



By Redfire/Solidchaos085

Welcome, Jumper, to the Elemental Nations. Now check your expectations at the door, you're not here to get involved in the journey of a youth from village pariah to Hero of the World, nor are you here for his son's struggles against alien invaders. No, you've arrived here at a curious time, a time of unprecedented peace across the land, with the Five Great Ninja Villages of Kumo, Suna, Kiri, Iwa and Konoha all enjoying the friendliest relations ever after the end of the Fourth Shinobi War and the defeat of Kaguya.

Relations so close that they are not above hosting events and competitions not unlike the previous Chuunin Exams, but removing the risk of death from the participants, even allowing freshly graduated Genin to participate and prove themselves the strongest in the world. How do

they do this? With the advent of Virtual Reality Technology. Welcome to the Ninja World League. You will be staying here for the next year, and whether or not you get involved in the contest, take this and have fun in a stress free environment.

+1000cp

Location: Konohagakure- The site of the Ninja World League and various other contests. Test your strength and skills, Jumper. Or just enjoy living in this peaceful Ninja Village, controlled and protected by the Seventh Hokage, Naruto Uzumaki.

Origins:

Age: Roll 1d8+12. In this era of peace, training is more relaxed and less strenuous on the youth of the villages. As such, it's not unusual to see Genin the age that Naruto was in the Fourth War. You may select your gender freely.

Classes & Training: Any of these can be taken as Drop In. In this era of peace among the Shinobi Villages, you may hail from any village and your sudden appearance would not trigger as much alarm as it would have in the past.

Attack- Taijutsu. The bread and butter of any Shinobi worth their weight in the field. For you, however, it is like breathing. With time and effort, you can eventually stand shoulder to shoulder with the greats of this art, such as Maito Gai, Rock Lee or Neji Hyūga by favoring close quarters battles with your fists or close range ninjutsu.

Ranged- Ninjutsu. The most nebulous of the three main arts. You specialize in the use of long ranged attacks and the use of ninja tools. With time, you can eventually be compared to the likes of Deidara, Sasuke Uchiha, or even Itachi and Madara.

Defense- Not all ninjutsu or taijutsu are used for direct combat. In fact, you specialize in the use of arts focused around protection and defense, creating walls and barriers and misdirection with Earth, Water or various other ninja arts. You are still no slouch in physical and ranged combat, only falling short of the ranged or attack specialists in these areas. With time, you can find yourself compared to the likes of Gaara of the Sand, Zabuza Momochi or Hiruzen Sarutobi.

Healing- Quite possibly the most valued and under appreciated form of support in a ninja squad, the Medic, the Healer. You specialize in the healing aspect of ninja arts, and are the one who keeps your team alive in dire straits. You also know the human body better than others and know how to disable your enemies without causing them permanent damage for the sake of self defense. You also know the flow of chakra better than your peers as well, which can result in

some shocking power that your enemy cannot anticipate. With effort, you could find yourself standing shoulder to shoulder with the likes of Kabuto, Sakura Haruno or Lady Tsunade.

Perks:

General:

Academy Training (free for all)- You have all the basic skills of a fresh from the Academy Genin. This includes the bare basics of Taijutsu, knowledge of the basic three ninja arts of Kawareimi (Substitution), Bunshin (Clone), and Henge (Disguise). You are ripe for additional training from your assigned Sensei and part of a four man cell with them and two other Genin. As a bonus, I'll also throw in the Tree Climbing and Water Walking Jutsus to help you with the much needed mobility of the ninja lifestyle.

Chakra (free)- You won't be able to do much of anything in this world without this energy that exists in all living things. You start with an amount equal to that of Sasuke Uchiha as of the Forest of Death in the Chuunin Exams. This can be trained up with no upper limits.

Professional (-100cp)- You are conditioned to accept what comes at you, Jumper. You have a calmness about you that many would mistaken for a lack of emotion, this is not so. You are fully capable of showing emotion, but in dire circumstances, you are as cool and collected as a veteran Shinobi of thousands of battles. Emotions and fear will never corrupt your thinking unless you allow it.

You Gotta Want It! (-100cp)- All those hand signs, all that memorization and training and chakra control can really wear down on your motivation. Not to worry! With this, you will find yourself consistently motivated to keep up your training routines and focus on learning while enjoying yourself. It really wouldn't do you any good to fall behind someone who really puts their all into their training. Be an overachiever, be a Genius of Hard Work!

Ninja Craftsman (-100cp)- It's rather uncommon for ninja to make their own tools, but you are one who takes pride in such things. You are adept at creating tools that can last for long periods of time, ranging from wires to tessen to kusarigama, to the simple things such as shuriken and kunai. With practice and effort, you can eventually make weapons comparable to the Seven Swords of the Mist, if not specially enchanted with seals.

- (-200cp)- In addition to traditional tools, you also developed a scientific bent towards craftsmanship, able to make scientific tools. Right now, it's only basic one off items like wrist mounted jutsu launchers using elemental seals. Keep at it and the skies are the limit and you can even make fully functioning prosthetics for certain one armed Kages.
- (-500cp)- With knowledge of weapons seals, you can make weapons equal to the likes of Samehada, the Dragon Blade and so on. With time and research, you can even make

tools on the same level as what Hagoromo created in Legendary items such as the Basho Fan.

Attractive (-100cp)- Everyone in this world is some measure of gorgeous or cute, and now you're no different. Whether you share the chubby charm of an Akimichi, the graceful beauty of a Hyuga or Uchiha, or just plain luck in good looks like Ino Yamanaka, you are a solid 11 on a scale of 1 to 10. You are going to turn heads, Jumper.

Presence (-100cp)- There's something about your presence that is very calming and welcoming. It draws people to you, and you find that some things in life are a little easier because people like you naturally, however much of a difference it makes. People are more willing to help you when you are lost, give you directions or just provide assistance when least expected, if not just give you the time of day when they might have overlooked anyone else.

Chakra Nature Affinity (-200cp; First Free)- Chakra is a strange thing, allowing wielders to perform fantastical feats that border on magic. All who use it possess a strong affinity towards one type of Nature Release over others, creating elemental effects or otherwise. Pick one upon purchase: Fire, Wind, Lightning, Earth, Water. Use of this element is much more natural to you and tends to be more powerful as a result. You are not restricted to this element alone, but it does come to you easier than the others. May be purchased multiple times.

Boruto's Luck (-200cp)- Not what you're thinking, but what if I told you at one point he and Sasuke went into the past and met his father, mother and "Uncle" Neji during the time Jiraiya was training Naruto? Nothing but sheer luck (and Uchiha plot armor) kept him from accidentally retgonning himself and now you have that same protection. If someone were to meddle in the past in any way to affect you, it just doesn't take.

Doukagan (-400cp)- Well, this is curious. Officially this clan doujutsu doesn't exist, as it is little more than a poor man's Sharingan. Manifesting as a black iris with a silvery, constantly swirling pupil, the Doukagan allows the user to see chakra in a manner similar to the Sharingan and have a small measure of high speed sight, able to almost predict the opponent's attacks. This ability to see chakra also makes it easier for the user to see through Genjutsu. Unfortunately, that's where the similarities end. Whereas the Sharingan is capable of perfectly memorizing and even copying a Jutsu witnessed on the spot, the Doukagan memorizes the movements of chakra when it is molded and used in techniques. This assimilation only lasts for two weeks, at which point the knowledge is lost unless the wielder commits it to memory via training.

The original owners of this doujutsu was known as the Fujiwara Clan. It has no higher stages. Although... Since you are paying for this and it has no techniques for itself... for an extra 200cp, I'll throw in the ability to continue to assimilate techniques and even spells for you to learn post jump, provided you have the capacity to use what you're assimilating.

Kekkei Genkai (-400cp)- I'm sure you will notice a distinct lack of support for other bloodlines in this document as you go on. Fret not, I'm not going to leave anything not an eye ability to gather

dust. For a flat fee, you are free to select any non-filler bloodline not already present in this document and you may purchase this multiple times for multiple bloodlines.

Promising Pupil (-400cp)- You have a certain air about you, Jumper. This air just seems to scream “teach me” and it has a number of people interested in doing just that. You’ll find it much easier to find a Master to train you in their various arts, even the ones that normally wouldn’t take such pupils. They’ll teach you some of their mainstay abilities after you prove yourself, but it will take some time to build trust in order for them to divulge things like clan secrets.

Obligatory “Immune to Genjutsu” Perk (-600cp)- Just a friendly reminder. This is still the Elemental Nations and while it seems unlikely, Genjutsu does still work on the victims whilst inside the simulations. Your mind is a vulnerable thing (usually, I won’t judge if you already have one of these), so protecting it is a very important thing so you don’t get confused and hurt those you care about. With this, your senses are immune to alteration via the manipulation of chakra or other sources and your mind will always be your own, for better or worse.

Kaigan (-600cp)- Well, well. I hope you’re a member of Kumogakure, because they would be very interested in you for having this. It’s no secret that Kumo has tried many times to secure the Byakugan from Konoha and fail, but what isn’t known is that this technique was developed not only as a counter to the Byakugan, but also the Sharingan. Upon activating this jutsu, the sclera of the eye turns completely red, the user’s iris becomes completely black with a white pupil.

While in this state, the user’s eye has been known to strike fear into anyone who sees it, but it also comes with tangible benefits: It allows the user to see a few seconds into the future, not unlike the Sharingan allowing the user to predict their opponent’s movements, but much more successfully. It also allows the user to almost see the invisible and keep track of high speed targets. Finally it allows the user to see in the dark and even through Genjutsu. This is without the ability to see chakra as the Sharingan or Byakugan. Normally, any who use this suffer extreme drain due to the unnatural use of chakra and suffer draining of their mental faculties to the point of insanity, but since you paid for this? I’m not only going to wave the insanity part, but I’m also going to turn this from a technique into a proper bloodline, just for you, complete with a natural chakra flow.

Again, don’t let Kumogakure know you have this, as it was officially sealed away before the Fourth Shinobi War as part of the “peace treaty” following the Third.

Chakra Transferal (-600cp)- You have an interesting talent, the talent to bestow chakra upon others to replenish their stores. This is a gift if you have plenty to spare, as it can keep others in the fight when they would otherwise be running on empty. This may seem pricey for what it does, which is why it has a secondary effect: If used on someone without a chakra pool, this has the effect of causing them to develop a chakra network in a scant few days, giving them a starting pool equal to Sakura during the Bell Test. If you have an ability similar to Naruto’s Nine

Tails Chakra Cloak or the Tenseigan Chakra Cloak, you share this power with them as well as long as it is active.

Glitch (-600cp)- Well, this is most curious. It seems your body has fully adapted to the use of VR simulations to the point that anything you learn in said simulations apply to your flesh and blood body. Whether this is a new bloodline that showed itself after the Fourth Shinobi War and the advent of such technology or just the nature of your status as a jumper, you have gained the capacity to learn **anything**. If you train in VR form, any benefits you would have gained apply to your true form. And yet, you can also learn from others directly, but finding a master willing to teach you their deepest secrets would be a challenge in and of itself. You can even learn the bloodlines and genetic abilities of others, should they be willing to teach you.

You may discount this perk if you take it with “You Die in the Simulation, You Die for Real”.

Attack:

Shinobi Lesson #1 Taijutsu (-100cp)- Choose from the following: Goken (Lee/Gai’s fighting style), Jyuken (Hyūga style), Kenjutsu (sword style). You are as skilled in your chosen style as Sasuke was during the Bell Test, when he forced Kakashi to pay attention, but not enough to resort to his Sharingan. This may be selected multiple times for each style.

Power of Youth! (-200cp)- The results of hard work, you are now an equal to Rock Lee at the time of his mission in assisting with the rescue of the Kazekage, Gaara, from Akatsuki. You are similarly skilled in the use of close range ninja arts, similar to Kakashi’s Raikiri or Naruto’s Rasengan, always finding chances to prepare and utilize them in the most unlikely conditions.

An Opponent Beyond You (-400cp)- There is hard work, and then there is being a genius. You are now the equivalent to Kakashi Hatake before the conclusion of the Fourth Shinobi War and your ability to blend taijutsu into your ninjutsu is nothing short of amazing. Your speed is similarly remarkable, to the point where one might mistake you for the next coming of the Yellow Flash, Minato Namikaze.

Konoha’s Green Beast (-600cp)- You are as skilled as Maito Gai in the Fourth War, when he fought and nearly killed Madara Uchiha after he became the Ten Tailed Jinchuuriki. You also gain access to the Eight Gates to have the power to match. Unfortunately, outside of the simulations, you can only safely use them at their fullest once per jump without risk of death. After this one use, you can be healed to functionality again, but the next use of the Eighth Gate will surely kill you without divine intervention.

Rinnegan (-800cp; Requires Konoha’s Green Beast)- How did I acquire these? Best to not ask questions, Jumper. The God’s Eyes were thought lost with the death of Nagato Uzumaki before resurfacing in the possession of Sasuke, the latest reincarnation of Indra. Regardless, as you are paying a premium for these eyes, you possess all of the known arts used by Pein and his

various copies. With time and a teacher you could learn how to do anything that either Madara Uchiha or Hagaromo Otsutsuki could perform.

Ranged:

Bukijutsu Novice (-100cp)- You are practiced in the use of ranged Bukijutsu, revolving around shuriken and kunai throwing, on the same level as Sasuke Uchiha, who could hit the head of a jounin (even if the Jounin was a clone) from several tens of feet away with unerring accuracy. What's more, your chakra levels and knowledge of elemental ninja arts are comparable to him at that same point in the Bell Test, able to use higher class ninjutsu that most Genin aren't developed enough to actually know, let alone use. This comes with your chosen Village's variant of the Fireball Jutsu, and with practice, you can swap between elements.

Shinobi Lesson #3, Ninjutsu (-200cp)- Your skill is approaching the level of specialists, such as one Tenten of Konohagakure. You gain the knowledge of making seals to contain weapons of all types and can release them in swarms all at once to rain steel on your opponents. And your skill in the ninja arts is also on the level of specialists like Temari, who could easily deflect said swarms with Wind Jutsu that she could control the intensity of. You are similarly practiced in your chosen arts that you can shape and direct your attacks in ways that border on the absurd, controlling the battlefield freely.

Art is a Blast (-400cp)- You are comparable to one Haku, who, at blinding speeds, was able to hit the precise points on a victim's body to render them temporarily dead without permanent damage. You are now capable of similar feats, having grown familiar with the vital points of the human body. What's more, you have chakra levels to maintain long ranged combat using purely ninja arts in prolonged combat as long as one Deidara of Akatsuki, who was specialized in such approaches.

Uchiha Scion (-600cp)- You now possess a skill with ninja tools and ranged combat on the level of Itachi Uchiha, who was heralded as a genius among the clan in the art of shurikenjutsu before he killed the entire clan.. What's more, your talent for long range ninja arts are on the same level as one Madara Uchiha before his final battle with the First Hokage. You also gain access to the Sharingan at the basic level, complete with knowledge of the Eye of Hypnosis, Eye of Insight, and the Jutsus Izanami and Izanagi. Be warned, use of the latter two will result in your eyes going blind. Post jump, any vision you lost will return, and you may use outside sources to restore your sight, but your Sharingan will not regain its light until the end of the jump or 10 years have passed, whichever comes first.

Mangekyou Sharingan (-800cp; Requires Uchiha Scion)- I'm sure you were aware of the existence of this higher power among the Uchiha, Jumper. Fret not, for the effort you went to get to this point, I will award you with the awakened power of the Eternal Mangekyou, so you need not fear losing your sight when using these powerful eyes. In addition to your own Susanoo (weapons and color are yours to decide, though it will merely be a rib cage until you train it further), you will also acquire two Jutsu unique to yourself: Kuraokami and Kamimusubi. The

former allows you to unleash a blue white flame that siphons heat from those it touches and stores the heat in your opposite eye, which you can then unleash in a piercing lance of flame that, with enough heat stored, could punch through any obstacle.

Kamimusubi is a Genjutsu that implants you into the memories of your victim, making you an invaluable ally and friend in their eyes. You will also gain insight as to the nature of this relationship so you will not be thrown off guard by your “friend” citing something you’d have had no way of knowing. It is possible to throw off this Genjutsu, but the sheer falsehood of fabricated memories can still cause an existential crisis for the victim.

There are other Jutsu tied to the Mangekyou Sharingan, jumper. It will be possible to acquire them, but you must find a willing teacher to show you.

Defense:

Read Underneath the Underneath (-100cp)- In terms of deception and stall tactics, you are on par with one Kakashi Hatake in his younger years, and your skill with jutsu is reflected as such. Your barriers and domes are capable of shrugging off even an Uchiha Fireball jutsu. You are also adept in the use of taijutsu to defend yourself better than most, almost as though you can see the enemy’s movements before they can connect.

#1 Unpredictable Ninja (-200cp)- Your talent for stalling and pure deception arts are now comparable to Naruto at the time of the Chuunin Exams, able to misdirect people with masterful use of clones, both solid and illusionary. You gain access to the Kage Bunshin Jutsu and the strength of your Walls and Barriers are now comparable to Jirobo of the Sound Four, able to hold an entire opposing team with little effort.

Demon Hiding in the Mist (-400cp)- Your skill is now comparable to the Hyuga, both in taijutsu and your ability to strike enemies to disable them momentarily. What’s more, your ability to stall the enemy is now comparable to one Zabuza Momochi, whom’s Hidden Mist Jutsu could stall an entire army while he and his allies killed all within it.

The Lord First (-600cp)- Few were able to match the defensive power of the Wood Release of Hashirama Senju, but now you are such a one. All of your defensive ninja arts are powerful enough to contend with the might of a berserk Nine Tailed Fox at the time of the battle between Madara and the First Hokage after the founding of Konohagakure. You may take your pick of the following: Mastery of Iron Sand Manipulation or Wood Release (and the ability to use it) or Ice Release (and the ability to use it) or acquire the Byakugan, giving you a near perfect 360 view around your person.

Tenseigan (-800cp; Requires The Lord First w/Byakugan)- This is a treat, Jumper. Normally I wouldn’t allow the existence of this without the presence of an Otsutsuki, but for the time and price you’ve invested? I’m willing to ignore that and grant you the upgrade to the Byakugan, complete with the Chakra Cloak that is comparable to Naruto in his Nine Tails Cloak. What’s

more, I'll also throw in Ten Truth Seeking Orbs and all they can do. Between the cloak and the orbs, there is very little that can get through your defenses, short of the mightiest attacks from the mightiest ninja in the world.

Healing:

The Most Important Role in the Team (-100cp)- Often underestimated, Medical Arts aren't nearly as appreciated as they should be. You, however, have gotten over the hang ups of being flashy for the sake of being helpful to the team by keeping them alive. You have an understanding of salves and basic medical ninjutsu on par with Sarada Uchiha when she started learning from her mother.

Shannaro! (-200cp)- An important aspect of using medical arts is known the flow of chakra to encourage faster healing, but it can also be used as a personal weapon. Like one Sakura Haruno, you have a talent for controlling your chakra to create monstrous feats of strength that can give even the likes of Kakashi pause. In addition, your knowledge of seals have extended into the nonlethal variety, knowing how to make seals that can drain chakra, paralyze or even put others to sleep.

Sage (-400cp)- Your knowledge of the medical arts now borders on applying sheer regeneration on others, like Kabuto himself has mastered and Tsunade copied. With this knowledge, you have learned how to store chakra into a seal planted in your forehead, which you can release to drastically increase your healing factor. Don't worry, this will not cause you to age prematurely, and you can even use this stored chakra on others. What's more, I'll even give you an amount of starting chakra for that seal equal to what Sakura herself had during the Fourth Shinobi War when she used Mitotic Regeneration. And as a bonus, you are also practiced in the art of Sage Mode, for whatever form of summoning contract you may take (see items below).

The Slug Princess (-600cp)- Like the Fifth Hokage, Tsunade, your skill in the medical arts are completely without equal. Your talent is so great that, if you can reach a person who is on the brink of death and start caring for them, there is no chance of them dying as you treat them, and their suffering ceases as your presence seems to wash away their pain. What's more, there is no poison or disease or illness you cannot cure with naught but a few hours of research. Your skill with Fuinjutsu/Sealing Arts are nothing short of remarkable too, comparable to those of the Second Hokage, Tobirama. You are at the point where anything you place a seal on will never see that seal weaken for as long as you are alive. What's more, your chakra control has only increased from "Shannaro" to match the sheer strength of Tsunade herself.

Uzumaki (-800cp; Requires The Slug Princess)- It seems there were still more survivors. You are a member of the long dead Uzumaki Clan of the Whirlpool Village, just like the Seventh Hokage himself and his mother before him. Your innate talent with Fuinjutsu is now peerless, as you can create seals on the fly with little more than just an application of chakra and a bit of imagination. On top of that, your chakra levels and life force are now equal to the Seventh's without the Nine Tailed Fox's support. Finally, you know how to use the clan's Adamantine

Chains, which are powerful enough to contain and seal the strength of a beast as powerful as Kurama when used by Naruto's mother when she was at Death's Door. Hair color may be changed to red at your convenience at the start of every jump.

Items

(No origin discounts. Gain any two discounts of your choice, with exceptions. Items discounted from 100cp are free):

VR Avatar (free)- You can't very well participate in the Ninja World League without this. This card contains your personal data to transfer into a digital avatar, perfectly resembling you as you are, but you can also alter its appearance to whatever you please with ease. This Avatar has all of your abilities, both in jump and out. As mentioned before, you are fully capable of learning from Masters in this form using the safe environments of the simulators used in the various villages, and what you've learned is retained in your avatar. It is fully capable of learning bloodlines and some Sensei are willing to share how to use it because it wouldn't be usable in the real world, so be mindful of tricking yourself into thinking you can use the Byakugan when you actually can't.

In this digital avatar state, any abilities you learn are usable against targets they normally would have no effect on, such as Genjutsu on AI opponents, or medical ninjutsu on damaged bits of code. Just beware when learning normal Jutsu: you may retain what you learned in the real world, but your body will likely lack the capacity to use it without proper training.

In future jumps, this avatar is usable in settings where viable, such as the Net in Shadowrun or Sword Art Online, or even as a Net Navi in MegaMan Battle Network. Please note, that any skills you pick up as an Avatar cannot be used by your real body unless you have the capacity for them (such as Conqueror's Haki, but you lack a perk to give you the potential).

Nor can you acquire skills from games you've made yourself or had any influence in the creation of. Don't make me bonk you, because I will.

Ninja Wardrobe (free for all)- Can't very well have you running around naked, now can I? I have generously opted to throw in all of the clothes you can find in the game, which all grant their bonuses when used on your avatar in the simulations, besides being stylish in their own ways. For an extra 100cp, these bonuses can also apply to your flesh and blood body, ranging from taking less damage from ninjutsu, to having more health to *you* dealing more damage with ninjutsu. Post jump, anything that specifies ninjutsu includes a general blanket coverage for magic and other similar sources.

Ninja Tools (free for all)- The basic tools of a ninja, ranging from wires, to shuriken, to kunai. Everyone starts with these and they replenish everything you spent at the end of each day. Comes in either a leg holster or a fanny pack. Each Origin comes with their own extra tools:

-Attack: Your choice of sword or knuckle blades or armored gloves.

- Range: a pair of short blades for defense in close quarters
- Defense: A choice between a large sword, similar to Kisame or Zabuza, or Tessen Fan.
- Healer: Senbon for precise strikes on victims' vitals as well as a bundle of seals, ranging from paralysis to exploding.

You may spend 50cp to buy a set of extra tools from an origin not your own.

Ninja Rank (varies)- As a Shinobi of your village, you have some amount of standing based on your rank. By default (and for free), you're considered a freshly graduated Genin who takes on the most menial of missions, but still treated fairly and with respect among the other ninja in your village. For 100cp, you are instead a Chuunin, one who has passed the Exams and can be counted as a potential leader for a small squad. You get more dangerous missions and earn a more respectable income. For an additional 200cp, you are instead a Jounin, a member of the elite among your village and highly regarded within it. You can tackle the most dangerous missions and gain the freedom to operate without a team, but are also one of the first in line to be assigned a team of your own to lead and train.

Post jump, this rank and authority follows you and grants you respect and authority in your future homes and nations. For example, a Chuunin would be the equivalent to a ranking officer, while a Jounin would be an elite among the military (akin to an N7 in Mass Effect).

Naruto Collection (-100cp)- This purchase contains the entire Naruto franchise, ranging from manga, to anime, to video games and all other merchandise. If taken with "Welcome Back", this includes a separate edition involving your own adventures in this world. Feel free to show off to the kids.

Dosh (-100cp)- Just because you're here for a year doesn't mean you won't need an income to survive on, if you're not going on missions and the like. You gain a trust fund that pays the equivalent to \$100,000 per year in the currency of whatever location you're in at a given time. No one will question it. For additional purchases, you may add an additional zero to the fund.

Chakra Paper (-200cp)- You hold in your hands a piece of the First Hokage, Jumper. Hope you're not squeamish. By focusing chakra into these scraps of paper, you may discover what Nature Transformation/Affinity you or others possess. Split in two? Wind. Soggy? Water. Ignited? Fire. Crumble? Lightning. Dusted? Earth. On it's own, it's not going to be very useful, so... Since you're paying for this, I'm going to throw in a bonus effect: When someone who has a Nature Affinity known uses this, they may, once per jump, either gain a second affinity of their choice, or replace an existing one. No one may have more than two affinities at a given time, even if they are not restricted from learning jutsu of all Transformations. If someone has more than two already (rare as they are), they may only change affinities.

Scientific Ninja Tool: Teleporting Kunai (-200cp)- Well, this is a curious thing, Jumper. Officially this does not exist, but you hold in your hands a prototype weapon based on the Flying Thunder God Seal used by the Fourth Hokage. It was never clear how he used the seals, so this is an

imperfect copy that lets you throw the kunai once and use the seal hidden within to teleport directly to its location, burning the seal in the process. A new seal will be refreshed in the kunai one hour after use. You may purchase additional kunai at a rate one per +50cp.

Any kunai lost or destroyed will return to you the next day. And in the event that you teleport somewhere that is too small for you to fit, you will end up in the closest safe location.

Note: The Flying Thunder God Seal was not actually teleportation as much as sheer speed, this kunai is actual teleportation technology, coming with a linked armlet that the kunai are keyed to. Can also be used to summon one to your hand for instant use and defense.

Scientific Ninja Tools, melee (-200cp)- This is a marvel of chakra based technology, Jumper. What you hold in your hands is a weapon that resonates with chakra to create an effect depending on the weapon you are using. These tend to be bladed weapons to find their blades' length extended to throw off enemy expectations, and that's before applying any jutsu to deal any more damage, or they can be claws attached to your fists that allow you to recreate the Inuzuka Fang over Fang jutsu. Speaking of, the weapons tend to be more responsive to said jutsus that can be applied to weapons directly, if not just applying Nature Transformations to them for elemental effects. Comes in the form of claws, scythes, or knuckle blades. May be purchased multiple times.

Summoning Contract (-400cp; free w/Sage)- You're in luck, Jumper. I managed to convince one of the animal realms to agree to form a contract with you! Pick anything within the realm of possibility, between dogs, cats, snakes, slugs, toads, hawks and anything in between. You have a contract with this animal type and even normal animals of this variety are more agreeable to you.

For an extra undiscounted 200cp, this contract comes with a willingness to teach you the art of the Sage, though you still need to actually visit their realm and learn it directly.

Ninjutsu Library (-600cp; no discount)- This comprehensive Library contains every single Jutsu known all over the world, at least, the ones not protected by the clans. By purchasing this, you get this warehouse attachment and everything contained within. Besides being a library, it also contains lists of various masters across history, which can be uploaded into a village simulator. This allows you to meet people lost by the time you arrive, such as Itachi Uchiha or Pein, who would be willing to share their arts and knowledge with you.

In future jumps, this database will expand over time to include other forms of knowledge and skill, such as magic or fighting styles through the various masters available. The most readily available arts being added earliest, but the most secretive ones only being added towards the end of your stay. This similarly adds more potential Masters for you to learn from.

VR Simulator (-600cp; no discount)- Well, it seems you've gotten your own copy of the simulation center that Konohagakure had made famous, jumper. Attached to your warehouse is

a doorway that leads into a training area that can simulate any location you've personally been to and recreate any fights that are programmed into it. A task simply accomplished by loading a source of said fight into the device. Any training you do in this room will result in double the progress you would normally get.

Post jump, this recreation feature extends to all forms of data you load into it: manga, anime, movies, etc. If it exists in media form and you possess it, you can load it up.

Village (-600cp)- Your very own ninja village, Jumper. Or at least, the potential for one. This purchase will give you a starting village in a theme of your choice (hidden in leaves, clouds, reefs, whatever makes sense), but it has little starting military outside of an untrained militia and several Genin quality shinobi, certainly no high caliber ninja like you'd find in Konoha. All of your villagers have the capacity to use chakra, but need guidance and training. If you open an Academy to start training them, either yourself or through companions, you can start turning this into something great. With time, your village has the potential to rival the strength of one of the Five Major Villages. The village and inhabitants follow to future jumps, as either a warehouse attachment or to be implanted into whatever world you are in. The aesthetics of the village adapt to the jump in question, so as to not stand out, and you will still find people looking to give your village work as ninja and no one will find it strange, to keep your village afloat with income. Any changes and upgrades you make to the village carry over to all future jumps as well.

Companions:

Your Team (free)- Whether this is the team you were assigned as a Genin or a group of friends that you picked up for the sake of competing in the Ninja League, this band of three work with you to round out the standard Four Man Cells of the Villages. You may either create new allies or import old friends into this role, each one gaining 800cp and, if you did not take Jounin, one of them may take it for free to serve as your sensei, though it does not retain the post jump benefit unless paid for.

Standard Import (-50cp each)- Just having your own team not enough, huh? Okay, for a nominal fee, you can import additional companions who gain a class of their choice and 600cp to work with. For 200cp, you get a full extra 8 bodies, either old friends or new faces you create.

Village Fit For A Kage (-400cp)- Okay, not an actual village, but this jump can only be more fun with more familiar faces, right? Import **all** of your companions. They get a class of their choice and 600cp to spend on the rest.

Canon Characters (varies)- Looking to bring someone with you when you're done here? You can do so for free, though this purchase will at least guarantee that anyone you pay for will interact with you a lot more than normal, giving you more chances to convince them to join you. For 50cp, you can apply this to virtually anyone short of a Jinchuuriki (current or former), or Naruto and Sasuke. Jinchuuriki, Naruto and Sasuke are worth 100cp.

Drawbacks:

(Limit +1200cp; additional drawbacks may be taken for no points):

“Welcome Back” (+0cp)- As they said, welcome back, Jumper. This clearly isn’t your first time in this world and your old friends are happy to see you again. The state of the world is largely what you left it in last, though if the nations weren’t at peace back then, they are now. Best not think about how your presence might have prevented that. Regardless, ignore your starting village and age roll, as you are now where you were when you left this world. Go and mingle, Jumper. You’ve earned this rest with your old companions, and deserve a chance to bring them along if they didn’t before.

“Plot? What Plot? Boruto? Never heard of it” (+0cp)- You’re just here to make friends and have fun in the Ninja World League. Your stay has been extended to ten years to truly appreciate the peace. Nothing that happens outside of this game will occur in the Boruto franchise. No Otsutsuki, no surprise returns from the dead. No time travel plots.

“Oh. That Plot.” (+100cp)- Well, you’re giving up your free time to get caught up in the plot of Boruto. Good luck, Jumper. I heard it’s a clusterfuck. As above, you’ll be here for ten years now.

Hackers. Hackers Everywhere. (+100cp)- It’s always a thing when technology is involved, isn’t it? There will always be someone looking for a way to break the system for their own benefit and the Ninja League VR Simulations are no different. Once every three or so matches in any simulation, you will find someone cheating the system with infinite chakra or zero cooldown for their abilities. Fortunately, they’re bad at what they do, as they needed to cheat in the first place. If taken with “I Will Win the Ninja World League, Believe It!”, any losses in these matches will never count against you, but it will still be annoying to deal with. The cheaters will also be disqualified and have their ranks at the time stripped until further notice.

For an additional +300cp, these cheaters are also dangerously competent and will be a much greater challenge to win against. And these cheaters are less likely to be caught if taken with “I Will Win the Ninja World League, Believe It!” so you will have to work for your wins, Jumper.

Weirdest Filler Yet (+100cp; +200cp if not Drop In)- And given the universe, that’s quite the statement. It seems you will be caught up in the same accident that Sasuke and Boruto will be, the accident that sends you into the past of this world, to the time frame where Jiraiya was training Naruto after Sasuke left the village. This will end up little more than an inconvenience to you, as you will need to actively ensure that you don’t cause any retcons or mishaps that typically come with time travel nonsense. This is especially dangerous if you are not a Drop In, as you risk retgonning yourself.

If taken with “Welcome Back”, you are not allowed to teach your past self anything they would not have learned on their own, but they are also unlikely to be bothered by your presence. Also, you are not allowed to spoil future jumps, as Jump-Chan has no time to deal with your timey wimey nonsense.

“As Long As Humanity Exists, Hate Will Also Exist” (+400cp)- Pein was right. It seems that, despite the best efforts of the Five Kage, outside forces have undermined the peace of the world that Naruto fought so hard for. Tensions are right back to where they were before, everyone is secretive again, and all out war is on the horizon. Beware Jumper, you asked for this.

“Obligatory Power Loss” (+400cp)- You knew it would be here, Jumper. If you wish the added challenge, you may leave behind your extraordinary powers until the end of the jump and rely solely on your warehouse and in jump purchases. If you want only +200cp, you can have your powers not work in simulations only. For +600cp, you cannot even access your warehouse in addition to having only your purchases here.

“I Will Win the Ninja World League, Believe It!” (+600cp)- It seems you have a spirit, Jumper. If you had plans to sit out of the competition and just enjoy yourself, now you are compelled to participate in the League. What’s more, you are in it to win it. If you don’t finish the competition by the end of the year as the clear winner, then this will end your chain. And the competition comes from all skill levels, ranging from Academy Students to even Kage, so it will not be easy. Remember, you’re giving up your free time for this, make it count.

Cannot be taken with “As Long As Humanity Exists, Hate Will Also Exist” as the growing conflict puts an end to the Ninja World League.

“You Die in the Simulation, You Die for Real” (+600cp)- Oh dear, it seems you are suffering a severe reaction to the simulators, Jumper. Something about your true nature conflicts with the systems and safety measures in place, and now your life is directly linked to that of your avatar in the simulators. If your Avatar dies in the games or training, then you also die. I should express, Jumper, that these simulations are on the same level as the battles and conflicts that Naruto directly experienced in his life. It’s **very common** to die and respawn in the Ninja Leagues. Now you only have one life to live. I strongly suggest you protect it. If taken with “I Will Win the Ninja World League, Believe It!”, neither are counted against the drawback limit.

1-ups do not function if you die in the simulations. They work as normal if you die outside of the simulation.

Scenario: “What Everyone Actually Wanted” (requires “Obligatory Power Loss” for at least +400cp)- Let me tell you a story, Jumper. A story about this game that this very jump is derived from. When people learned about a Naruto game with the ability to create your own Ninja, they hoped it would be a game that allowed you to experience the story alongside the main cast. Disappointment was had when it was an online battle arena. But now you get to experience what everyone wanted: ignore your starting village and age roll, you are now a ninja of Konohagakure, newly assigned to any of the teams of Naruto’s generation as a fourth Genin, or even one of your own, at age 12. What’s more, all those perks you took here? You have to work to earn them. Don’t worry, as I will ensure the opportunity to learn will come to you, but you have

to recognize it and grasp it yourself. You are starting at the same level as Sasuke when he first was assigned to Team 7. You get to retain your base training perks for your class.

Don't worry, if you took the Mangekyou Sharingan, I won't make you kill anyone you know to unlock it. You just get it by training with Kakashi and he remembers he has it. Nor will you have to jump through any special hoops to gain your Tenseigan or Rinnegan, it will merely take time to master the abilities you would have normally started with. Don't expect that chakra cloak to last long without the chakra levels to maintain it.

Your goal, Jumper, is to see the plot of Naruto through to the end. Even if you prevent some aspect of it, there will be no stopping the Konoha Crush (if you kill Orochimaru, he will be back in time for the Crush, being revived from one of the Curse Marks he spread around), the Fourth Shinobi War, Madara or Kaguya and everything in between. You must contribute to the success of Naruto bringing peace to the world, and if you're not part of his team, then your team will be assigned to the same missions, but you will find the challenge increased to match the number of bodies.

There is wiggle room in how the events come to pass. For instance, Sasuke is not required to leave the village, but he will still need the training for the battles with Akatsuki. Itachi is not required to die, if you can save him, but it may prevent Sasuke from unlocking his Mangekyou Sharingan. Meddling in the past has consequences, Jumper. Be prepared.

If you succeed, you will be free to bring all five of the major Ninja Villages with you as part of your warehouse, to be planted into future jumps. They will always be loyal friends to each other and you. And you will find that all of your colleagues will be auto imported and their power scaled to the setting you bring them to.

If taken with "Oh. That Plot.", you are here for the long haul, carrying on through the Boruto plot with the extra addendum of making sure none of your old friends or allies die, including Naruto and Sasuke.

If taken with Weirdest Filler Ever, well... it seems your arrival has triggered a time flux that pulled Boruto and Sarada into the past. Due to the mishap, Jump-Chan filled them in on the situation and they are willing to cooperate with you, if only to see their parents when they were children as well. You will automatically form a team with them and be assigned to Kakashi along with Team 7. Good luck, as you will need to keep them from screwing up the timeline. Don't worry, they will be able to go back home after the scenario, or come with you, should they grow to like you enough. Also, they will absolutely be keen on making sure their friends are born, so if you try to meddle in the timeline to... well, hook up with said friends' parents, they will go to *lengths* to ensure you fail.

If taken with "Welcome Back", well... to lay it on as thick as possible? Straight up fanfiction territory. Curiously, all your and Naruto's allies from your last visit will remember everything too, despite being children once more, this includes the various Kages of the Shinobi Alliance. This

clearly can have incredible benefits... while carrying the risk of deadly detriments. In this case, the scenario is almost a guaranteed success, as most of the Kage would immediately form an alliance as they would after the Fourth Shinobi War, ushering in the peace that you normally would have seen in Boruto. While much of the plot may still occur as canon, it won't necessarily involve the same parties (such as Orochimaru being unlikely to lead the Konoha Crush). Much will remain the same, and much will change. But with the villages aligned, the chances of success are near guaranteed, so long as Kaguya's resurrection is prevented. Enjoy it, jumper. You earned this after going through this mess once already.

Obviously, combining Weirdest Filler Ever with Welcome Back would normally be an automatic failure, on account of Sarada and Boruto's cover being blown straight out the gate by their own parents, but Jump-Chan isn't cruel. If you want to combine them anyway, for hilarious parent/child shenanigans, you will find the points from Weirdest Filler Ever taken back as you would have a version of Sarada and Boruto from a different timeline, unaffected by the changes here. No risk, no reward, as they say.

And finally, if combining Weirdest Filler Ever with "Oh, That Plot" in this scenario, then getting Sarada and Boruto to the time they would normally be born treats the former drawback as successfully avoided. They are no longer in danger of being retconned, and you may enjoy an extra reward of double the cp from the drawback to spend on the spot. You earned it for putting up with Boruto for the better part of a decade. Now you just need to survive the entire plot of Boruto, good luck.

Cannot be taken with "As Long As Humanity Exists, Hate Will Also Exist", "I Will Win the Ninja World League, Believe It!" and "You Die in the Simulation, You Die for Real"

Obviously, the nature of many of the drawbacks make them completely incompatible with this scenario due to the fact that it takes place in the past, without the VR simulators to justify them. As such, the drawbacks that are compatible are now worth double their normal value except for the power loss. Additionally, I will add additional points based on challenges you wish to deal with. For this purpose, I will lift the drawback cap.

For 300cp, you leave behind your knowledge of the Naruto plot for this scenario.

By default, taking this scenario with Welcome Back ensures all of Naruto's allies will have their future memories, almost guaranteeing the scenario's success, treating this scenario and its reward as more of a reward for having gone through the plot once already. This includes Gaara, Tsunade, Jiraiya and other Kage. For 300cp, this future knowledge can similarly be stripped from them and you will have to earn their trust normally.

By default, unless he was killed permanently in your last visit, Orochimaru counts as an ally of Naruto's and would retain his memories and personal change in character with Welcome Back (as such, the Konoha Crush would not occur as he designed it and he'd actually help *defend* Konoha). For 400cp and requires you to take Welcome Back, Orochimaru will remember what

happened in the timeline (regardless of his death or survival in your last visit) and will have reverted to his old ways and know exactly where he screwed up. You have to ensure he fails in his goals for as long as possible, and he must not be allowed to take Sasuke, for he will not wait this time around.

For 800cp and taking Welcome Back, all of Akatsuki will remember what happened and will have learned from their failures. Your only saving grace is that Nagato and Itachi have similarly learned from the original timeline and will likely be on Naruto's side. These two make for strong allies. Unfortunately, Black Zetsu is also aware and will take strides to ensure Kaguya's return will not be stopped this time around.

For the purposes of the sheer difficulty of Akatsuki being aware of their failure last time, I will allow you to keep the full benefits of your perks taken in this jump. You will need the extra power, jumper.

You will note there is no option to give Danzo his future knowledge. That's because Danzo is a dick and deserves no chance to do better.

Ending:

Return Home: Well, all things must come to an end eventually. I hope you had fun with your adventures thus far. Good luck and goodbye!

Stay Here: So you have opted to remain here? Grown to love it? I don't blame you, as it holds a special place in my heart as well, despite its flaws. As a parting gift, here's an extra 1000cp to spend on either this jump or any other Naruto jump of your choice. You'll need it since any protections preventing the Boruto plot will cease to function.

Move On: I also wouldn't blame you for wanting to continue your adventure. As much as I love this place despite its flaws, there are still some glaring flaws. Nonetheless, I wish you the best on your travels and may we meet again!

Notes:

This entire project spawned from two thoughts: The player of this game can learn literally anything from anyone, not unlike the PC of Jump Force. And Shonen Jumper from the Jump Force Jump was far too cheap for what it did. So I created this jump entirely based around the perk Glitch, with the intent of making it a more reasonably priced Shonen Jumper, and I had fun making this entire document. This was not meant to be a spite jump, as I thoroughly enjoyed making this, but god I wish the game was handled better than it was.

Credit goes to Frankto, the creator of the Naruto d20, for the Doukagan and Kaigan. He's a friend of mine that I really need to invite into playing Borderlands with again.

For visual reference here is what they look like:

