong and durable. It also possesses a special Nine-Tails Chakra Mode and Baryon Mode, two special states that require absolute trust between Kurama and its host. The former dramatically enhances the user's strength, durability, and speed well beyond the normal benefits of a Chakra Shroud, and serves as the foundation for creating a Tailed Beast Mode Chakra Shroud. Baryon Mode consumes the chakra of both Kurama and its host in a process similar to nuclear fusion, producing a new, powerful form of energy. Aside from providing an immense boost to the user's speed, toughness, and power, this state allows them to drain the lifeforce of those they touch. However, Baryon Mode risks the life of its user, and could potentially kill them if pushed too far. The user being Kurama, that is.

For 600 CP you can get half of Kurama, either Yin or Yang version.

Juubi, the Ten-Tails (2400 PP):

The one-eyed giant formed by combining all nine Tailed Beasts, possesses a pool of chakra so vast as to be considered immeasurable, even by the standards of other Tailed Beasts. It is capable of launching city-destroying Tailed Beast Balls at targets a country away, and can summon continent-spanning natural disasters. The Juubi Jinchūriki can create Truth-Seeking Balls, fly, and develop a Rinne Sharingan. They also gain Six Paths Senjutsu, a special Sage Mode variant created by the Sage of Six Paths. This bestows the same benefits as Sage Mode but with enhanced sensing capabilities, letting the user even sense things in Limbo. This senjutsu is always active for the Ten-Tails' host, and renders them immune to the effects of ninjutsu; they can only be harmed with senjutsu, taijutsu, and techniques that employ the Six Paths power. The Jinchūriki gains all five basic nature transformations and can use yin-yang release. Their durability is increased to massive levels, such that Madara was able to withstand Might Guy's attacks even when he had

released seven of the Eight Gates. The Juubi Jinchuuriki also gains the ability to float. Whether your appearance changes or not from becoming the Juubi Jinchuuriki is up to you. If you want, your Ten-Tails may have the monstrous rabbit-like appearance that Kaguya briefly takes, or may have a blend of different features from its various stages of development and the Tailed Beasts that comprise it.

The Genryuu

Each Genryū represents one of the five nature transformations, and can be fused into one form, creating the Light Genryū, a beast that can even annihilate the world. Each Genryuu possesses an immense level of power within its element, allowing it to amplify techniques of that element to a tremendous degree. However, each one also experiences significantly amplified damage from attacks aligned with the element that counters its own. Along with their elemental powers, the Genryuu have the ability to spawn Mugonhei, simple clay soldiers with varying specializations that can defend their territory from intruders. Finally, each Genryuu disrupts the use of chakra around them, impeding their enemies' ability to perform ninjutsu. Alternatively, this ability can be inverted and applied to nurturing the land around the Genryuu in question.

Unlike the Juubi, the Light Genryuu retains access to the powers of its component Beasts, and lacks their normal elemental weaknesses as well. On top of possessing the elemental powers of its constituent dragons, the Light Genryuu can manipulate light, producing devastating light-based beams and attacks in massive amounts.

The first Genryuu you purchase costs full price. All subsequent Genryuu may be bought at a discount.

- **Fire Genryū (600PP)**

- Water Genryū (600 PP)
- Earth Genryū (600 PP)
- Wind Genryū (600 PP)
- Lightning Genryū (600 PP)

The Dark Beasts
Demons and other malign entities that are comparable in power to Tailed Beasts. Also a giant robot.

Zero-Tails (400 PP):

A dark spirit in the form of a giant leech that was born from the dark thoughts of the downtrodden. It can feed upon the dark thoughts of others, using it to generate dark chakra. As long as there is darkness in the hearts of those nearby, it can generate this dark chakra infinitely. By feeding its host dark chakra, the Zero-Tails can grant them considerable strength, allowing them to perform techniques without using hand seals. It can manifest numerous shadowy hands to use in combat and even pull itself together when injured. Using its emotion-sensing power, it can read the hearts of others. Unlike its

canon host, having your tenketsu blocked will not result in the catastrophic deterioration of your body.

Mouryou (600 PP):

A powerful demon sealed away in the Land of Swamps, Mouryou grants immense power to its host, enhancing their techniques by removing their normal drawbacks and limitations. It can also generate a thick, expansive field of darkness to blind its enemies, and can summon virtually indestructible stone golems. While containing Mouryou's soul is normally detrimental to the health of its host, your version lacks these drawbacks. When entering the equivalent of a Tailed Beast's chakra shroud, rather than manifesting extra tails, the host will manifest multiple serpentine heads from their chakra cloak.

Satori (600 PP):

A demonic creature hailing from the era of the Sage of Six Paths. It can fire deadly feather blades at its opponents and can generate an explosive attack comparable to a Tailed Beast

Ball. Despite its size, Satori is incredibly fast and agile, more than capable of evading attacks from Naruto in Sage Mode. It can sense fear and bloodlust, which it can use to instinctively predict attacks and locate weak points. Upon purchasing Satori, you also gain a copy of the Box of Ultimate Bliss. The Box is indestructible from inside and out, and corrupts those sealed inside it, turning them into Satori's-- and thus, your-- comrades.

Black Nine Tails (1200 PP):

An alternate universe counterpart to the half of Kurama sealed in Naruto, the Black Nine Tails possesses the ability to split itself into nine separate, visually distinct bodies with different abilities called the Nine Masked Beasts, which are controlled by its host. The Nine Masked Beasts can be merged to produce the Black Nine Tails outside its host, allowing it to act independently of the host's body. Purchasing this also grants Menma's abilities, such as the Spiralling Ring and Great Spiralling Ring techniques, the ability to levitate, and a kind of dark Sage Mode.

Mecha-Kurama (600 PP):

A robotic replica of Kurama created by Orochimaru to destroy Konoha. It is immensely durable, can fire powerful lasers from its eyes, can transform into car and plane forms, and can unleash powerful barrages of missiles from its body.

Three-Headed Guardian Beast (400 PP):

A three-headed lion-like monster, Three-Heads is a creature that brings about cataclysms. According to legend, its first cry scorches mountains and plains, its second cry shakes the earth, and its third returns all to nothingness. While this monster has weakened after being sealed away for centuries, depriving it of its ability to end the world in three cries, it is still able to summon volcanos, flames, and earthquakes with its roars. It can also stun those around it with its cries, and can project its chakra into its physical attacks to create debilitating effects like poison and weakness. Finally, each of its three heads can fire powerful laser beams from their mouths, similar to a Tailed Beast Bomb, albeit weaker.

Spirit Beast (400 PP):

Once an ordinary catfish that possessed an aptitude for molding chakra, this creature mutated into a powerful demon and was sealed away in the Valley of Evil. The Spirit Beast's primary ability is to infect others with its malign chakra, allowing it to control their actions and puppet their bodies. It can create powerful blasts of water and wind, and also grants its host the ability to create purple rays composed of grudges and pain which drain power from those they hit.

Ultimate Summoning Beast (400 PP): This creature was fated to become the ultimate counter to ninjas, and it seems to do this job well against ninja weaker than kage, or groups of ninja lesser than kage. This beast can consume other summons to gain their abilities (yes, this does include their sage mode abilities), use a variety of jutsu, manipulate its own body, and absorb chakra both from contact and from jutsu. Due to its nature as a summon, you also gain a pact with this creature, with you being able to summon this creature from whatever seal you possess. It cannot be turned against you when you do this. Have fun using "the ultimate counter to ninja".

Pseudo-Jinchuuriki (Varies):

Amalgamation. Freak. Unnatural. Monster. That's all you'll hear from those around you if you choose this. If you purchase this, you get a significant portion of the chakra of the beast you choose. You get up to half of their max chakra without getting the actual beast. Don't worry, the Beasts themselves are still at their canon strength, having regenerated the lost chakra because their soul wasn't split apart like Kurama's was. Your portion of this Beast's chakra will replenish on its own, although significantly slower than what the Beast itself would have given you. The price of this is **half of the price of the Tailed Beast you have chosen**. **You cannot choose the Ten Tails for this option**.

Gozu Tennō (600 PP): You were part of an advanced fuinjutsu experiment attempting to replicate Kaguya Otsutsuki's Amenominaka. A seal composed of Hashirama Senju's cells has been surgically implanted into your back, though you will not receive the benefits of Hashirama Cells without additional purchases. The seal acts as a gateway to a separate dimension wherein dwells a legendary beast named Nue that is born the moment the seal is completed. The mark acts as a medium for absorbed chakra to be transferred into the Nue, nourishing it, as well as a gate through which it can be summoned. You can summon Nue to assist you, even without fully manifesting its form, and receive the ability to create a snake-like mass of tangible negative chakra to attack with, as well as displaying the ability to use your own chakra as a medium to steal the chakra of others. The negative chakra can be parasitically attached to individuals suffering from negative emotions to continually drain their chakra, further disturbing their mental state.

Normally, Nue appears as a shapeless dark purple mass. While absorbing enough chakra, Nue takes a tangible form that is reminiscent of a chimera: it is large and has a monkey's head with large fangs and a white mane, a tanuki's body, a tiger's legs, a white snake for a tail, and glowing yellow eyes. Nue is able to sense negative emotions, and can feed off chakra to sustain and strengthen itself. As Nue is fed chakra, the seal's pattern spreads and the beast grows into a gigantic monster the size of a tailed beast. Being produced

from the genetic material of Hashirama Senju, Nue is able to produce a diluted Wood Release, allowing it to produce plant life to aid in its acquisition of chakra. In its fully tangible state, Nue has a unique form of regeneration, able to grow several smaller versions of the limb from the stump. It is very strong, able to smash through multiple giant stone walls and highly resilient as launched kunai merely bounce off it. It is also able to use Space–Time Ninjutsu to teleport it and others into its dimension and can manifest its chakra as tangible constructs. Its endgame ability is to use the collected chakra to self-destruct in a powerful explosion large enough to destroy an entire city. If you use this ability or Nue dies some other way it will reconstitute itself in a week's time as a chibi form of itself that is small enough to sit on your shoulder. After Nue's form is reduced to a chibi-level, its abilities will also apparently be equally reduced in might. Through training and feeding it chakra, Nue is able to grow into relatively larger forms for additional strength until it reaches its max size again. Nue is extremely loyal to you and is even willing to sacrifice itself to ensure your survival.

As the true source of power for this technique is negative emotions, normally if you overcome these emotions the seal will be destroyed, but as you are paying with CP the seal will work whatever emotions you have.

Immortality

White Snake (400 PP): Through extensive modifications, your true form becomes a massive white snake with smaller snakes as scales. Your blood becomes a powerful paralyzing poison that evaporates upon contact with air. Once every three years, you can perform Living Corpse Reincarnation by swallowing your victims. Upon doing so, you gain control of their body, to which the following modifications occur. You gain the ability to stretch and bend your body, reconnect any severed body parts and the ability to heal by shedding skin. If you're not compatible with a host the body will start to reject you, though it is guaranteed to last for at least long enough for you to use Living Corpse Reincarnation again. If for whatever reason a host absorbs you, you can gain a new body if they run low on whatever energy they use, as happened during Sasuke's fight against Itachi. If you bought the **Master of Biology** and **Senjutsu** perks you also gain knowledge of how to make Orochimaru's curse marks (even the filler curse mark Mizuki has). So long as a curse mark exists you'll never truly die. However, you'll be bound to the curse mark as a disembodied spirit until someone frees you.

Color Course Change (400 PP): A lesser form of immortality developed by Fuuka, this ability allows you to distribute their chakra and consciousness across multiple bodies. Though you are only able to use one body at a time, you can switch between the bodies you have active near-instantaneously, quickly restoring yourself to an undamaged state. If a body is fatally injured, it crumbles to dust and is instantly replaced with a new one. Destroyed bodies can be replaced by partitioning off a significant portion of chakra to become a new one. While you start with a total of five bodies, you can increase your total stock in the same way that you would replace destroyed ones. However, this immortality has a critical weakness in that your soul is stored in your hair rather than any of your bodies. Damage to your hair results in massively amplified damage to your bodies. If you run out of bodies, or if your hair is completely destroyed, you will die.

Sasori (400 PP): Much like Sasori, you implanted your core into a puppet body equal to that of Sasori himself. In place of your intestines there is a thick cable coiled around a pole allowing you to pierce others and retract it if necessary. Attached to you back is a scroll holder containing four scrolls. The first allows you to expel streams of fire, the second allows you to store other objects, and the third allows you to expel streams of high-pressure water. The effect of the fourth is up to you, though it should be comparable in scope to the others. Attached to your hips are a pair of poles, each equipped with five blades that can spin akin to a propeller to enhance your speed or use as a melee weapon. In each of your hands are pipes that can spew out the fire and water of the first and second scrolls. On top of that, you can still use chakra. Post-Jump, your puppet body becomes an alt-form if you want.

Hidan (600/800 PP): Whether as a result of Jashinist technique or just luck, you have become unable to die from any cause barring malnutrition. With this immortality you can survive anything from your head being cut off to all your intestines being pulled from your body. Regardless of the injury you can survive and heal from it. The only limit to this are limbs taken from you and are not destroyed; those types of injuries cannot be healed and

the limb in question must be reattached, even the head. If it isn't, you're stuck. Post-Jump, you can turn this immortality on or off.

For an additional **200 PP**, you have also gained access to and have mastered to a certain extent both the Death Controlling Possessed Blood and the Body Controlling Manipulated Blood techniques. The former is the one Hidan made most famous in order to use it, the user must draw in their own blood the symbol of Jashin and they must remain in the centre of that symbol while in that symbol the user must then drink the blood of their target. Once the blood is drunk the user's skin turns black with white markings. Once this occurs the victim is linked to the user until the user leaves the circle any injury inflicted on the user whether self-inflicted or an enemy attack is inflicted upon the target whose blood they drank.

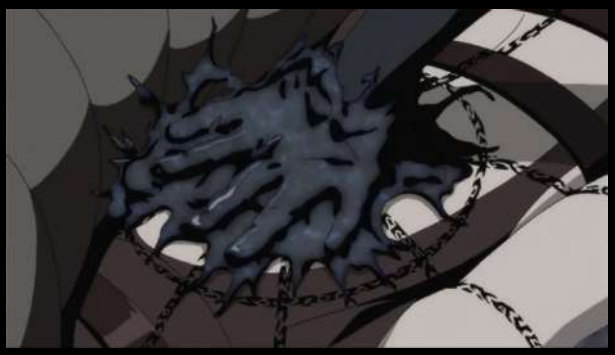
The second technique is activated much the same way as the first, the only difference being that the user doesn't drink the blood and instead uses it on a puppet. This links the puppet and the target so any damage inflicted onto the puppet is inflicted onto the user. However, even if the target dies, the connection isn't severed, leaving the target's corpse as a puppet.

Alternatively, you may buy the jutsus without purchasing the immortality for 400 PP.

Jiongu (600 PP): Much like Kakuzu, you stole and implanted the Jiongu into yourself, a secret kinjutsu that has turned you into something similar to a doll. Your entire internal structure has become composed of countless thick grey threads that now hold your body together. Due to your rag doll nature, you can separate and control individual body parts

so long as they are connected via the threads. You can even manipulate them underground. These threads can pierce the flesh and bodies of others, allowing you to remove their organs, or to be more specific, remove their hearts and integrate them into your own body, extending your life. In order for you to die, you have to be killed as many times as you have hearts. However, you have a limit of 5 hearts in your body, including your original one. Also, you gain the Nature element of that heart; for example, if the original owner is a wind user, you gain the wind element. You can also detach those hearts and have them take a body of their own made by the threads, with each heart able to attack individually. Post-Jump, you may store any extra hearts inside your body rather than on your back. Similarly, integrating the heart of an individual with their own special abilities will grant you access to those powers.

Chimera Technique (800PP): This Jutsu combines multiple creatures into a single being with the traits of all involved. Like Hiruko, you've also learned to use this to gain others' Kekkei Genkai. However, you will start out with none unless you buy some from the previous section. After you absorb a fifth Kekkei Genkai, you'll gain immortality. Since you are paying, the preptime just to merge with others via body horror surgery is waived. You'll still have to deal with the increasingly convoluted rituals to get Kekkei Genkai after the fifth though. Post-Jump, this technique can be used to acquire other biological powers, such as My Hero Academia's Quirks.



Edo Tensei (1200 PP): Somehow, you have gained the body of an Edo Tensei. Your body has been entirely made immortal, with any damage you take regenerating over time. Even if your body is completely annihilated, you will regenerate from nothing, so long as your

soul remains intact. Even age is rendered moot before you. For clarification, this perk does not grant the limitless chakra other versions of Edo Tensei give, it only gives you the regenerating body. Post-Jump, you can turn this immortality on and off.

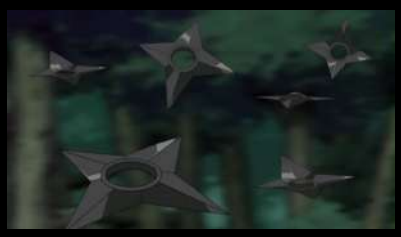
Items

You receive a stipend of 600 CP to spend in this section alone. You can also discount any two items that cost 800 CP or less. You may import items bought here into similar items that you already possess if you choose to do so.

Taijutsu Master Uniform (50 CP): This gorgeous green bodysuit is specially made so it breathes, is durable, and always fits perfectly. Comes with a set of ridiculously heavy weights that can be strapped to your limbs for strength training. If you would rather have a less YOUTHFUL uniform, you may alter this item's aesthetics to a form that you prefer, though this will not change its properties.

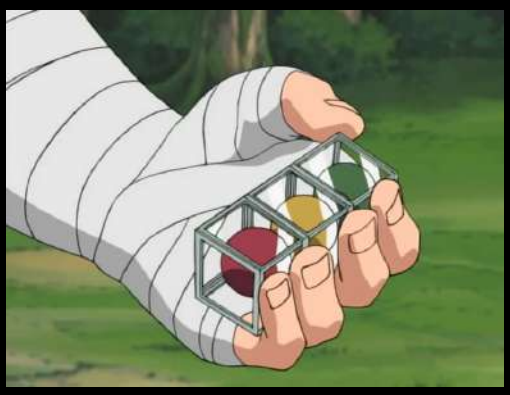
Ninja Tools (Free/50 CP): All the tools a shinobi might need, from shuriken and kunai to explosive tags. For **50 CP**, you can also grab a more specialised item, like a weapon made

from a chakra conductive metal or a basic ninja puppet from Sunagakure. The 50 CP option may be purchased multiple times to gain more than one specialised item.



Rock Lee's "Medicine" (100CP): This miraculous concoction will turn you into a master of the Drunken Fist technique for several hours with just a few sips. It never runs out. If you already know the Drunken Fist, this will enhance your skill as well as act like an endless source of your "power".

Akimichi Three Coloured Pills (100 CP, Free for Akimichi): These pills cause your body to rapidly convert fat into chakra, boosting your power even as far as 100x for a short time. Your version is free of the usual negative side effects. The pills get restored each day if used or lost.



Aburame (200 CP):

Congratulations you are now a living hive. You have the honour of being a member of the Aburame Clan. Within you were implanted several different breeds of insects as a nest, which now lie beneath your skin in a symbiotic relationship with you. They gain shelter and absorb chakra from you and you are able to utilise those insects for a variety of different means. The insects within your body number in the tens of thousands. Now,

moving on to actual applications, one thing that is universal for all Aburame is the ability to track targets by leaving a female insect on a person which can be tracked by scent by a male insect. Another method is by sending out scout insects which can then return and notify the Aburame (yes you can speak to them). Post-Jump, they can also feed on energy instead of just chakra including life energy as well.

What an Aburame is capable of is dependent on the insects they possess the ones known are:

- **Bikōchū-** A form of tracking insect, this species possesses an incredible sense of smell that is stronger than even a dog's. What makes this species so loved by the Aburame is its ability to remember the first scent it smells after it changes from its infant stage into an adult form and they will always try to return to that smell.

- **Kidaichū-** When given an incorrect amount of chakra, these insects begin to devour the flesh of their host, rapidly growing in size.. But don't worry, while they are in your body they won't eat you, as you will always give them the correct amount of chakra. Post-Jump, you can mentally command this species if you wish for them to devour a person.

- **Kikaichū-** The most common species utilised by the Aburame, this species is primarily used for the express purpose of battle. In combat, they are spread across an area to cut off the target's escape. Once done, they then swarm the target and rapidly deplete the target's chakra until they can no longer move. Of course, this species can also be used for other purposes as well. They can help to expel poison from the body, distribute stolen chakra to others, or impersonate their host to act as a decoy. Much like Bikōchū, they can also be used as a method of tracking by observing the target and returning to their host to report what they heard and the target's location. Once a Kikaichū has locked onto a chakra signature, they can

continue to follow it so long as the target remains within a certain range. Finally, by planting a female of the species onto a person that person can be tracked via smell. They also possess a short lifespan so if the population is decimated so long as one survives its only a matter of days or less before it has been fully restored.

- **Kochū-** A more nefarious tool than the others, this species produces a poison that will both paralyse and kill the target within a few seconds of biting the victim. As an additional benefit, the poison will also disappear upon death, preventing the cause of death from being determined and stymying the development of an antidote.
- **Rinkaichū-** This species is a tad bit special among the Aburame's insect species. Unlike other insects, this species is nano-sized and venomous, able to destroy the victim's cells; however, this brand of insects can only be passed from user to victim via physical contact even through clothing. The Rinkaichū act similarly to viruses, spreading and multiplying as they thrive on living cells. However, if they stray too far from their host or the host dies, they too will die. If you touch and infect someone you didn't mean to, you can recall the insects by touching the initial area and mentally calling them back.

- **Shōkaichū-** These insects resemble worms they can burrow into the ground and locate chakra signatures they can then report the signature back to the user.

You can choose 2 of these species for free, and can buy extra species for 100 CP each.

Resonating Echo Speaker (100 CP): A metal gauntlet that can be used to amplify or absorb sound waves caused by the movement of the arm it is located on. The sound waves can then be manipulated and directed with chakra, causing damage, blurred vision and dizziness as well as paralysis of the target.

Shinigami Mask (100 CP): With this mask you can release the souls trapped inside the stomach of the shinigami as a result of the Reaper Death Seal. Unlike the canon version, using this won't result in your stomach being split open. If there are multiple souls trapped inside the reaper's stomach, you may decide which ones are released and which remain trapped.

Deep Pockets (100 CP per purchase): Being a ninja can get expensive. How much do all those exploding notes, kunai, and rolls of ninja wire cost? Well, that's where this comes in. You have a trust fund that pays the equivalent to $250,000.00 per year in the currency of your choice. This money is legal and untraceable, and no one will question the amount or its origin. This item can be purchased multiple times, with each purchase moving the decimal point one space to the right.

Danzo's Arm (200/300 CP): A prosthetic made from an arm of Shin Uchiha using Hashirama cells and ten Sharingans. Unfortunately it isn't connected to any visual

receptors so you won't be getting enhanced perception, but you could use an improved version of Izanagi giving you a period of time where any unwanted events including your death get erased. It lasts one minute per Sharingan. All eyes are restored at the start of a new Jump. Creepy shoulder-face that pukes trees optional. For **an additional 100 CP**, the eyes get upgraded to Mangekyou which allows you to use one unique ability other than Susanoo.

Training Journal (50/200CP): This little book has been in the possession of many shinobi throughout the ages, all of whom decided to write here about their jutsu training in detail. **For 50 CP** the journal possesses a handful of techniques from previous owners. **For 200 CP** you, every once in a while, will find a new section in the journal potentially allowing you to, in time, learn all jutsu in the Naruto series, though this could probably take a few hundred years considering the rate at which new information will reveal itself and that you have to learn all of them yourself.

Shinobi Library (200 CP): An attachment to your warehouse containing rows of bookshelves filled with scrolls. Here you can find information about numerous techniques but unlike the Training Journal instead of learning actual jutsu this is a compendium of knowledge on stuff like how each hand sign affects energy flow or the best way to form chakra into an element. With this you could easily develop new techniques, although their power and effectiveness will depend on your intelligence and creativity, as well as analyze the already existing ones to improve, counter or do whatever else you might think of. Post jump new sections detailing the magic system of whatever world you find yourself in will be added here. They won't be as expansive as the Naruto section at first but will grow over time and as you do in-setting research.

God Tree Seedling (1000 CP, Discounted with second purchase of Otsutsuki/Juubi Jinchuuriki): A special species of tree that grows to enormous height, God Trees are born from Ten-Tails seedlings and nourished by bloodshed, the energy of the planet they are planted on, and the sacrificed life of an Otsutsuki. That energy is then used to produce a

single Chakra Fruit, which grows over the course of 1000 years, but can be harvested earlier if you need to.

Because you're paying with CP, your version is a little different, with the majority of the conditions and drawbacks associated with its growth being waived. The tree's growth will not drain away the life of the planet, though you may cause it to do so if you wish. You can still feed your God Tree with bloodshed or donations of energy to accelerate its growth, but it is no longer a requirement. Live sacrifices will provide bigger boosts to its growth than donating energy, and stronger sacrifices will speed things up more than weaker ones. Similarly, an Otsutsuki sacrifice is not required to make its Chakra Fruit bloom, but a sacrifice with an equivalent level of power or greater will cause the Chakra Fruit to provide an even greater amount of power than normal in addition to speeding up its growth.

If you use a sacrifice that does not possess Chakra, but instead possesses some other form of innate energy, you may cause the resulting Chakra Fruit to grant immense reserves of that form of energy instead of Chakra (examples could range from gaining the power of Aura from RWBY by sacrificing enough people possessing it to sacrificing Darkseid to gain the Omega Force). Likewise, if the planet you plant the God Tree on is imbued with some unique natural energy (for example, the Lifestream in Final Fantasy 7), you may make use of it to alter the properties of the Chakra Fruit it produces. Upon absorbing a sacrifice or type of energy, your God Tree will always have the option of switching the nature of its Chakra Fruit to reproduce it in the future, even without access to a repeat sacrifice or that same kind of energy.

Finally, if you wish to use your matured God Tree as a weapon rather than a tool for growth, you may cause it to revert to its seedling form, that of a Ten-Tailed Beast. This beast will be unwaveringly loyal to you, but can only be produced if the tree has matured enough to produce a Chakra Fruit. Time dedicated to growing your God Tree's Chakra Fruit is conserved across Jumps, so you don't have to worry about your progress being reset each time you move on. **You cannot use a floating discount to buy this item.**

Yes, Otsutsuki Jumpers can use Kāma or other 1-up and sacrifice themselves for the fruit's growth multiple times if they want to. If you wish to have a different kind of tree be the final result, you may change the aesthetics of the tree if you wish.

Tenseigan Energy Vessel (400 CP): A device made by clustering several Otsutsuki Byakugan together for hundreds of years, this golden orb is functionally a high-grade power supply. The Energy Vessel is able to consistently and continuously provide enough power to support the entire Otsutsuki moon colony, including the puppet armies that maintained it, for several centuries. When applied as a weapon, it is more than capable of driving the moon to fall from orbit towards the planet below. The Energy Vessel is protected by a barrier to hide its location and a curse to keep those who are not directly descended from Hamura Otsutsuki from touching it. Of course, the curse upon the Energy Vessel on offer here is attuned to you and your descendents instead.

Puppet Armor Hiruko (200 CP): A special form of armor that makes use of the Puppet Technique to bolster the wearer's defensive and offensive abilities simultaneously. This armor is equipped with a highly durable armored shell, an extendable scorpion-like tail tipped with a deadly blade, an arm-mounted senbon grenade, and a rapid-fire senbon launcher in the mouth. All of its blades feature a unique and deadly poison. Gruff and growly voice when in use is optional.

Performance of a Hundred Puppets (200 CP): By purchasing this, you gain access to a scroll containing 100 puppets along with the ability to control said puppets if you purchased Sasori.

Chikamatsu's 10 Puppets (300 CP): by purchasing this you gain access to a scroll containing Chikamatsu's 10 Puppets each one is unique and has its own abilities. You also gain a scroll so you can learn how to wield them.

Chakra Disruption Device (100/300 CP): this device absorbs the chakra of a captured target when it is applied. The device also creates a force field surrounding it, which prevents it from being either removed or destroyed. These abilities prevent the subject from performing ninjutsu in a matter of moments after being applied as well as making the subject lose consciousness momentarily. The subject is, however, capable of overcoming the device's effects; for example, a large burst of tailed beast chakra has been shown to destroy the device. If this device is lost or destroyed you will find a new one in your warehouse the next morning. You may also choose to have a currently in use version of this device become permanently nonfunctional at any time, also granting you a new one the next morning. **For 300 CP** you may instead have an unending supply of these devices.

Research Laboratory (400 CP): A hidden facility equipped with all the tools and instruments you might need to perform experiments and research of dubious ethics in relative safety. This laboratory has cells for containing test subjects and soon-to-be test subjects alike, along with chambers and arenas for any kind of stress tests you might want to put them through. It comes fully and freshly stocked with the basic consumables you'd need for biological experiments, including some fresh tissue samples from an assortment of common ninjas. Nothing all that rare, certainly no Kekkei Genkai samples, but it's a start. Notably, any biological samples you acquire and store within this laboratory become functionally infinite. So long as you don't withdraw too much of any given sample at once, you'll find that you always have more to draw upon for your experiments.

Air Cannon (100 CP): Much like Zaku, you have been modified and outfitted with hollow air tubes that extend through your arms and release large quantities of air by being released through openings in the centre of your hands. However, if you attempt to use

them while the openings are blocked, the tubes can backfire, destroying your arms from the inside.

Treasured Tools of the Sage of Six Paths (200 CP Per Item/Discounted To Rinnegan): Tools created and wielded by Hagoromo Ōtsutsuki himself. Each tool is incredibly powerful and incredibly chakra heavy.

- **Bashōsen-** This is a large fan that is able to generate all five elemental natures. To use this requires only a mental command and the fan produces large quantities of the desired element.

- **Kōkinjō-** A thick length of gold rope that is used to draw out a person's word soul, a mystic power that dwells in words and figures. By drawing out this word soul, it can be severed by Shichiseiken.

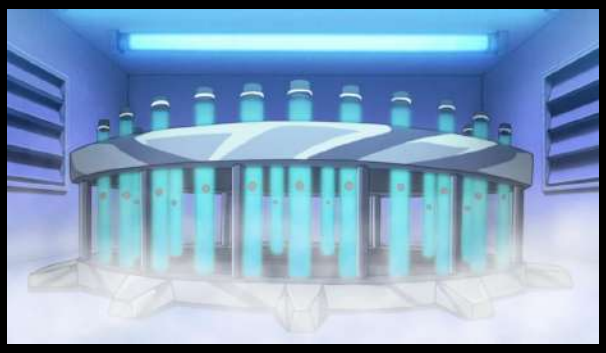
- **Shichiseiken-** A broad sword by saying the verbal command curse this sword severs the word soul of those struck. Whatever this word is, is inscribed onto the sword the sword can be folded preventing the target from seeing it, if the word changes, it changes on the sword.

- **Benihisago-** A giant brown gourd with a red cloth around it this is used in combination with Kōkinjō. By drawing out the word soul, it is absorbed by the gourd doing this curses the victim and if the victim utters the word they have said the most during their life they will be sucked in and trapped in the gourd and cannot escape no matter what. The only way to stop this suction is if the most common word is changed.

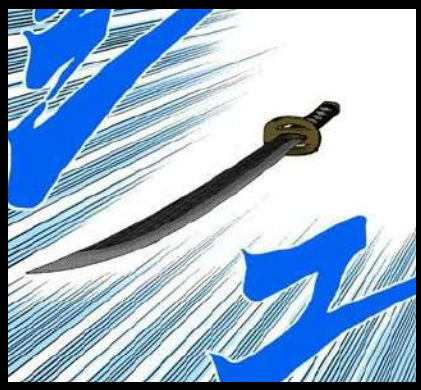
- **Kohaku no Jōhei-** A large brown pot that can seal anybody inside. How this works is the wielder calls the target's name. If the target responds, the pot records their voice and then seals them.

Hashirama Cell Culture (400/600 CP): Congratulations! By desecrating the grave of the First Hokage, you've gained a culture of his cells. The possibilities of its use are many and varied. Things like infusing children with Wood Release and making prosthetic limbs are just the tip of the iceberg! The prosthetic gives the user the first tier of Regeneration, no longer needs to eat or drink, and a limited form of wood release. The prosthetic also needs time to harden as seen with Obito. If you have the Mangekyou Sharingan, you'll awaken the rinnegan for free at the end of the Jump. For an additional **200 CP** (600 total), you gain a copy of the mindless Hashirama flower clone. This clone will allow you to cultivate a greater amount of cells. Additionally, you can hook either yourself or another to this clone

for life support. The clone will keep you alive well past your natural lifespan. However, it won't stop aging and you *will* die if you disconnect from it if your body can't support life without it. The clone also needs to be watered like a plant. Post-Jump, this can become a Warehouse attachment if you want it to.



Sword of Kusanagi (200 CP): A powerful and sturdy longsword, the Kusanagi is capable of extending its blade to considerable lengths, and is sharp enough to cut through anything less durable than a Four-Tailed Chakra Shroud. Even when faced with a material it cannot cut, the sword will not break or dull its edge. You can telekinetically control the weapon, allowing you to use it to attack remotely.



Seven Swordsman Swords (200 CP/300 CP for Samehada):

- **Hiramekarei-** This blade is wide and flat with 2 curved indentations at the base creating a cross guard. This blade possesses two handles connected to each other with a short length of cord. This blade possesses the ability to store chakra and with a command phrase of your choice the stored chakra is then emitted from the holes that exist in the swords tip the chakra then coats the sword and can be shaped into a variety of different weapons. This sword can also create a large quantity of blue crystals that can cause a lot of damage and restrain a target's movements. The sword can also be split into two.

- **Kabutowari-** This ‘sword’ is made up of an axe and a hammer linked to each by a rope with one end being an axe and the other a hammer. By striking a target with the axe and then striking the back of the axe with the hammer, this weapon can break through almost any defence.

- **Kiba-** Not the character obviously, these swords are slim and straight possessing two bladed prongs on each sword, one near the tip and the another near the base. These swords are imbued with lightning, granting enhanced cutting power and the power to transform and manipulate lightning, even allowing the user to perform their lightning techniques without hand seals. Such attacks can also be enhanced with minimal cost. These swords can also be used to channel natural lightning and can be connected to form one large sword.

- **Kubikiribōchō-** A massive broadsword similar to a butcher’s blade. The only ability that this sword possesses is the ability to reform itself using iron harvested from blood.

- **Nuibari-** A long sword with a long length of wire attached to the bottom, this sword can pierce through most people in a single strike and then stitch them together by pulling the attached wire tightly.

- **Shibuki-** This sword is made up of a scroll and an edge. The scroll component is made up of explosive tags. Once a target comes into contact with the scroll, the explosive tags detonate and detach from the scroll. This gives enough time for the user to exit the area undamaged. Any tags used regenerate immediately.

- **Samehada-** This is less of a sword but of a bunch of scales. These scales injure through shredding or shaving when it attacks. The handle of the blade is able to stretch allowing the weapon to behave akin to a flail. The scale can also extend to form spikes. Unlike other blades, Samehada shares a symbiotic relationship with its wielder, absorbing both their chakra and the chakra of the wielder’s opponents. It can even absorb the chakra from ninjutsu that have already been cast. By partially fusing with the wielder, Samehada can transfer chakra absorbed to them, and can grant a formidable shark-like transformation. Only you can wield this sword, if others try to do so, the sword will damage them.

Dragon Blade (200/300 CP): This weapon is unique among others as it lets its wielder use any of the 5 nature transformations this is achieved by inserting the correct orb into the centre of the blade with red being fire, green-wind, yellow-lightning, orange-earth and blue for water. This blade also allows the user to cut and absorb chakra exactly like Samehada. However, much like Samehada this requires high levels of chakra to wield. It also will come back to you if lost, regardless of distance (unlike the original). Now, for **200 CP** you gain the blade with the chakra absorption effect but without the orbs. For **300 CP** you gain all 5 orbs as well.

Summoning Pact (200 CP): This scroll, upon signing it with your blood, will allow you to summon one type of animal. This can be whatever animal you want. They are all trained in basic ninja arts and some individuals among them are of irregular size. The scroll doesn't need to be on your person for the jutsu to work and if you allow, others can sign it too to be able to summon your type of animal. Can be bought multiple times for multiple types of animals, discounted after the first purchase.

The Jumper Clan (200/400/600+ CP): Congratulations you now have a very big and happy family, just remember not to let Itachi near them.

- For **200CP** your clan can have up to ten people in it each of them having **300CP** worth of perks such as Tsunade's Strength, items such as the Aburame clan's insects, or to convert into pp to purchase Kekkei Genkai as signature clan traits. (These have to be abilities that you also have and are the same for every member), one chakra nature that Jumper also has (can be different for each member if you have multiple) and enough influence to have a representative in the lower level meetings of local government.
- For **400CP** the clan numbers up to 30 people each with **300CP** worth of signature clan traits, and up to two of Jumper's chakra natures as well as one purchase of the **Specialist** perk (Has to be one that you also have). They have major influence over lower levels of government and a representative in the higher levels.
- For **600CP** your clan is up to 90 people strong all having **300CP** worth of signature clan traits, up to 3 of your chakra natures, one purchase of **Specialist** and a set of unique techniques similar to clans like Nara, Inuzuka or Aburame (These need to be based on your purchases in this jump e.g. cooperation techniques performed with the animal you have a **Summoning Pact** with). You will also be able to gain access to these jutsu with a little training. Your clan is a major power in the high levels of government.

At all levels clan members share your race (They can't get **Otsutsuki Add-On** only the base version) and if you are a hybrid you can decide if everyone is also a hybrid or if it's mixed, you could even set conditions for this, from basic percentages to it being gender based etc. If you've opted to become a member of a canon clan via a Kekkei Genkai or Jutsu purchase you can combine the two clans (The merger requires your clan to have the canon clan's abilities. The canon clan's members will get any additional powers of your

clan for free). No matter what you'll always be recognised as the highest authority in the clan without having to take up any of the duties or responsibilities associated. You are guaranteed the loyalty of all members as well as that the family's wealth and influence won't decline (or rise) without your interference. The clan also comes with enough property to house every member with the houses becoming more luxurious based on the tier you purchased. The clan will obviously travel with you to future jumps instantly gaining appropriate levels of influence and housing properties in your starting location. You may increase your clan's CP stipend, paying 100CP for every 50CP granted to the entire clan. Any individual clan purchase worth more than 400CP (or 800PP) is sealed or functions at commensurately reduced power until the end of the jump.

Raijin no Ken (300 CP): A weapon formerly belonging to Tobirama Senju, this sword normally takes the form of a plain hilt, reminiscent of a vajra. Upon activation, the hilt projects a glowing blade infused with pure electrical energy. The blade is incredibly durable and capable of cutting through nearly anything, including chakra-based substances. Additionally, being formed from concentrated lighting, the blade will shock enemies it touches, and can project lightning to ward off or bind foes.

Petrification Gauntlet (200 CP): A dark gauntlet with a glowing eye on the back and two abilities. The first is that grabbing someone with this gauntlet causes them to be transformed to brittle stone, spreading from where the gauntlet is touching. Medical jutsu can restore them if used promptly, but the effect soon becomes permanent. The second ability the gauntlet grants is telekinetic control of stone.

Chakra Armor (200+ CP): This armor produces an invisible barrier around the user that nullifies or deflects most chakra based techniques, including genjutsu, as well as physical projectiles. A powerful attack focused into a single point, such as the Rasengan, or overwhelming power like multiple explosive tags can still damage the armor. Some models of this armor have been known to explode, but since you are paying CP, damage to the armor will only ever render it nonfunctional, and it will be completely repaired each morning. Furthermore, you may pay additional CP to grant the armor additional features. (If Chakra Armor is chosen for your item discount, the additional CP paid for the below features is also discounted.)

Piston Fist (50 CP): These large cylindrical gauntlets massively increase the users punching strength.

Cable Cannon (50 CP): This allows you to fire and control a large bundle of cables that can be used to entrap opponents or pull yourself to nearby locations.

Wings (100 CP): These wings allow flight and can also be used to cut through ninja wire and similar materials.

Chakra Augmentation (150 CP): The power of the wearer's jutsu is massively increased.

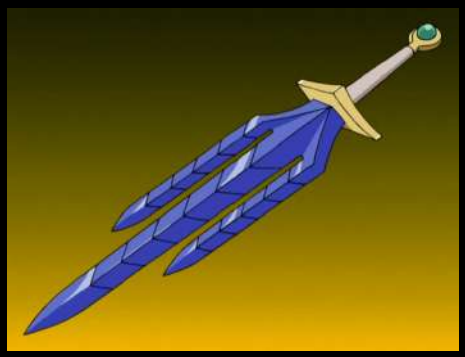
Evolving Defense (100 CP): This armor becomes linked to the wearer. If the wearer has greater defensive abilities then the armor would normally grant, then the armor's own defensive abilities are strengthened to be as proportionally powerful to the wearer as the default armor would be to the average shinobi. Any other features of the armor are similarly strengthened relative to your abilities to remain relevant as well.

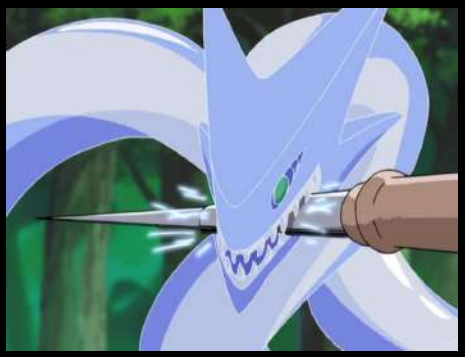
Ninja Tool (50 CP): This incorporates a ninja tool or other device into the armor such as a burst of senbon, poison mist storage, kunai launcher, gas mask, extendable sword blade, or the like. This option may also be used to import a similar item into the armor, including those bought in this jump. You may purchase this option multiple times.

Four Celestial Tools (100 CP Per Item / 400 CP Entire Set): These four ninja tools are the treasures of the Village of Artisans and may be fused together, granting additional effects listed below. The set of all four may be bought already fused together for 400 CP, and a single item discount applied to the entire purchase.

Weaknessless Soaring Short Swords: This pair of blades greatly eases the shaping of wind chakra. Wind jutsu may be performed using the swords without hand signs, and the chakra cost for any wind jutsu used this way is greatly reduced.

Garian Sword: A three pronged sword who's blades can be extended and made flexible via a technique similar to rudimentary puppet manipulation. Each of the blades can channel the wielder's chakra, transforming into a dragon-like form which can be freely manipulated.





Sword of the Sun: This two-handed blade can be used to emit and freely manipulate vast amounts of fire. It can also create beams of green light and summon any of the other four celestial tools to the wielder.

Infinite Armor: This chestplate is shaped like a tiger's face and can absorb chakra of anyone or anything that comes into contact with its wearer. This chakra draining effect may also be channeled through a weapon. Chakra absorbed this way can be used to restore the wearer's chakra or heal their injuries. When fused with the other three celestial tools, all four of their effects are magnified and can be controlled purely mentally. Furthermore, the wearer can fly and hover effortlessly. Also, they may create a chakra draining vortex devouring nearby shinobi's chakra without having to come into physical contact with them.

Master Puppet (300 CP): The Master Puppet, said to be able to destroy all five Elemental Nations, if used in the right hands. Although this is a bit of an exaggeration, this puppet is undoubtedly powerful. It can possess people, call down lightning strikes, send homing energy orbs that explode on contact, unleash trails of explosions when slamming a hand onto the ground, wield a large orange sword, launch spiked mines, launching a large gust of wind, summoning pillars of earth from the ground, freezing people in place, and sending a ring of blades to impale from all directions which is fatal to all but the most

durable. Clearly this puppet, if used in the right hands, will unleash hell to those the user chooses.

Truth Seeking Balls (200 CP/Discounted to Six Paths Senjutsu, Tenseigan & Juubi Jinchuuriki): Orbs of malleable black chakra. These orbs contain the power of the five nature transformations and are capable of turning whatever they touch into dust. These balls can be controlled either individually or at once within 70 metres of the user, these orbs can also be shaped into a variety of different forms and it possesses no limit to how far the ball can be stretched.

By combining these balls with a Yin-Yang technique (that you now also possess) they can nullify any ninjutsu they touch, as well as nullify regeneration even to the level of an Edo Tensei temporarily. However, these cannot nullify Senjutsu. Your Truth-Seeking Balls will regenerate if they are destroyed or somehow expended. You may selectively suppress their matter-erasing properties if you wish to use them to restrain a target or otherwise touch things without annihilating them. **You gain 10 for free if you become Juubi Jinchūriki, 10 for free if you have Six Paths Senjutsu, and 10 for free if you have the Tenseigan**. Those granted by Six Paths Senjutsu and Tenseigan Chakra Mode are only present when using those abilities.

Each purchase grants one orb. Can be purchased multiple times. Having any two or more of the Juubi Jinchuuriki, Tenseigan, or Six Paths Senjutsu discounts the price to 50 CP.

Meteorite (400 CP) According to the villagers of Hoshigakure, this meteorite, called a "star" by the villagers, crash landed in the Land of Bears roughly 200 years prior to the start of the series. By utilising the chakra-enhancing radiation from the meteorite, villagers could obtain supernatural chakra levels and manipulate its shape and form to match various situations. This enhanced chakra is called Star-Chakra. Its most prominent use is the Mysterious Peacock Method. This Star and the Mysterious Peacock Method are now yours. The meteorite's radiation greatly improves the user's chakra, but is incredibly damaging to their physical body. Even for those who master the technique, there is still a high chance that their body will slowly weaken and eventually perish. Because you paid CP, this drawback does not affect you or others. You can use the meteorite to let others learn this technique or can fuse with it. When the meteorite is fused to you, it grants an enormous increase in chakra and an incredible increase in the control over the Mysterious Peacock Method. You can safely defuse again with a few minutes of meditation. The Mysterious Peacock Method itself manifests in the form of a feather-shaped array behind the user, hence the name. This chakra is dense and easily manipulated into various shapes to create techniques, making it one of the most versatile jutsu around. Example shapes produced from this technique are thin and thick ropes, wings, beasts or dragons. It is also possible to shoot blasts of star chakra at the opponent. The meteor will never run out of radiation.

Vein Of Gelel (400 CP): An entire vein of ore from which one can produce unlimited amounts of the Stone Of Gelel, a source of life energy. This Stone, when embedded into a being's body, grants incredible regenerative abilities on par with the 200 version of Regeneration. Furthermore, this Stone also bestows an ageless lifespan so long as it remains within the body. Those who possess a Stone within the body can manipulate Gelel energy which can be used for a myriad of differing ways such as creating a Gelel barrier, converting it into other forms of energy, casting illusions and even unique to each user the ability to transform into a monstrous form increasing their strength and power. This form's appearance is up to you. Now, you can bestow stones to others simply by touching the stone to their bodies where it is absorbed but you don't have to worry as if the stone is ever taken from those who you bestow them to you will know and can recall it to you with just a thought. Also included is the Book of Gelel. The book contains all secrets of the Stone of Gelel, including how to control its power, the history of other people, and the developments they attained with the aid of the Stone's power. This vein is in a secluded and protected place that only you know of and can access. Post-Jump, this can become an attachment to your warehouse; what this looks like is up to you e.g. a small cave or canyon but regardless it can produce an unlimited number of stones and it immediately replenishes.

Purified Hero Water (100/400 CP): This small container of liquid can be drunk to temporarily boost someone's chakra by a factor of 10, without any loss of control. Normally boosting your chakra by an order of magnitude would have a steep cost, shortening the drinker's life by an order of magnitude as well. Yours has been purified by the power of Jump-Chan, however, and only makes the drinker exhausted for several days after the effect ends. This container normally refills at the beginning of each jump or every 10 years, whichever comes first. Anyone else who drinks this without your permission gains no benefit from it. In that case, or if it is lost or destroyed, you will find a full container in your possession the next morning. For **400 CP** this container is always full, but no single person may gain the benefit of drinking hero water more than once every 10 years or each jump, whichever comes first.

Companions

Standard Import (50+ CP): Import existing Companion into an Origin of your choosing, granting them a stipend of 600 CP to spend. Additional imports cost 50 CP each, or you may bulk-import eight Companions for 300 CP. You may transfer your own CP to your Companions if you wish, but not vice-versa.

Chibi Beast (100CP): D'awwww! You now have your very own pet beast! What do I mean by that? Choose one beast from the Jinchuuriki section. Instead of having the full thing, you have a dog-sized version of them, all chibified and stuff. They may or may not have their original personality, that is up to you, but they do have a very minor version of their powers. For instance, Shukaku would be able to control a ball-sized version of sand, Matatabi would be able to fire relatively harmless flaming hairballs, etc. **Every purchase after the first costs 50CP**.

Canon Character (Variable): Take a canon character with you as a Companion. The cost to do so increases depending on how powerful said character is. Up to Kage-class characters cost 100 CP. Team 7 and higher class characters cost 200 CP. Tailed Beast-class characters cost their Jinchuuriki price converted to CP (e.g. Kurama would cost 600CP). Characters who only appear in certain media, such as the games, anime-only filler arcs, the pilot manga, and so on may also be purchased with this option.

Fresh Out of the Academy (200 CP): Three young shinobi are put under your command. They get a Background of your choice and 200 CP to spend in this Jump each. Since those are your students it's possible for them to get one ability that you also possess free of charge (can be different for every genin). This has to be a technique you can actually pass on to others, so no teaching your bigger chakra pool or Kekkei Genkai.

Fragment of Jumper's Will (200 CP/Discounted to Otsutsuki): Your very own Black Zetsu, a physical manifestation of your will in the form of a parasitic creature that is unwaveringly loyal to you. Though it does not possess any of your innate strengths, this Black Zetsu has a fluid, malleable body, capable of latching onto and puppeting the bodies of others. It is also exceptionally resilient, being tough enough to withstand attacks from high-level Jonin without much difficulty. It can absorb chakra and other forms of energy through physical contact, can accurately sense chakra over ranges of several kilometers, and can move through the ground or plantlife via the Mayfly technique. Most importantly, your Black Zetsu is a skilled and effective social manipulator and spy, perfectly suited for acting as your agent in the world. In the event of your death or being sealed away, it will work tirelessly to see you revived or freed, essentially meaning that death will no longer result in chain failure so long as Zetsu revives you before your time in the current jump runs out. Your Zetsu is guaranteed to succeed in reviving you within this time limit at least once per Jump. You may choose whether this entity is a Companion or a Follower at your own discretion.

White Zetsu Army (200/400/600 CP): A small legion of White Zetsu, human-like plant-based creatures that may or may not actually be humans mutated by the effects of Kaguya's Infinite Tsukuyomi. They possess enhanced physical abilities and toughness, to the point of being able to endure the attacks of higher-level Chuunin with relative ease. They also possess the ability to use the Mayfly technique to travel quickly and stealthily through the earth and plantlife. Their Parasite Clone Technique allows them to manufacture clones in the form of spores that latch onto a target and spawn by draining their chakra. Uniquely, these clones do not vanish upon receiving fatal injuries, allowing them to be used to feign death. Their most notable ability is to absorb chakra from others and transform into flawless copies of them via the Substitution Technique. Though this

does not make them equal to the victim in terms of power, the imitation is utterly flawless, including their clothing, equipment, techniques, and chakra signature. For the first tier, you receive a small squadron of White Zetsu, numbering a mere 100 strong. For the second price tier, you receive a larger force, 1000 Zetsus in total. For the third and final tier, you receive a legion equal to the army Obito used to wage war on the world, 100,000 Zetsus in all. By default, these Zetsus will act as Followers rather than Companions.

Dead Man Walking (200/300 CP): You've gained an ally from among the deceased, revived with a perfected Edo Tensei, granting them functional immortality and instantly refilling chakra reserves, while also returning them to their physical prime without losing any abilities they developed later in life. The cost of this Companion follows the same pricing rules as the Canon Character option, only increased due to the benefits offered by the Edo Tensei. Up to Kage-class characters cost **200 CP**. Team 7 and higher class characters cost **300 CP**. In order to purchase a character using this option, they must be deceased by your chosen start time.

Ally From Beyond the Stars (600 CP, Free with Otsutsuki): A partner Otsutsuki, either your assigned partner from the clan or simply someone of great power who has taken a keen interest in you. They are loyal to you. This Companion possesses the basic Otsutsuki Race, the Byakugan, and one purchase of Specialization of your choice. You may choose this Companion's gender, age, and basic appearance at the time of purchase. Note that while this Companion is free to Otsutsuki, it is not mandatory.

Drawbacks

There is no limit to the amount of drawbacks that can be taken.

Alternate Timelines (+0): While the canon Naruto timeline is pretty impressive, there are some parts about it that people really don't like, so much that a large community of people writing Fanfiction popped up within the fandom. Wanna get rid of the Ōtsutsuki? Sure! Wanna twist fate to allow Naruto's parents to survive? Absolutely! Wanna Rule 63 the cast? Uh, sure, I guess. You can even choose which specific Fanfic you want to enter, or just make a generic one. This even includes the alternate universes shown in Road To Ninja or the Infinite Tsukuyomi filler arcs. However, the catch with this is that if you choose to completely write out something within the series, you cannot purchase said abilities. An example would be you not being able to buy any Ōtsutsuki abilities if you choose to get rid of the Ōtsutsuki. If what you add also adds a new village or location, you may choose to start there for no extra cost.
Badfic (+200CP, must be taken with Alternate Timelines): I'm sure you've seen for yourself some of the badfics within the community. It's pretty infamous by now. Sasuke becoming the super edgelord, Sakura becoming the most abusive person in the world, the village becoming homicidal, etc. You now are forcefully implanted into one of these badfics. Everything people absolutely hate is here. Every. Single. Trope. Yeah. How long can you stand it, I wonder?What is love? (+100-500CP): People in this world love deeply. Maybe a little too deeply. You have the misfortune of being involved with some form of toxic affection, either with a canon character or an original one. This drawback can be purchased multiple times.

· Fan Club (+100CP) For 100 CP, you have attracted the attention of an obsessive fan club. They all range from civilians to low-level genin and regularly gather to stalk you, break into your house, and otherwise bother you. They're not dangerous, but I can guarantee that they'll be annoying.
· SHANNARO! (+200CP) For 200CP, you've become closely involved with a Tsundere who has a habit of punching you in the face for even the most minor of perceived offenses. It doesn't matter if you can tank a blow that will shatter the moon, somehow those punches will always hurt. If you somehow manage to get rid of your Tsundere, another will be along shortly to replace them.
· Big Bad Big Brother (+300CP) For 300CP, you have a messed up family member. They don't have to be a big brother, or even blood related, just someone who sees you as their precious younger sibling. This person is on par with Itachi in terms of strength, and they're willing to murder your loved ones, mentally torture you, and beat you into a bleeding pulp as long as they're convinced it will "protect" you. And they're guaranteed to encounter multiple opportunities to do so. The only up-side is that they won't ever kill you or permanently maim you. They will always love you, after all. Unlike the Tsundere, once they're defeated, they're defeated. If you manage to talk them down rather than kill them, you can take them as a companion at the end of the jump.
· Yandere (+400CP) For 400CP, you've really gone and done it. You've attracted the attention of a yandere who is on par with a world-ending threat like Toneri. They love you, of course. They love you so much that they cannot stand the broken world you are forced to live in. That's why they're going to destroy this world and everyone in it. If their plan succeeds, it will mean a chain failure as if you had died. No matter how much they care about you, they will not listen to reason. Foiling their plans won't be enough. No, if you want to stop them, you're going to have to meet them in battle and force them to stop. And they will fight. Because they love you. If you manage to defeat them without killing them, you can take them as a companion at the end of the jump.
· Because You're My Friend (+500CP) For 500CP, you are no longer the target of someone's affection. Instead, you've become obsessed with someone else, someone whose goals and ideology is the exact opposite of yours and whose strength is approximately equal to yours. It doesn't matter how many terrible things they do, you can't stop caring about them or trying to bring them back to your side. They will hate you for it. They will push you away and try to kill you for it. While it's possible to bring them back to your side eventually, expect a lot of pain and fighting along the way. If you manage to talk them down rather than kill them, you can take them as a companion at the end of the jump.

BELIEVE IT! (+100CP): Ahem, apologies. That one just slipped out. Like (surprisingly) a lot of people within the series, you now have something you say almost every time you open your mouth, and it grates on both you and other people. It will be decently difficult to connect with anyone new due to this, although with a lot, and I mean a LOT of time, patience, and effort, you will be able to reduce, yet not completely stop, your rehearsing of the same phrase multiple times a day.

Edgelord (+100CP): Man, you really love the color black, huh? (Possibly) Due to some tragic backstory, you now personify the word 'Edgy'. You brood, you sneer, you gripe, and you insult every living thing unfortunate enough to even mildly annoy you. Although there is a possibility for there to be something more underneath that cold exterior, it will take people trying their hardest for a good bit before you show your soft underbelly, so to speak.

Side Character Syndrome (+100CP): No matter how hard you try, you won't make much impact on the main plot. Those spots are reserved for characters like Naruto and Sasuke. Your role in the story is limited to characters like Shikamaru, Ino, etc. You might be able to do something important every so often, like killing a single weaker Akatsuki member, or playing a slightly larger role in a war, but you will never be the driving force. Events will always conspire to make you a secondary character.

Something's A Little Off (+100CP): In these lands, being trustworthy is arguably more important than being strong. For instance, whatever Kage you serve needs to trust you in order for you to do a whole swath of things, like go out on higher-level missions, pass along important info, and even graduate from Genin level. Nobody can muster the will to trust you, as sad as that might sound. Remember, however, you can earn trust, you just need to go through a lot more in order to earn said trust.

PTSD (+100CP): Something has happened to you in the past. Something horrible. And it has not left you unfazed. You have developed some form of mental trauma, though the exact way it manifests is up to you. Perhaps you have vivid nightmares of the incident that leave you a crying wreck. Perhaps you develop a phobia of blood. Or perhaps you simply become angry and anti-social, isolating yourself from the people who care about you. While you can learn to overcome your trauma in time, expect it to be a long and difficult road.

Targeted (+100-400CP): There's something about you that has attracted the attention of someone dangerous, and now they're after you. If you're a jinchuuriki, it might be the Akatsuki. If you have a special blood limit, it might be Orochimaru or Danzo. Or maybe

you just angered the leader of another hidden village. This Drawback may be selected multiple times, and the value of this drawback depends on the option selected below:

- Targeted by an Individual (+100 CP): For 100 CP, you are targeted by an individual like Gato who is able to hire multiple Chunin and Jonin-level missing ninja to hunt you down and kill you.
- Targeted by a Village (+200/300 CP): For 200 CP, the chosen village will only target you if they encounter you. For 300 CP, they will actively hunt for you, sending out hit squads with the express mission of ending your life. This can be taken once for each starting location. If your starting location is Konoha and you select Konoha for the sake of this drawback, you will be targeted by Danzo.
- Targeted by Orochimaru (+300 CP): Orochimaru is hunting you. Maybe it's because of your Kekkei Genkai, or maybe it's because he thinks you'll be an ideal vessel for his soul. Whatever the reason, the S-class criminal will be devoting a lot of his resources and energy to capturing and experimenting on you.
- Targeted by Akatsuki (+300CP): The Akatsuki is an organization of S-Class missing-nin, whose roster includes two artists who have literally wiped out cities overnight, two immortals, the 'Tailless Tailed Beast', the man who slaughtered the entire Uchiha Clan, Zetsu, and a very powerful Rinnegan holder. You're on their list of people to kill, or if you're a Jinchuuriki, to fatally strip you of your powers. Luckily for you, they probably won't come after you all at once, since they operate in two-man cells.
- Targeted by Kara (+400CP): This secret organisation which desires to revive Isshiki Otsutsuki wants you dead or infected with their Kama to subsume your skills.
- Targeted by Momoshiki and Kinshiki (+500 CP): Pair of powerful Otsutsuki learned of you possessing something special and they can't wait to absorb your chakra, jutsu and powers by turning you into a chakra fruit.

Unusual Appearance (+100CP): You have an appearance that doesn't quite match up with who you are as a person. Maybe you're an adult that still looks like a 12-year-old. Maybe you're a teenage boy that looks like a beautiful girl. Maybe you look like a bizarre man-shark hybrid. No matter what it is, expect plenty of odd looks, disbelief, and awkward conversations.

The Long Road to Ninja (+100CP): 10 years is just not enough for you, eh? By taking this drawback, you extend your stay by an additional 10 years. This drawback may be purchased up to 10 times, though I suggest investing in some sort of immortality if you choose to max it out.

Legendary Sucker (+100 CP): You see, you've inherited something dangerous, you've inherited the need. The need to spend, spend, spend all of your time and money in a casino or gambling house. Sitting down at a gambling table for most of your free time can go either one of two ways: You either don't have absolutely ridiculous skills and luck, and you lose to the house, and lose everything, since you're not as rich as the Senju clan, or you do, and you eventually get kicked out of every spot you can gamble in within the Elemental Nations, and you're forced to go cold turkey, giving you backlash much like going cold turkey on drugs would. Either way, unless you kick the habit, you'll be paying one way or another. And no, no amount of addiction perks will bypass this drawback.

What's an Internet? (+100/200 CP): You can't use anything more advanced than what's shown in the show, which is what you'd expect, except for some standout exceptions like TVs and Microwaves. No internet, no phones, no anything that allows you to connect to other people over long distances. In short, you can only use items shown in Naruto's weird mixture of Feudal Japan and 2006 tech. For 200 CP instead you will be unable to use any technology at all save for non technological weapons and armor that is made more with skill or powers rather than tech.

Summoning Problems (+100 CP): What the hell did you do? Somehow, no animal summons want (or just straight up can't) form a pact with you. Considering this is a staple for the best of the best in this world, getting rid of this is absolutely crippling. The only way around this is just not summoning. You can still summon things that are not animals, although those are never as strong as any animal summon.

The Fool (+100 CP): Oh man, you never make a good first impression, do you? Your charisma sucks, enough so that you never give off the impression you want when you first meet someone. If you're trying to come off as intimidating, you'll look like a joke. If you're trying to tell people what you want to do, like become the Hokage, people will just write you off as another wannabe ninja. Eventually, people will see you for you, but that comes with time and effort on both your part and the other person's.

Cleanup Duty (+100/300 CP): Congratulations, Jumper! You get to solve one of the greatest mysteries in the whole series. This journey of discovery will take you to the highest peaks and the bottoms of the shinobi seas. "That sounds amazing, why is this a drawback?" you ask? Because dear Jumper, the mystery you'll be solving is "What happens to all the weapons everybody tosses around after the fight?" Hint: It's you. You're going to be spending a good chunk of time picking up every rusty shuriken, broken kunai, bent up senbon, and more at least once a week. But hey, at least everybody will appreciate your contributions to the environment? For 200 CP more, you can't use powers on or around these things and will have to pick it all up by hand. Try not to kill Ten-Ten in her sleep in frustration, okay?

FILLER!!!!! (+100 CP): Why do you want this? It isn't even worth much. Ugh, fine, if you insist. Much like the Naruto anime, your life in this jump has long stretches of filler, things that pop up that aren't exciting, don't really endanger you, and don't progress the 'story'. I hope you have some way to keep the audience entertained, as this filler pops up just as often as it did in the anime, which was WAY more often than you might think.

Chakra Beacon (+100 CP): Your chakra is very bright, to the point where every sensor type knows where you are when you enter their radius. Basically, when in the presence of a sensor nin, or a Kekkei Genkai that can see chakra, there is no sneaking around. You will stand out, you will be obvious, and you cannot hide yourself. Although stealth isn't all a ninja is or needs to be in this world, it's a pretty big portion. I hope you find a way around this, or find an option in which this isn't really a drawback.

D-Class Hell (+100 CP): For whatever reason, your village doesn't seem to respect the skills you bring to the table. As a result, they'll deny any requests to take missions that exceed D-Class, forcing you to do the jobs that are too boring or annoying for the average ninja to consider worth their time. Even worse, the pay is awful. If you take this with the second tier of **Team 7 Luck**, it gets worse. You'll still be forced to go along with all of the high-level missions that Team 7 gets sent out on, but you'll always be paid like you're doing D-Class grunt work. You could be coming back from a suicide mission to kill a god with its head mounted on a spike, and you'd still only get just as much pay as you would for finding a missing cat.

Shinobi's Camouflage (+100 CP): Your fashion choices are somewhat... questionable. Perhaps you are a proud member of a terrorist organisation, so proud in fact that you only wear clothes that have its giant logo on them for everyone to see. Or maybe you just fail to realise that bright orange isn't an optimal color for a stealthy ninja. Those are only examples, but whatever it is your wardrobe just doesn't have anything good for sneaking around or blending in.

There are no Sakura Fans! (+100 CP): There are a lot of powerful people around you, which makes it pretty hard to get recognition. A tournament where you get to duel your biggest rival? Well the guys after you have the most epic fight you've ever seen with more secret power reveals than anyone can count. Became the star student of one of the most legendary ninja of the era? Your teammates are actually reincarnations of the progenitors of all shinobi. You will always be overshadowed by the achievements of others.

Call Out Your Attacks (+100 CP): You have to shout the names of your techniques when you use them. Every. Single. *Time.* As you might guess, this isn't ideal for sneak attacks. Or situations where you can't speak.

I AM... A SUPER PERVERT! (+100/200 CP): Ugh. You can't get enough, can you? You constantly go running around for tail like a horny dog, and nobody can stop you. You have no shame in admitting your pervertedness either, claiming you're more perverted than Jiraiya, which will gain his attention too, most likely in camaraderie, though. While you do have no chill, you at least do know when to get serious, unless you take another 100CP, in which you won't. Expect a lot of beatings from angry women in your future.

Village's Ire (+100/200 CP): What the hell did you do? For some god-forsaken reason, the majority of the population of the village knows you, and the civilian population hates you. You will be ostracised, you will be put up against the best in your class, and you will be sabotaged. Even a majority of the Ninja in your village hate you, although they know better than to try and kill you when their job is on the line. Only the very top clans in your village will see differently, and even then they will only treat you neutrally. For **100 CP** extra, the civilians have become batshit insane, and want to kill you, once again for some god-forsaken reason they might have just forgotten about. The ninja will mostly look the other way until your life is in danger, and even then they might wait a bit longer to relish it. Don't expect rising the ranks to be easy in the slightest.

Obsession (+100/200 CP): You are obsessed with something. What is it? Up to you, but you can't deny that a good majority of your free time will be dedicated to acquiring or enjoying that thing. It could be ramen, it could be a smut book. Ultimately, it doesn't matter, because that thing will take up too much free time. For 100CP extra, though, that obsession now takes a turn for the extreme, so much that it will lead you to stepping over other people. With this tier of the drawback, you can only choose a large-scale goal or mission, like world peace, or uniting the world. Other people will be your stepping stones to your ambitions.

Playground Problems (+200CP): Instead of starting the jump at the normal time, you instead start at the birth of your alter-ego, or, if you're a Drop-In, you appear as a foundling infant in an orphanage. Now, normally this wouldn't be so bad, but this world's cruelty doesn't spare children. It's not uncommon for playground bullies to beat up other kids, and it's not unheard of for actual ninja to do the same. While you will receive a minor form of plot armor to keep you from dying, you're still stuck navigating through a world of violence with only a fraction of your power. All out of jump powers and items start off locked away, and your in-jump powers appear slowly over time, starting at 0% and gaining 8% for each birthday until you reach your starting age. Your remaining powers will manifest in the days leading up to the scheduled jump start, at which point all of your out of jump powers and items will be returned to you as normal. If you have purchased other drawbacks that influence your past, such as PTSD, you will have to live through the trauma, powerless to change your fate.

Limited Arsenal (+200 CP): You might want to learn a few things. Oh, wait, you can't. For some reason, whether it be memory, physical weakness, or low chakra reserves, for the entirety of this jump, you cannot build up a variety of jutsu. What kind of jutsu? Well, it depends. You might have some physical disability and you can't use most Taijutsu. Maybe you have smaller chakra reserves and you can't use large-scale Ninjutsu. Maybe you have a very dull imagination and as such you are very limited in Genjutsu. Maybe you just have a really bad memory and can't remember all those techniques. Maybe you have a Kekkei Genkai that limits that. The method for our purposes doesn't really matter, only the endpoint. You can choose whether to severely limit the amount of Nin/Tai/Genjutsu individually or just moderately limit the amount of all 3 you can utilize at one time. Whether you can switch what jutsu you can use is up to you. Cannot be taken more than once.

Like that Lazy Cyclops (+200 CP): Your teacher sucks. How? Up to you, they could just be lazy, only use methods that work some of the time, or a plethora of other things. Either way, your teacher can't teach. You won't learn much more than the basics, like wall walking, maybe water walking, and it will be a cold day in hell when you learn any jutsu from them. Either find another sensei or learn on your own.

Jumper's New Home (+200 CP): Man, you're in a pickle, huh. You somehow got yourself sealed inside someone of your choice, and you have almost no way out. Unless you're stronger than half of the Nine-Tails, which almost single-handedly carried a fight against six other Bijuu, you have no chance of getting out, since you were sealed with the Reaper Death Seal. Most likely, you gotta help, and temporarily give them your powers. If your host dies while you're in there, you die. Have fun dealing with the pain of being sealed, it's usually pretty boring.

Wait, That Was An Illusion? (+200 CP): What is real to you? Well, probably just what you perceive, as you suck at identifying genjutsu. You will almost never think you're in a genjutsu until it's completely obvious or you get stabbed in the back. Considering how many people use genjutsu, this won't be a problem too often, but it will be one that comes up often enough to get you killed pretty early if you don't train up and learn for yourself the tells of being in a genjutsu.

In Pieces (+200 CP): When I look at you, something's... missing. Maybe it's the missing body part you have, but I'm not sure. Upon choosing this drawback, you can choose one body part, and it's now missing. It has to be significant, not losing a finger or toe unless they can do some crazy shit compared to the rest of your body. Assuming your body is a normal body, or close to it regarding the importance of your limbs, you'll have to at the very least get rid of a hand up to the elbow or the leg up to the knee to count as a single purchase of this Drawback. This Drawback can be taken up to four times, and you can

choose things like an eye or an important organ or something. And no, implants from outside this Jump don't work. Find or create something in-universe to help.

Can't Control It (+200 CP): You don't have good chakra control. You don't even have the average, you have Part 1 Naruto chakra control. What I mean by this is that you have to use about 2x the chakra to do substantially less than what is performed in the original jutsu, and there are just some jutsu that are out of your reach due to the required control. Plus, for some reason, you have an incredibly difficult time building up more control than you do, like how Naruto had bad chakra control for a while because of Orochimaru's seal, except you can't get rid of it.

Sealed Bloodline (+200 CP, can be purchased additional times once per bloodline): For some reason, one of the bloodlines you own doesn't work. Maybe it was sealed, maybe it conflicts with other Kekkei Genkai you own, or maybe it just doesn't work for no particular reason. Whatever the explanation is, you won't be able to use your bloodline until the end of the Jump.

Ailment (+200CP): Much like Itachi, you have contracted an incurable, debilitating ailment that is going to cause you problems. While it will never kill you, you will need expensive medicines and regular treatment if you want to stay on your feet. If you have purchased World's Greatest Medic-nin, a regeneration technique, power, or an S+ rank medical ninjutsu, you can maintain a relatively normal life at the expense of constantly healing yourself, thus reducing your overall chakra capacity.

War Never Changes (+200/300 CP): You know, you're lucky you had the choice to be born at the start of Canon, as it's the safest point in history apart from the beginning of Boruto. With this drawback, you are now placed in any of the first three Shinobi World Wars, the Warring States Period, or when Kaguya was alive. Constant death and misery will ensue. You gain **200 CP** for every period listed, except for the period Kaguya was first alive, which is **300 CP**.

Blood Prisoner (+200/300 CP): Your starting location has been overwritten. Instead of starting your Jump comfortably in your home village, you'll be starting in line to be processed for containment in Hozuki Castle, the Blood Prison. Within an hour of starting the Jump, you'll be subjected to an invasive cavity search to strip you of your items, and then subjected to the wardens' special techniques; Fire Release: Heavenly Prison, which will suppress your ability to mold chakra, and Ice Release: Earthen Consecutive Chains of Ice, which will cause your body temperature to rapidly drop to unsurvivable levels if you don't dedicate your chakra to fending off the cold. Thus, you are faced with limited options and not much time to choose between them. You can either attempt to escape the prison before you are branded with these techniques, or accept your imprisonment with

the hope of escaping from the inside or with the hope that your village will request your release. For **200CP**, if you survive six months in the prison, your village will formally request your release, and you will have your freedom. Otherwise, you'll have to either somehow convince your village you're worth releasing, escape on your own, or wait out the rest of the Jump in prison.

Pride (+300 CP): It comes before the fall. Your fall, that is. You know that you're the best. The Best of the best, in fact. You believe this even when it might not be true. You believe this even in situations where you really, really shouldn't. Your pride is so massive that you deliberately create self-imposed rules in battle, such as never using the same technique on an opponent twice. Doing so would be unbecoming of an amazing person like you.

Framed (+300CP): You chose this. You did it for the greater good, but what cost? Your family? Your friends? Your love? Whatever you lost, you can't look back, as there is no going back. Your village has exiled you and is hunting you, although not very rigorously, as you were supposed to be exiled. The Kage and those closest to them know, and maybe a couple of others, but nobody else. You can't say anything about it for the consequence of actually being hunted, but you have to run since you are now *technically* an international criminal.

I Walk in Darkness (+300 CP): Something will go wrong during your stay here, and you will find yourself under the influence of someone who has fallen into darkness. Perhaps you're like Sasuke who chose to seek out the darkness in exchange for power. Perhaps you're like Itachi who was forced into it by his village. Or perhaps you're like most of the Akatsuki members who were beaten into submission by someone stronger. However it happened, you now walk in darkness with them. They have some method of ensuring your compliance, and it's up to you to escape their control. Not only that, if you do manage to escape, you can expect to face off against Hunter-Nins, and you'll have to work hard to convince your home village to take you back. You do want to go back, don't you?

Pacifist (+300 CP): You've seen the horrors of battle, and you can no longer bring yourself to willingly kill another person. This doesn't stop others from trying to kill you, however, and it's up to you to survive your fights and to take down your enemies without ending their lives. If your actions do somehow result in someone dying, you will agonize over their deaths and blame yourself.

Jumper Cells (+300 CP): You remember how Hashirama's cells kept popping up out of nowhere? Well, it seems as if you've been given the same treatment. Everywhere you look, people will show up heralding your cells and a weakened version of some of your powers, although only genetic powers apply here. You can't stop it, you just have to deal with it. I hope you know the weaknesses and quirks to your own body, because most likely over

time people will find out pretty much everything in regards to the powers tied to your genetics.

Hit Your Head (+300 CP): Erases all your knowledge of Naruto, leaving you only with the knowledge gained from your background or the perks you bought here. If you've taken **Alternate Timeline** or **Badfic**, this Drawback also erases your knowledge of the chosen continuity. Try to avoid getting yourself killed, alright? While your companion's memory isn't erased, if they know what was erased from you, you will, due to fiat back, treat it with dismissal should they want to tell you the plot or anything out of context. At most they will be able to save you from doing something stupid.

Team 7 Luck (+300/500 CP): No, this is not referring to plot armor. This is referring to the fact that Team 7 is a bundle of trouble magnets. Oh, you're going on your first C-rank mission? Here are two A-rank level opponents. You're taking part in an exam meant for genin? Here's your S-rank level opponent and his two armies. Your missions will consistently get bumped up to higher ranks than you were expecting, and trouble will swirl around you like a vortex of ill-fated plot. This won't ever increase danger beyond general canon levels for your current time period. You won't run into an Otsutsuki in part one, but you might run into an Akatsuki member. For **300 CP**, you just get more dangerous missions. For **500 CP**, you join Team 7, either as a replacement or as an extra member. And you're stuck with them for the rest of the Jump by the power of Friendship. This means that your starting location is automatically set to Konohagakure and you cannot escape the plot. You must join your teammates and travel through blood and steel until you defeat Kaguya and ensure that the world is at peace. If you join Team 7 and fail to save the world, it will result in chain failure. Good luck.

Genin (+400 CP): You see all of those lovely skills and abilities you just purchased above? You don't get those anymore. After all, you're just a genin fresh out of the Academy. If you want those skills, you'll have to earn them the old fashioned way: through training and hard work. Since I'm not totally heartless, you are guaranteed to encounter many opportunities to gain these skills and learn these abilities. Not only that, you get a bit of a training boost, so they'll be fairly easy to pick up as long as you're willing to dedicate time to it. If you want to be the world's greatest medic, you'll have to read the books and listen to your sensei, and if you want to be a Sage, you'll have to go off and train for it. The only exception to this is the Mangekyo Sharingan. You will be able to awaken it through mental effort and will not be required to kill your closest friend. You're welcome.

Deformed Chakra Coils (+400 CP): Much like Lee, you have a deformed chakra system. What does this mean, exactly? Well, it means no external molding of chakra. So no Ninjutsu and Genjutsu, and say goodbye to a small yet significant portion of Taijutsu. Your Kekkei Genkai, apart from certain abilities of Dojutsu and almost all Body-style Kekkei Genkai are all useless, unless you find some really, and I mean *REALLY* creative uses of

your chakra. Remember, however, that I only said External molding of chakra. You can still reinforce and enhance your body with chakra, and maybe you can find some unique techniques due to this limitation, who knows. Cannot be taken with Limited Arsenal if you're severely limiting Ninjutsu or Genjutsu.

Power Lockout (+400 CP): You know the drill. No out-of-Jump powers. If you take this with the **Body of the Beast Scenario**, the Tailed Jumpers will still have their powers, but sealing them inside you won't grant you access to them.

Sealed Warehouse (+400 CP): Someone used super fuinjutsu to seal your warehouse jumper, you can only manage to unseal it after you end the jump. All your items/attachments and other stuff present in the warehouse are also unable to be summoned in any way should you have such an ability nor can you open a gate to it. Though it seems the items you had on you when you were about to jump here escaped this being notice.

Continuing the Cycle (+400CP, Requires The Curse of Hatred and the Will of Fire Scenario) What's better than having a history in this world? Living through it, of course! You will now be sent back in time to be the sibling of Asura and Indra. And when you die, you'll be reincarnated with all of your memories intact, destined to meet your brothers again. And again. And again. Until you meet them one last time as Naruto and Sasuke. Because of this, death will not result in a chain failure until you reach your final reincarnation. If you wish, you may even reincarnate as a specific person in the past, such as Izuna or Tobirama, though this will not result in you gaining any extra powers or abilities that you didn't pay for. In addition, your warehouse, companions, and all out of jump powers are locked until you reach the starting point for your final life. Finally, all of your drawbacks will still apply to your past lives in some form. So if you've taken the Genin drawback, you'll have to relearn each skill at the start of each life even if you were a master of it at the end of your previous life. Or if you've taken the Targeted By Orochimaru drawback, you will find that an individual with similar power and motivations is targeting you instead. The only exception for this is The Long Road to Ninja, which does not begin until your final reincarnation. If you've taken 'What is Love?' at a level that can provide a companion, you can decide if they reincarnate with you or if a new person fitting the criteria appears for each life. Cannot be taken with War Never Changes.

Sturdy as a Shadow (+500 CP): Oh dear. Something's gone terribly wrong, and now the body you'll be starting with is merely a Shadow Clone of your true self. While you can still use all your powers and chakra as normal, your toughness has taken a dramatic hit. If you ever receive enough damage to break a Shadow Clone, you will instantly die. Your clones become even less durable, merely needing a light hit to vanish, and if you have a power to make a summon/clone out of yourself that would have your full durability, it is instead lowered to an average shadow clone.

Jumper's Story (+500 CP): Is all for the sake of Kaguya's revival. Black Zetsu knows you're coming, Jumper. He knows everything you can do, your entire history, all of your abilities. And he's known for a very long time. By the time your Jump starts, he'll have had several generations to plan and prepare for your arrival, to guide the course of history itself in a way that will give him the most leverage to take advantage of you...or eliminate you outright. Be careful Jumper. For all that he takes on the role of a non-combatant, Black Zetsu is a formidable adversary, having spent centuries singlehandedly manipulating the history of all shinobi for the sake of achieving his singular goal. Depending on how he prepares for you, the world you arrive in may not be one you recognize.

Scenarios

Each Scenario grants 300 CP in advance upon taking the scenario. There is no limit on the number of Scenarios you can take. Should you fail the scenario, the advance CP will be immediately revoked.

Body of the Beast:

Do you know the tale of Kaguya Otsutsuki? The tale of a woman who was driven insane and reduced to a beast in mind and body? Well, you'd best familiarize yourself with it now, because that path is the one you walk now. Your past powers, perks, and even your items have been stripped away from you, taking on the form of nine great beasts. These beasts, the Tailed Jumpers, are personifications of the abilities you have lost, and have been sealed within nine different humans from across the continent that certainly do not deserve your hard-earned power. They are undeserving, *unworthy* to possess the power that is rightfully yours, so what recourse do you have but to reclaim it for yourself?

To clear this Scenario, you must take back what you have lost. To do so, you must track down each Tailed Jumper and extract them from their hosts. You will be granted a special fuinjutsu unique to this Scenario that will allow you to pull the Tailed Jumpers from their hosts and back into you. Whether or not this will be fatal to the host is up to you, though both the host and the Tailed Jumper inside them will resist the extraction process. With each Tailed Jumper you reclaim, the powers and items it holds will be returned to you.

Of course, if you had to attempt this with nothing, the Scenario could very well prove itself impossible. For this reason, you will retain your chakra, your intelligence and experience, and all of the abilities purchased in this Jump. Likewise, if you possessed perks, powers, or items from past Jumps that would render this Scenario impossible, such as an immunity to being sealed or outright invulnerability, those perks have been left out

of the Tailed Jumpers, and will only be returned to you once you have reclaimed all nine. If this is your first Jump, the perks, abilities, and items you have purchased in this document will be split between yourself and the Tailed Jumpers instead.

As for the rewards for this arduous task, there are a few.

- First, you gain alt-forms based on each of the Tailed Jumpers, which enhance the abilities that they were comprised of
- Second, you gain the ability to fission your perks, powers, and items from yourself, converting them into new Tailed Jumper forms possessing the powers you placed within them. These created Tailed Jumpers will be loyal to you and follow your commands.
- Finally, you have the ability to temporarily enter a powerful Ten-Tailed Jumper form. Just as the Ten Tails far surpassed the sum of the nine individual Tailed Beasts, so too does the power of this form surpass the abilities of the Tailed Jumpers that compose your being. In other words, while in this state, all of your perks and powers are enhanced.

One-Eyed God Jumper (Requires Rinnegan):

The Ten-Tails. Daidarabotchi. The Juubi. Datara. The God Tree. The greatest power this world has seen, now split apart into nine fragments, Tailed Beasts that, while impressive, are nevertheless a sum lesser than its original whole. You must claim this power for yourself, and become a god made manifest in this world.

This Scenario's objective is deceptively simple, despite its inherent difficulty. You must become the Jinchuuriki of the Ten Tails. Yes, you still have to do this if you're starting the Jump as a Juubi Jinchuuriki. There's more than one Ten Tails, after all. To accomplish your goal, you must track down each of the nine Tailed Beasts, extract them from their current Jinchuuriki, and seal them within yourself. In truth, you don't need to take the Beasts in their entirety, merely extracting a significant portion of their being would be sufficient. Naturally, this will not be an easy task to complete. The Jinchuuriki of the Tailed Beasts are granted considerable power by their passengers, and while they may be feared and reviled by their villages, even the most spiteful of the nations recognizes their strategic value, and will fight to keep them from your hands. At the end of the Jump, the original Tailed Beasts are released if you wish.

Upon subsuming all nine Tailed Beasts, they will merge and become the Ten Tails within you, granting you the immense power deserving of its Jinchuuriki. Additionally, you receive the following rewards:

- Despite being the Jinchuuriki of the Ten Tails rather than all nine individual Tailed Beasts, you gain access to their forms and unique abilities

- You may project the Tailed Beasts into the world, though you will lose access to their chakra while they are separate from you. You may decide whether or not these Tailed Beasts retain the personalities of the originals. They are loyal to you either way.
- You have the ability to turn others into a temporary Jinchūriki of any of your Tailed Beasts (1-9) with just a touch. While your Tailed Beast dwells within someone else, you cannot harness the powers inherent to it until you cancel the sharing. You may recover any distributed Tailed Beasts with a thought, regardless of distance. Taking back bijuu power from temporary Jinchūriki won't kill them.
- Your Rinnegan evolves into Rinne-Sharingan

Moon Clan Attack (Requires Byakugan):

Toneri is coming to crush Earth with his moon. He has a lot of power due to stealing pureblood Byakugan from Hanabi and evolving it into Tenseigan. This happens earlier than in canon, meaning that most of the original people who were responsible for stopping him and pretty much everyone else are busy with something else so it's entirely up to you to deal with it. Hinata and other Hyuga Clan members may still be involved because of Hanabi, should you want their help. If you manage to defeat him, the rewards are as follows: Tenseigan and Tenseigan Energy Vessel as described in the above sections and Toneri's castle manned by puppets. He is a strong opponent so be prepared (Choosing this Scenario won't impact Hinata and Naruto's relationship unless you purposely interfere).

I'm Going to Become Kage, Dattebayo!:

You have a dream, to be the strongest and to be recognised for this strength by everyone. To succeed in this scenario you have to become the leader of your village and fulfill the duties of this position for at least a year. What this entails varies based on your starting location. In a main village you will have to be known as one of the best shinobi around and have the general respect of the people. In Amegakure you will have to overthrow Pain and Konan. In the Land of Iron you can either wait until the current leader dies and then participate in a martial tournament with many skilled samurai or, if you gather enough renown among local people through battle, you may gain a right to challenge the leader to a duel for the position. Once in power you can expect a lot of paperwork no matter where you are.
As reward, you get Kage Level Chakra Perk and a unique gift depending on location:
Konoha- You, just as many of your predecessors, are very intelligent and ingenuitive, easily learning and developing new techniques
Iwa- Second Tsuchikage's camouflage and body split jutsu

Kumo- The ability to use black lighting, empowering your lightning jutsu (you get lightning nature for free if you didn't have it already)
Suna- A puppet with 200CP to spend on this Jump, and if you have Magnet Release, your sand has automated defense like Gaara.
Kiri- Fourth Mizukage's Mirror Technique
Ame- Pain's rain surveillance jutsu
Iron- a Sword from chakra super-conductive metal (much better than what you can get with "Ninja Tools") and samurai armor that's very durable and just as light as regular clothing
Main village Kage also gets appropriate hats and robes. They have no special effect.

Hagoromo's Will:

Hagoromo Otsutsuki, the Sage of Six Paths, is credited with the development of ninjutsu. The reality behind his legend is that the Sage founded a religion called Ninshu. Where ninjutsu is the practice of wielding chakra for combat, Ninshu is the practice of using chakra to bring others closer together, using understanding to bring peace to a war-torn world. Sadly, after his death, the people of the world turned away from ninshu in favor of using the destructive power of ninjutsu, and the religion was lost to the ages.

Until now. You must take up the Sage's mantle, not as a legendary shinobi of unparalleled might, but as a mouthpiece to spread the peaceful message of Ninshu across the world. This is no easy task, Jumper. In order to clear this Scenario, Ninshu must be an internationally recognized practice, with a minimum of one major sect established in each of the primary nations. The followers of these sects must be truly devout practitioners of Ninshu, living their lives according to the teachings of the Sage. Achieve this, and you will have your rewards.

The rewards for this Scenario are as follows:

- Take the religion with you; you're recognized as a priest/priestess of ninshu in future worlds, and the peaceful religion will have roots in future Jumps as well. You may toggle this option at the start of any given Jump, choosing between having it not present, having it present as a major religion (~20% of the population, comparable to modern day Islam), having it present as a much smaller, secret religion, or having it be a dead religion of which you are the only member. The religion's influence will likely vary depending on the settings of future Jumps, but should generally be considered comparable to other local religions of similar size. You may decide whether Ninshu is spread across the world or more localized in its practice at the start of the Jump.

- You also possess an incredible capacity for spreading peace and understanding across large populations, allowing you to end multigenerational feuds, ideological wars, and other large-scale or long-term conflicts.
- You can grant the power of chakra to the entire world through a relatively simple ritual, allowing people to use it for the principles of ninshu and improve their understanding of themselves and others. If you so choose, you may impose a limit on the chakra you grant, preventing it from being used for ninjutsu

TOURNAMENT ARC!

Right, let's get all this peace, understanding, and communication crap out of the way. This is a *shounen* Jump after all, which means one thing: fighting. And what better way to showcase your fighting prowess than with a grand tournament?

At any single point during your Jump, or at the end of your Jump, you may initiate this Scenario, which will see you placed in the Ultimate Naruto Fighting Tournament. Who else is participating, you ask?

Everyone.

Over the course of this tournament, you'll fight a one-on-one battle against every single character that has ever engaged in combat over the course of the entire Naruto series, in order from weakest to strongest. If a character shows significant growth over the course of the series, such as by gaining new techniques or achieving new power, then you will fight them multiple times over. Characters whose full strength depends on fighting alongside specific allies may be fought in one-on-many battles in addition to their own one-on-one battles. Injuries, resource expenditure, and exhaustion carries forwards between battles, though you will get a fifteen minute break (which you can skip if you don't need it) every five fights. You only get one chance at clearing the tournament, so make sure you're ready before you start it up.

Death in this tournament will not result in a Chain Failure, though it will mean you do not receive the Scenario rewards. Speaking of which, for emerging as the tournament's undisputed champion, you receive the following rewards:

- Firstly, when you fight alone against a single opponent in a one-on-one duel, the strength of all of your abilities skyrockets, increasing dozens of times over
- Secondly, your stamina and endurance are increased to the point of being functionally limitless. Your chakra and other energy pools refill impossibly quickly, and you can no longer become physically or mentally exhausted.
- Thirdly, you gain the ability to induce a similar consequence-free tournament once per Jump, in which you may fight every character from that Jump that has engaged

in combat over the course of the setting's history under the same rules as in the Scenario. Growth and development gained from this tournament will remain after it ends, but injuries, deaths, and loss of equipment will not.

The Curse of Hatred and the Will of Fire:

Throughout the ages, the children of the Sage of Six Paths, Indra and Asura, have reincarnated time and time again, with each incarnation coming into conflict over the ideal path to peace. But it seems the Sage had a third child, one whose most recent reincarnation...is you. Much like Indra and Asura, who believed the path to peace lay in power and love respectively, your ancestor had a philosophy of their own. Perhaps it was the same as one brother or the other, or perhaps it was an alternate road to peace. Regardless of the path you choose, whether it be Indra's philosophy of reaching peace through power, Asura's philosophy of doing so through love, or a path of your own choosing, you will clash with your fellow reincarnates, whose identities may vary depending on the Drawbacks you have taken, and must strive to reshape the shinobi world according to your inherited philosophy.

To clear this Scenario, you must achieve world peace. This peace must last at least ten years. There can still be incidental violence, ranging from petty crimes to the odd terrorist movement, but the nations and their general populace must be at peace and content with that peace. If you have not reached the start of the era of peace by the end of ten years, you may continue striving towards achieving it, for up to a century past the normal end of the Jump without Drawbacks. If the ten years of peace would take you beyond that limit, you may stay until you die, the era ends, or you reach a full ten years of peace. Should the peace end before those ten years are up, the Jump ends, and you fail the Scenario. Should you die outside the bounds you have set for your Jump while the era of peace is ongoing but has not yet reached a full ten years, time will continue in the Jump. If the peace lasts beyond your death for the remainder of the ten year requirement, the Scenario is still considered cleared. It is a powerful thing to create a peace that will last beyond your own era, after all.

For this achievement, you gain both the **Six Paths Yin Power** and the **Six Paths Yang Power**, symbolized by a sun and moon mark on your palms, though you may conceal these marks if you so choose. Individually, the Yang Power uses physical energy to control vitality, allowing the user to perform absurd acts of healing with a mere touch. Meanwhile, the Yin Power uses spiritual energy to control imagination, projecting ideas into physical forms. By infusing the Six Paths Power into your techniques, you can elevate them to greater heights, such as transforming Amaterasu into Hinokagutsuchi or turning a Rasengan into an Amenomihashira. But what they can do alone pales in comparison to the two Powers working in harmony.

- Combined, these Powers allow you to perform the **Six Paths - Chibaku Tensei** by touching the target with both hands. This ultimate sealing technique traps the target inside a moon-sized mass of stone and launches them into orbit. The only way to escape the seal is for the user (or someone with their powers) to summon the target out of the moon.
- Finally, using the Six Paths Power, you can perform the Sage of Six Paths' most vaunted technique: **Creation of All Things**. This almighty technique allows the user to turn ideas into reality and create life by using Yin Chakra to give ideas physical form and then using Yang Chakra to breathe vitality into those forms. This will initially be extremely taxing to perform, but as in all things, will become easier with practice and training.
- Along with those tremendous abilities, you receive one final boon. Prior to entering a new Jump, you may choose to designate yourself the reincarnation of a deceased individual from the setting. This doesn't necessarily grant extra powers beyond a natural affinity for some of the things they could do that were teachable, but it gives you memories stretching back dozens of generations, and could grant you some measure of influence in certain circles. Naturally, you can only be a reincarnation of someone who has already died by the time you enter the Jump in question.

Susanoo Customization

A section for customizing one's Susanoo, adding extra features or abilities. Requires Eternal Mangekyou Sharingan, obviously. As stated in the Eternal Mangekyou Sharingan's description, taking the EMS grants a 600 PP stipend to spend in this section only. As in previous sections, you may convert CP to PP at a ratio of 1:2.

Color: Canon Susanoo have either been blue, red, purple, or green, but you may choose any single color for yours. By paying **100 PP**, you may instead change its color at will, and have the option to make it multicolored or have different parts be different colors.

Development: The maturation of one's Susanoo proceeds normally over time, progressing from a simple defensive ribcage to the Skeletal Form, to the Humanoid Form, to the Armored Form, to the Complete Form. Your Susanoo will naturally follow this development path as you grow stronger, but if you'd like to skip ahead, you can do so for a fee. While each stage is tougher and more powerful than the one that precedes it, they also cost more chakra to use. Having access to the more advanced stages does not prevent you from using the lower ones. Note that purchasing a development level does not automatically grant you the chakra reserves required to activate it.

- Ribcage (Free)
- Skeletal (50 PP)

- Humanoid (100 PP)
- Armored (150 PP)
- Complete (300 PP)

Weapons: Every Susanoo has two arms in its Skeletal Form and four in its Humanoid or Armored Forms. Thus, you may select a number of weapons to arm your Susanoo with.

- Basic Weapons (Free): Your Susanoo starts with up to four basic weapons, which can range from swords to bows to spears. Every Susanoo has a sword, but the other three weapon types are up to you. Your Susanoo can manifest as many of each of your chosen weapons as it has hands.
- Yasaka Magatama (Free): Basically shuriken, but larger and far more powerful. Their size can be regulated to an extent, and they explode on impact
- Tsukumo (100 PP): A powerful needle barrage that can be fired from the Susanoo's ribcage or its weapons
- Kamui Shuriken (200 PP, requires at least one purchase of Kamui, free with both): Large shuriken that warp what they strike into Kamui's dimension
- Sword of Totsuka (400 PP): An ethereal weapon with an enchanted blade that, in addition to cutting normally, seals those it pierces, trapping them in a genjutsu-like world of drunken dreams. You can release those sealed within the sword at will if you choose to do so.
- Yata Mirror (400 PP): An enchanted shield that changes its Nature according to the attacks it receives, allowing it to perfectly negate any attack, whether it be spiritual or physical.
- Weapon Import (100/200/400 PP): Got a weapon you're pretty fond of? Want to add it to your Susanoo's arsenal? Well, for a small fee, you can do exactly that, adding a copy of one of your weapons to your Susanoo's toolkit. If it's a weapon that adheres to the setting's normal technology level (i.e. swords, spears, bows, etc.), then it costs 100 PP. If it's a weapon that goes beyond that level (i.e. guns, missile launchers, chainsaws, etc.), then it costs 200 PP. Finally, for 400 PP, you can give your Susanoo the ability to integrate weapons you give it, allowing you to continue to increase its arsenal over time. Imported weapons keep their special abilities, though their size may scale up proportionally, and may be merged together inside the Susanoo or kept separate. If you so choose, you may remove integrated weapons, returning them to their normal sizes. This perk may be purchased multiple times at the lower tiers. The special abilities of imported equipment benefit from the effects of Technique Conduit.

Special Properties:

- Technique Conduit (Free): Sasuke was able to use Chidori through his Susanoo's body rather than his own, increasing the attack's size and power. Madara used his Susanoo as a conduit for performing Tengai Shinsei to pull a pair of meteorites out of the sky. In a similar fashion, you are able to use your Susanoo as a conduit for

performing techniques, either to execute jutsu you would be unable to achieve on your own, or to enhance more basic techniques. Though this ability is free for all Susanoo, it cannot be accessed until you achieve the Humanoid stage. Post-Jump, you may use your Susanoo to perform and/or amplify any other of your abilities, even if they do not rely on chakra.

- Majestic Attire: Susanoo (Free): Utilizing shape transformation on the chakra that comprises your Susanoo, you can mold it into armor that can be worn by a sufficiently large ally, a summon, a ship, or anything similar. If you are a Jinchuuriki with access to a Tailed Beast transformation, you can wear the armor yourself. Though this ability is free for all Susanoo, it is not accessible until you achieve the Complete Body stage.
    - Majestic Attire: Compressed Form (100 PP): By focusing your chakra to perform a heightened form of shape transformation, you are able to manifest your Susanoo in the form of small-scale personal armor, rather than as the towering behemoth it normally is.
- Wings (Free/100 PP): Most Complete Body Susanoo transform their second pair of arms into wings that they can use to fly freely. While this ability is free, you may pay extra to have the option of having your wings without losing your Susanoo's second pair of arms
- Inhuman Form (100 PP): A standard Susanoo bears a humanoid appearance, culminating in a winged, tengu-like form. With this purchase, you may have your Susanoo take on a different form. Perhaps you'd like to run around in a towering dragon made of chakra? This can have a minor influence on its abilities, though nothing too extreme.
    - Shape Transformation: Freeform (400 PP): Or rather than having your Susanoo limited to one appearance, give it all of them! By applying shape transformation to the chakra that composes your Susanoo, you can alter its form on the fly, allowing you to give it an extra edge against your opponents.
- Natural Weapons (100 PP): With one purchase of this, you can add claws or horns to your Susanoo.
- More Arms (100+ PP): By default, a Susanoo can have a maximum of four arms, but yours seems to have more. For each purchase of this perk, your Susanoo can now manifest an additional pair of arms.
- Armor Import (100/400 PP): Import pre-existing armor into the Susanoo to grant it the armor's special properties. For 400 PP, you can give your Susanoo the ability to integrate armors and other protective clothing you give it, allowing you to further enhance its defensive power. Imported armors incorporate their special properties and abilities into the Susanoo. You may choose whether or not integrating new armors will alter the Susanoo's appearance, and can decide freely if it transforms when channeling different abilities or not. The aesthetics associated with this perk may be changed at any time. Imported armors keep their special abilities, though

their size may scale up proportionally, and may be merged together inside the Susanoo or kept separate. If you so choose, you may remove integrated armors, returning them to their normal sizes and appearances. This perk may be purchased multiple times at the lower tier. The special abilities of imported equipment benefit from the effects of Technique Conduit.

- Reduced Chakra Costs (50 PP): As befits its status as one of the world's most powerful techniques, Susanoo has incredibly prohibitive chakra costs, with even the lower stages feeling as though they cause pain in every cell of the user's body. Luckily, your Susanoo seems to be a bit more energy efficient, costing 15% less chakra to use than normal. This perk may be bought multiple times, to a maximum of six.
- Extra Big (200 PP): Hagoromo Otsutsuki's Susanoo was noted to be much larger than those from the modern era; where the average Complete Body Susanoo is comparable in height to an ordinary Tailed Beast, his stood similar in height to the Ten Tails itself. To be clear, ordinary Tailed Beasts are dwarfed by the Ten-Tails' *hands.* This increase in size is accompanied by a proportional increase in your Susanoo's durability and physical power. You also have the option of toggling this feature on and off if you want to manifest your Susanoo at the size of an ordinary Tailed Beast instead, retaining the enhancements to strength and toughness in both forms.
- Regenerating (200 PP): Ordinarily, a Susanoo is incapable of repairing itself when damaged. Instead, the user must either advance to a higher stage or deactivate and then reactivate the technique in order to return it to a pristine state. Luckily for you, your Susanoo no longer has this weakness, passively repairing any damage it takes by drawing on your chakra reserves to do so. You have the option of toggling this feature on and off if you want to conserve your chakra.
- Automatic Defense (100 PP): Rather than needing to consciously activate your Susanoo, the technique can activate on its own, shielding you from attacks that would otherwise injure you, even without your needing to be aware of the attacks themselves. It still takes chakra to use though, and you may toggle this ability on and off if you want to conserve your energy. It won't activate if you don't have enough chakra to support it, so you don't have to worry about this killing you with its energy demands.
- Flash Guard (100 PP): One of Susanoo's few weaknesses, aside from overwhelming force, is that it cannot protect the user from blinding lights and loud noises. Yours no longer has that vulnerability, with its body filtering any attacks on your vision or hearing down to tolerable levels.
- Inseparable (100 PP): You can no longer be physically dragged out of your Susanoo by attacks that slip past its defenses or manifest inside it.
- Senjutsu Susanoo (200 PP, Free with Sage Mode or Jugo Clan): The user mixes Senjutsu chakra with their Susanoo, enhancing its strength, durability, speed, and power. If you do not possess the Sage Mode perk or Jugo's Kekkei Genkai, your

Susanoo has the capacity to absorb natural energy and mix it with its own chakra body, giving it the effects of Sage Mode while the empowered state lasts. However, just as with accumulating natural energy for Sage Mode normally, the Susanoo must remain motionless in order to enter its senjutsu-enhanced state. If you receive this perk for free, you can use your Susanoo to absorb natural energy, or absorb it yourself and mix it with the construct's body.

- Tailed Beast Vessel (100 PP): The user's Susanoo can act as a vessel for sealing Tailed Beasts (or other entities) inside itself rather than using the Outer Statue or a Jinchuuriki. This can be used to tap into their chakra without the normal risks for doing so as a Jinchuuriki. You can use it as a focus for sealing juubi within yourself in the context of One Eyed Moon Jumper Scenario just as Gedo Mazou would be.
    - Indra Susanoo (Free, requires Juubi Jinchuuriki or Pseudo-Jinchuuriki for all nine Tailed Beasts): A powered-up state that increases Susanoo's attack power even further by drawing upon the chakra of all nine Tailed Beasts. The aesthetics of this mode are entirely up to you, including choosing for no change to occur at all.

Ending:

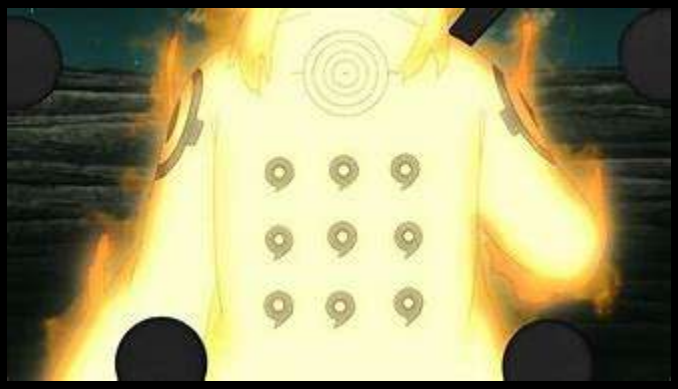
Return to your own village (Return Home): So you're done with the adventures throughout this world? I hope that you find peace after all the years of war and conflict, and, most of all, I hope you had fun!

The Infinite Dream (Stay): So you'd like to stay in the world you've helped to shape? To help make the stay even better take an extra 1000 CP to spend on anything else you'd like to gather for your stay.

The Adventure Continues (Move On): So you plan to continue on, chasing your own Nindo?! I hope you remember these years fondly and continue following your own path!

Notes:

Jinchūriki



For bijuu e.g. if you pick Kurama the jumper can choose for Kurama to be ripped out of Naruto and implanted into you. For free you can decide for everyone in Konoha to see it happen. Also, don't worry about them, the benefactor will make sure they won't die unless you want them to e.g. if you pick juubi you can decide which ones live. However, for those who want the canon characters to remain jinchuuriki they can choose for copies of the Bijuu to be created and implanted into you.

For the Juubi Jinchūriki you can choose for your benefactor to have created a juubi for you and implanted it inside you. Or you can have your benefactor rip out all the bijuu in canon instead but be warned that will affect canon.

Jinchūriki Transformations

This is done by Jinchūriki by tapping into the Bijuu's power , this is the first transformation. When activated the user is surrounded by a layer of red chakra that forms a red tail behind the user increasing the users strength,speed and healing the user also gains access to and can manipulate the Bijuu's chakra.

In this state the body changes slightly e.g. Naruto's eyes change colour, his pupils become slits and his nails and teeth elongate.

Version 2 a when the user is covered completely with red chakra looking less human this increases the users strength and speed. The number of tails behind the user is the exact number of the Bijuu. For further info go the wiki.

For Izanami go to the wiki for more info.

Partial Transformation

Another transformation that a Jinchuriki can access is a partial transformation into their tailed beast as it says this is partial meaning that either only parts of the jinchuriki are transformed e.g. one who has the eight tails can produce extra tentacles from their body. Or that the entire body has been transformed but they haven't taken on the form of the Bijuu. Either way, barring Shukaku's Jinchuuriki the transformations are composed of chakra.

Tailed Beast Mode

This form allows the jinchuuriki to transform into their tailed beast while retaining absolute control over themselves and with total access to the tailed beasts full strength and abilities. The jinchuuriki can also pass control over to the beast itself.

Nine-Tails Chakra Mode

Now, this form is different and can only be unlocked by those who have earned the friendship of the Nine Tails. Like all jinchuuriki transformations, this mode enhances the users physical abilities, with enough strength to one-shot weak opponents like White Zetsu, speed that rivals the likes of Fourth Raikage and durability to withstand attacks from the Juubi. Additional abilities include forming extra arms with chakra and sensing

negative emotions (If you opted to become the Nine Tails then you have access to this last ability outside of the chakra mode too).

Baryon Mode

Another transformation unique to Nine Tails and its jinchuuriki. In a process similar to nuclear fusion the beast and jinchuuriki's chakra are consumed to create a new type of energy. The resulting power boost is enough to surpass the physical abilities of a high-class Otsutsuki, as well as allowing it to drain enemies lifespan on contact. This comes at a great cost however as the mode is extremely unstable not allowing for any unnecessary movements lest the jinchuuriki risk being drained of their own lifespan and the bijuu being even more endangered since as a being made of chakra powering the transformations sucks at its very existence (If you opted to become the Nine Tails then you can still use this mode alone, but remember that now you endanger your life directly).