

Mini Ninjas Jump

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Long ago, when the evil samurai warlord was banished the first time, an era of peace and tranquility descended upon the land for more than three hundred years. That is until he returned with a new army for a second attempt at conquering the world, only to be opposed by six young ninjas, this is the story you will be entering jumper.

+1000 CP

Origins:

Ninja: Trained in the art of the ninja from a young age you are prepared to fight against evil and all those who would disturb the peace of this land.

Samurai: As an underling of the samurai warlord you are tasked with following his commands and carrying out his bidding.

Starting Time and Location:

You enter the jump when Hiro starts preparing to leave ninja mountain. If you are a ninja you start in the ninja village, if you are a samurai you start in the earth castle.

Age and Gender:

Whatever you want

Perks:

100 CP perks are free for their origin the rest are discounted

Ninja:

Ninja Training(100 CP):What kind of ninja would you be without the proper training. You are master in stealth and the usage of ninja tools and have mastery of one type of weapon your options are swords, spears, claws, blunt weapons and bows.

Forager(200 CP):A ninja must learn to rely upon their environment for more than just stealth. You're an expert when it comes to scavenging for resources out in the field you have an instinct for finding the things you may need at any point whether it be medicinal herbs or poisonous mushrooms.

Power Attack(400 CP):This perk allows you to instantly kill enemies that are weaker than you. By stopping time for everyone including yourself you'll be able to target enemies when time moves again you'll move in a burst of speed and kill whatever enemies you targeted, this perk costs stamina to use so if you use it to kill 3 enemies you will be a little winded but still be able to fight, if you used it to kill a room with 50 people in it you'll be exhausted. (Obviously the power of this perk will be much greater the more stamina you have.)

Kuji Magic(600 CP):Normally only Hiro, the samurai warlord and the ninja master would be able to use this magic but with this perk you can too.This perk gives you the power to use kuji magic and gives you knowledge of all the magic used by hiro, some examples are the ability to shoot fireballs,slow time and summon lightning storms.Lastly you gain an ability exclusive to the samurai warlord you will be able to turn animals into your minions by shooting a dark spiral at them and upon contact they will into a humanoid form, by default they will turn into samurai themed minions but they can have a different look of your choice.(See notes for a list of magic used by Hiro and specifications on the powers themselves and minions.)

Samurai:

Samurai Training(100 CP):What kind of samurai would you be without the proper training.You know how to move in heavy armor and are adept in the usage of swords,spears, clubs and bows and you are a genius when it comes to strategy and tactics.

Lumbering Fool(200 CP):Like the boss of the earth castle when it comes to the size of your body you're nothing to scoff at.You have the ability to grow yourself up to 25 ft tall and shrink back down when convenient and you get a boost to your durability and strength being able to pick up and throw a car.

Windy Pants(400 CP):The boss of the night castle was able to use his flatulence as an attack with this perk you'll be able to do something similar without it being gross.You have the ability manipulate wind to do a variety of things like shoot powerful gusts of wind,hover and if you have a fan you can send out a compressed ball of wind that's invisible to everyone but you flapping the fan you can control the direction and the speed of the ball, when the ball makes contact with it will explode with a powerful gust of wind.

Screeching Owl(600 CP)The boss of the snow castle is a terrifying amalgamation of an owl and a samurai with this perk you can be too.This perk gives you wings big enough to create powerful gusts of wind and talons on your hands and feet strong enough to cut through stone and an increase to your agility. On top of all that you get the benefits of an owl being able to fly silently and see in the dark.

Items:

Same discount rules apply for items.

Ninja:

Ninja Gear(100 CP):This item is a crate containing a standard ninja outfit,a basic weapon of your choice and various ninja tools including shurikens,caltrops,kunai and four different types of bombs, smoke bombs,time bombs that explode 3 to 4 seconds after being lit,pepper bombs that explode into a giant cloud of pepper, and cherry bombs which just explode on impact.lastly you get a unbreakable fishing rod.(You get 100 of each ninja tool listed when one is used it will be replenished in an hour and the weapon you choose is unbreakable.)

Ninja Hat(200 CP):This item is a white spherical hat that covers your head and can grow to be used as small one person raft and a sled,lastly it can block arrows but yours is a little different not only is it unbreakable it can block almost any projectiles like thrown weapons or bullets.

Dojo(400 CP)This item is a small dojo that will attach itself to your warehouse it does not require maintenance and any training you do in it will be twice as effective.

Samurai:

Samurai Tools and Armor(100 CP):This item is a crate containing one of each of the weapons described in samurai training and a sturdy set of armor the weapons are unbreakable(if you purchase lumbering fool or windy pants you also will get a giant sword or a war fan respectively.)

Cages(200 CP):This item is 10 cages made out of wood that are big enough to hold one adult.Whoever you put in one of these cages won't be able to escape it without help even if they otherwise would easily be able to break or slip out of the cage themselves they won't.

Fortress(400 CP):This item is a fortress it does not require maintenance and will auto repair itself if it takes damage the look and size of the fortress is up to you.(the fortress can only be as big as a large town)

Companions:

Import(100 CP)Want some friends to join in on the fun you can import someone to get an origin and 800 CP to spend.

Pet Fox(100 CP Free for Ninjas)You get a pet fox who's gender and appearance are up to you it will always adore you and if it dies it will respawn in a day.

Ninja Prodigy(200 CP Discounted for Ninjas)You stumbled upon this child shortly after your arrival in this world after a short conversation they don't want to part with you because they now view you as a sibling or parental figure.They have all the perks from the ninja origin and the ninja tools and ninja hat items their appearance and personality are up to you.

Samurai Minions(100 CP Free for Samurai)5 red samurai swordsmen and one red samurai clubman have sworn their loyalty to you none of them are particularly bright but they will always follow their orders no matter what.They all share a companion slot and if they are imported they share the effect of perks they get, if any one of them are killed they will respawn in a day.

Ultimate Samurai(200 CP Discounted for Samurai)You stumbled upon this samurai shortly after your arrival in this world after a short conversation they have sworn their loyalty to you and view you as their master.They have all the perks from the samurai origin and the samurai tools and armor item their appearance and personality are up to you.

Drawbacks:

Supplement Mode(+0 CP)You can use this jump as a supplement to another jump(How drawbacks function is up to you)

Extended Stay(+100 CP)Wanna stick around for longer each time you take this drawback it adds 10 years to your stay this can be taken six times.

Mute(+200 CP)For the duration of this jump you will not be able to speak.

Power Lockout(+400 CP)You will not have access to any of your out of jump powers or perks for the duration of this jump.

Warlords Wrath(+600 CP)The samurai warlord knows about you jumper and he will dedicate a considerable amount of his army and resources to destroying you.

End:

Your time in this world is done here are your options

Go Home

Stay

Move On

Notes:

I apologize for the sparse drawback and item sections. I really had trouble coming up with ideas in those areas.

On Kuji Magic:In game the exact power range of kuji magic is never specified and the specifics of how the magic works is also never specified but since you're paying CP for it your version of the magic is amped majorly and easier to use.Ingame when Hiro uses kuji magic he does some some movements depending on the spell used he holds still while doing it your version cut this part out and can use the spells with a simple thought and your magic is much more powerful for example the spirit form spell normally only allows you to possess animals with your version you can possess people with ease,the meteor spell normally rains down only a few medium sized rocks your version can rain much more and they are larger.There are three spells in particular i want to touch on first the detect kuji shrine spell,ingame it is used to guide you to kuji shrines and nothing else your version can guide you to powerful items in the world that are nearby you looking for a scroll with ancient knowledge written in it or a gem that doubles your power this spell can help you with that.The second spell i wish to elaborate on is the camouflage spell ingame it turns you into bush for a limited amount of time,your version gives you a form of optic camouflage.The last spell i wanna talk about is the sun rays spell in game it is primarily used on ghosts to destroy them if used on a regular enemy it just distracts them.With your version if there's any source of light nearby you can use this spell if used on a spirit or ghost of any kind it will destroy them even incredibly powerful ghosts will be destroyed if they don't get away from the ray it can also be used to destroy a ghost who is possessing someone with harming

the person they are possessing. For all the spells i didn't mention assume that your version of it is much more powerful and of a larger scale (List of kuji magic https://minininja.fandom.com/wiki/Kuji_Magic)

On Minion Creation: In game it seems that the type of the minion is linked to the animal used to make it. Smaller animals like foxes, frogs, and chickens are for the small samurai, big animals like brown bears and panda bears are used for the samurai clubmen, and it also seems specific animals will create unique variations. Samurai assassins which are made from monkeys are much more agile and can teleport and move in short bursts of speed. How exactly minion creation would work with animals not seen in game or with fantasy creatures i'll leave up to you. One more thing i will mention is that normally minions when defeated will revert back to the animal they were but your minions when defeated not only can you sense their defeat but your minions will and you will be able to respawn them instantly and only you can change them back to animals. (As for whether or not minion creation works on humans since they are animals fanwank it)