



By Pokebrat_J

Long before the days of Hidden Villages and united shinobi alliances, the Elemental Nations were fought over by many disparate clans. Each one had their own customs and abilities, some brought on by a bloodline or secret techniques passed down to family members.

Though there are undeniably many clans one can be a part of, your time here will focus on the greatest clans found within the Land of Fire. The Senju and Uchiha clans are certainly the most famous, or infamous, but they are not the only ones.

The Hyuga clan is known for their potent dojutsu and devastating taijutsu, while the Inuzuka clan has tamed and cultivated a large number of chakra enhanced canines. The Akimichi, Nara, and Yamanaka are clans who allied together in order to better survive this tumultuous era. The Aburame clan are some of the best information brokers around, and not a clan to be messed with lightly. The Uzumaki of Wave are best left alone, for who knows what they could unleash with their fuinjutsu mastery. Of course, there are minor clans and clanless shinobi as well.

You will arrive around the time when two young boys from rival clans first meet and befriend each other, and will receive **1000 cp** to help you survive this war torn land.

CLAN:

Age and gender can be chosen freely.

Clanless: You seem to be untethered from all of these clans, leaving you with no family to support you. You are a mystery in these lands, an enigma that could change things for better or for worse.

Aburame: Many forget that insects are everywhere, nearly impossible to remove completely. The Aburame understand this, and utilize all manner of techniques based on specially bred insects for both combat as well as tracking and information gathering.

Akimichi: As tough and durable as they are gregarious, the Akimichi are simple people, following a simple code. Live well, love well, eat well and fight well. It helps that they have some of the best mercantile connections of any clan.

Hyuga: A clan known for its dojutsu, the Byakugan, as well as their devastating taijutsu techniques. They are strict in their clan's hierarchy and how they present themselves, often appearing to be highly refined and civilized, yet are just as violent as any other.

Inuzuka: As wild a clan as there could be, many of their members embrace their more animalistic tendencies, partially due to their closeness with the various types of chakra enhanced canines they breed and employ on the battlefield.

Nara: Though they may not possess any powerful techniques or unique eyes, this clan of shadow manipulators are famous for their intelligence and multi-layered tactics. The only thing holding them back is their tendencies towards laziness.

Senju: If there are any clans that could claim superiority in the Land of Fire, it would be the Senju. Their natural proficiency with crafting jutsu, connection to nature, and the occasional inheritor of Wood Release helps solidify their near dominance.

Uchiha: A clan known and feared for their potent dojutsu, the Sharingan. Few clans dare to combat this infamous clan, for fear that the Uchiha's blood-red eyes will unlock the secrets of their most secretive and powerful jutsu.

Uzumaki: Though they have made their home in Wave Country, not Fire, they have a number of interests within their larger neighbor. Known for both their robust vitality and masterful fuinjutsu, they are true terrors when given enough time and preparation.

Yamanaka: A terrifying clan that has been known to use mental techniques for all kinds of purposes. From possession to memory alteration, any smart shinobi would know to target them first when it comes time for battle.

LOCATION:

Fire Country: Though there are a number of countries to be found in this world, each with their own unique clans and shinobi, your time here will be primarily spent within the Land of Fire, a country filled with lush forests and verdant fields, typically having bright and warm weather. You may start your time here either within your clan's main compound, the capital city, or any of the various villages found within its borders.



GENERAL PERKS:

Chakra Network [Free]: All shinobi are trained to use their chakra, the combined physical and spiritual energies of a person used to perform jutsu and achieve superhuman feats. You possess a decent amount of chakra, equal to the average jonin of the future, and can be increased with the right exercises and techniques. You also know a number of useful and essential jutsu, like the basic Clone, Transformation, and Body Replacement jutsu, among a few others.

Elemental Affinity [Free/50]: All who wield chakra possess an affinity towards one of five elements, either Earth, Fire, Lightning, Water and Wind, making it easier to learn and master certain nature transformation techniques of the same element. Though it is not something one may control, you have the luxury of being able to choose which of these elements to have an affinity for. You may purchase additional affinities for **[50]** per element.

Beauty of the Geisha [50]: When people gaze upon your form, they will most likely find their breath stolen, for your beauty is one utterly wasted upon battle. It was as though the kami themselves put their effort in making you as pleasing to look at as possible. Of course, should you find yourself wounded and scarred, as so many of these times are, this will ensure such injuries will either fade away or look aesthetically pleasing.

Essential Techniques [50]: Many young men and women have turned to chakra techniques in order to better fool around and enjoy their youth. You now know a number of recreational jutsu, not really useful for any kind of combat. A large number of jutsu and 'techniques' that will spice up your experience in the bedroom, allowing you to easily bring pleasure to the most jaded of hedonists. You've also got a jutsu that can cure yourself and others of hangovers.

Soundtrack of Shinobi [50]: No matter whose clan you belong to or which side you fight for, all are people who can appreciate the wondrous sounds of music. How fortunate you are, for you may at any time pull up a mental playlist of songs from the Naruto series, be it from the anime, movies, or games, and will find new songs or remixes added over time.

Blacksmith [100]: Why waste chakra on fancy techniques when a steel kunai can kill just as well. Of course, there needs to be someone willing to *make* those kunai, which is where you come in. Whether you're a non-combatant member of your clan or a civilian, you're probably one of the best blacksmiths in the Land of Fire, capable of churning out enough weapons to supply a shinobi clan on your own at record speeds.

Clan Secrets [100]: All clans have their own secrets, be it rare techniques or shameful actions from the past, and all fear them becoming public knowledge. If you are one of those paranoid few, then this is essential. By purchasing this option, your opponents will now have a much more difficult time analyzing or copying your abilities, even for those who possess the Sharingan.

Gift of Chakra [100]: All beings possess their own chakra, for it is a vital part of their very being, and yet relatively few ever come to utilize it. Should you be willing, you can now awaken the chakra of others, allowing them to utilize it for all kinds of purposes. You can even do so for people in worlds completely deprived of the supernatural.

Next Generation [100]: It is important that the legacy of the clan survives long after we have perished, and as such we must ensure that the next generation is ready to take up the mantle of responsibility. Your skill with raising children is unmatched, allowing you to ensure that any child will turn out emotionally stable, and holding tightly to the ideals you pass onto them.

Chakra Engineer [200]: Technology is rarely spread among these lands, for each and every new innovation is an advantage your enemies do not possess. As such, those with your kinds of skills are highly guarded and well kept secrets. You know how to imbue objects with chakra, reinforcing them and granting them new properties. With the proper skills, resources and enough time, you could create technological marvels that far exceed anything else offered during these times.

Head of the Clan [200]: Perhaps you were trained for it, or it comes naturally to you, but regardless, you have all the skills needed to properly lead and manage a shinobi clan. From logistics and diplomacy, there are few who could claim to be your equal when it comes to leadership. This can also be used to ensure that you are the leader of whichever clan you are a part of, or at the very least the chosen heir.

God of Shinobi [400]: No longer are you just some other nameless shinobi, just another member of your clan. You are someone who stands at the pinnacle of power, a true force to be reckoned with in this world. Your chakra reserves are simply and utterly massive, matched only by the Tailed Beasts, and will replenish at a frankly ridiculous rate. Yet power is worthless without the skill needed to properly utilize it, and as such you can also quickly master any jutsu you try your hand at in record time. It is not impossible for you to have mastered hundreds, or even thousands of them within your short time here.

CLANLESS PERKS:

Discounts for Clanless are 50% off, with the [100] perks being free.

Self-made Talent [100]: Many shinobi simply stick with their natural advantages, relying on either clan techniques or special bloodline limits. But not you, someone who needs to earn every bit of improvement with hard earned effort in order to make up the difference. It's easy for you to find the motivation needed to undergo rigorous training that can last hours, days, or maybe even years. It also helps that you never seem to get bored from such repetitive actions.

Your Ninja Way [100]: It can be difficult to think yourself moral, when shinobi are often hired to perform some of the most unsavory acts. Theft, murder, betrayal, all these things have broken lesser men, but not you. No, you have a font of unlimited willpower, enough to push yourself to the breaking point, and further beyond that. You will never break or bend, no matter what may happen to you.

Creative Applications [200]: Chakra can be used for so much more than merely fighting, something that the people of this era seem to forget, or not even acknowledge. Where others see single-use techniques, you see so much more, so much untapped potential just waiting to be used. You are pretty creative and innovative when it comes to using any chakra techniques you know, no matter what they actually are. After all, what's stopping a technique to create earth spikes from being able to create a house?

Sensor Type [200]: Anyone is able to feel the presence of chakra when it's especially powerful or released in large quantities. Yet only the sensor type shinobi are able to sense chakra at their own discretion, able to detect it in non-combat situations and even tell individuals apart based on their chakra signature. You are one of these shinobi, with a range of fifty meters, though that can increase through use training.

Your Reality [400]: Though it may not seem obvious, genjutsu techniques can be some of the most devastating abilities around, for how do you know that reality is exactly as you perceive it? How do you know you actually struck your target, when they could be forcing you into a dangerous position yourself? No longer, for you are unique in the fact that you are immune to all genjutsu and illusions.

Talk no Jutsu [400]: One of the most dangerous powers in the world is not the ability to breathe fire or summon meteors, but instead gathering friends and allies, for one man alone is not enough to change the world. Your natural charisma is through the roof, capable of making friends and changing the worldviews of even complete sociopaths with just a few conversations, so long as you actually took the time to try and understand their point of view.

Eight Gates [600]: Within the body, there are eight chakra points in a person's chakra network meant to limit the flow of chakra throughout a person's body, limiting what a person is capable of to a mere twenty percent of their full potential. As you may surmise, a few foolhardy shinobi have devised ways to unlock these eight points, also known as gates. With each level unlocked, the user will possess more power and chakra to command than before, though usually at a cost, with the activation of the eight gates usually leading to death. You now have an improved method of this, allowing you to open the gates with minimal repercussions, though you can only open the eighth gate once every decade without killing yourself in the process.

Ninshu [600]: Derived from the principles of shinjutsu, ninshu is thought to have died out long ago in favor of its more destructive derivative, ninjutsu. It was supposed to allow people to better understand themselves, as well as the world and people around them. You are perhaps the only living master of this ancient practice, capable of creating permanent telepathic bonds with others, even after they enter the afterlife, as well as sharing the strength, energy, and knowledge between all connected. But these are only a small portion of what is available, as I'm sure you'll soon discover.

Rinnegan [800]: You are now in possession of the most powerful eyes in the world, eyes that once belonged to the Sage of Six Paths. The very least they do is empower one's affinity for all types of elemental chakra, making them easier to learn and master, as well as creating black chakra receivers that have a number of uses. But most important are the various Paths you now have access to. The Deva Path allows you to control attractive and repulsive forces, while the Asura Path allows you to integrate and control mechanical weapons within your body. The Human Path allows you to read a person's mind by ripping out their soul, while the Animal Path grants you access to some of the strongest summons in this world, who can be resummoned even after they are killed or destroyed. The Preta Path allows you to absorb chakra, while the Naraka Path lets you summon the King of Hell, allowing you to interrogate as well as heal your targets. The Outer Path can revive and control the dead, and share Rinnegan abilities between each of the bodies while sharing vision between you and all of them.

ABURAME PERKS:

Discounts for Aburame are 50% off, with the [100] perks being free.

Entomologist [100]: You can't very well call yourself an Aburame if you don't know your bugs, though it is understandable if you don't, considering how many different kinds there are. Thankfully, due to your clan's lessons, you're a bona fide expert on bugs and insects of all kinds. What species are which, their feeding and mating habits, even a wide collection of weird trivia for specific ones.

Symbiosis [100]: It is vital to the vast majority of Aburame clan techniques that one be in harmony with their kikaichu hives and the insects that live within. Your body is special, as it is much more receptive to any modifications you may perform upon it, lessening any drawbacks that would usually occur from such procedures, be it accepting the chakra-enhanced insect hive, skin grafts, or even implanting the dojutsu of another clan.

Kikaichu Hive [200]: All born in the Aburame clan are turned into a hive of chakra enhanced insects, where they will then become a symbiotic pair. You were especially compatible with this process, and as such the insects within you are more potent than would be expected. You can also direct their evolution down specific paths with much more ease than any others within your clan, taking a fraction of the time it would ordinarily take.

Insectoid Shinobi [200]: As one might expect, bugs and insects play a large part in the various jutsu and techniques of the Aburame clan, techniques that you're more than experienced with. Though some of the higher leveled ones have been kept from you, you are fairly adept when it comes to the knowledge and usage of the techniques of your clan. From creating clones made entirely of kikaichu beetles, encasing enemies within cages of these insects, and draining a target's chakra.

Hive Mind [400]: There is a reason as to why your clan is known as valuable information brokers and skilled trackers, and it all comes down to your insects. A highly advanced technique that, strangely enough, you can use at will with no chakra cost, you are able to see the world through the senses of your insects, as well as pinpointing their exact locations, no matter how far away they may be.

Parasitic Touch [400]: Many people have a burning hatred of mosquitos, those pests that drink your vitality and leave an unbearably itchy spot. Now, you possess a more potent, and more combat-focused variant of their ability. Simply through touching a target, you can drain away the chakra and vitality of others, healing and restoring your own or transferring it onto another. The longer you hold onto them, the faster and larger the amount is drained.

Spider Bite [600]: Chakra possesses so many applications, so long as one is skilled and creative enough to push it to its limits. You seem to have a talent for mimicking the various natural abilities of bugs and insects at an almost instinctive level, as well as greatly enhancing them. The web of a spider could be thick enough to support a man's weight indefinitely, create a deadly variation of the stink bug's noxious gas, inject a deadly venom based on those of a scorpion, or even recreate the wings of a bee. You can further enhance these techniques by incorporating nature releases, such as coating your webbing in fire or lightning.

Web of Information [600]: The Aburame may be known for their knack for collecting intel, but you take it to a whole new level. You are a spymaster without equal, creating an entire web of informants in just a few days or weeks that feed you highly accurate info on all manner of things, ensuring that nothing goes on in the country that you don't know about. Most amazingly, you know how to keep your spies and organization as a whole quiet, unnoticed by all but the most perceptive of shinobi. Or paranoid, but that is a fine line indeed.

Unending Swarm [800]: No longer are you in a symbiotic relationship with the kikaichu beetles of your clan, but rather a perfect union of the two. Not only are any bugs or insects under your control more powerful and breed much faster than before, but you can break up your entire body into a swarm of chakra draining insects, all of which you can channel your abilities through without fail. So long as even one of these bugs exists, you will survive and revert back to your human form, whole and hale like you were never harmed. You are more of an unending plague of insects than a shinobi, one that all will come to fear.

AKIMICHI PERKS:

Discounts for Akimichi are 50% off, with the [100] perks being free.

Big Boned [100]: It's a well known fact that members of the Akimichi clan are a bit rounder than any of the other clans, yet that does not make them any less deadly. Even if you look a mite pudgier than before, you make up for it by being stronger and more durable than most others. When it comes to raw strength, you've certainly got the upper edge.

Big Eater [100]: If there's one thing all Akimichi can appreciate, it's good food. Whether you agree or not, they've spent generations learning all they can of the culinary arts, a legacy that has been passed down onto you. All meals you make are sure to be of the highest quality, no matter what ingredients were used. Additionally, you have, quite literally, a bottomless appetite, able to eat more and more without end.

Human Boulder [200]: If bigger is better, then the techniques your clan uses are certainly among the best. You are quite adept at utilizing many of the Akimichi clan's techniques, which focus primarily on enlarging certain body parts in order to deliver larger blows with more force behind them. Expanding the size of your limbs and turning yourself into a human boulder are just some of the feats you can perform.

Iron Gut [200]: The appetites of your clan may seem like a perfect way to get rid of you and yours easily, being a simple matter of poisoning your supplies and waiting. How wrong they are, because your stomach is made of something else. You can eat practically anything without having to worry about any side effects, as well as gaining the maximum amount of nutrients from them. You are immune to all foodborne illnesses, and cannot be poisoned through oral ingestion. Hell, you could probably eat solid steel and be just fine. As an added bonus, you no longer need to defecate or urinate.

Giant Strength [400]: If there was any concern about weakness on your part, then there's no need to worry anymore. Your strength is superhuman, even when you aren't using chakra to enhance yourself further. Throwing human-sized boulders and crushing steel is nothing to you, to say nothing of what you could do to another person.

Protective Layer [400]: They call it fat, you call it additional defense, and what a defense it is. Your body is more like rubber than anything, making you all but immune to blunt force and falling from great heights, as well as making you resistant to having your pressure points and tenketsus being targeted. You've also learned how to weaponize this defense, being able to redirect any physical force you take back onto a target, so long as you can hit them, anyway.

Emerged Butterfly [600]: Normally, you would need to consume specially made pills in order to get these results, but your training has pushed you beyond them. At will, you can expend your body's stores of fat, as well as chakra or any other kind of energy you have access to, in order to greatly amplify all of your physical capabilities, seeing a nearly hundredfold increase in power at the maximum. Of course, too much energy expended will see you weakened or even killed. When you use this power, a pair of butterfly wings made from chakra will appear on your back, though they are entirely cosmetic.

Unstoppable Force [600]: When you take to the battlefield, it would be best if your opponents simply stood down and gave up, because nothing can stop you when you really get going. Not only is your durability greatly increased, to the point where your flesh is more comparable to steel, but when you start moving, nothing is going to stop you except yourself. Trees, boulders, buildings, people, if it's in your way then they'd better move out of it, unless they want to get flattened.

True Giant [800]: The ultimate expression of your clan's speciality, one that you can now perform at will and at no cost. You can take on the form of a true Giant, an absolute behemoth that stands taller than the Tailed Beasts. As expected, both your strength and durability will scale to match your newfound size, with absolutely no loss in speed or agility. With such mastery over your size, it is impossible for others to change your size without your willing consent, no matter if they're trying to make you bigger or smaller.

HYUGA PERKS:

Discounts for Hyuga are 50% off, with the [100] perks being free.

Refined Decorum [100]: In such a brutal age, it is important to project the image that you and your clan are more civilized than the others, even if it is a thin guise. The training your clan has given you included a large focus on manners and how to hold yourself in courts, ensuring that you'll be able to meld seamlessly within higher society, no matter what country you travel to.

Unwavering Stoicism [100]: To be of the Hyuga clan is to be of a bloodline that can trace itself all the way back to the brother of the Sage of Six Paths, true inheritors of divine blood. Such a noble bloodline requires that you show nothing to your enemies, the expression on your face set in stone. Even while being tortured or having your limbs removed, you can hide all of the emotions you're feeling beneath a mask of indifference.

Awakened Byakugan [200]: Your clan is famous for your All Seeing White Eyes, a dojutsu that you have awakened and trained in its use. The Byakugan gives you a number of abilities when channeling chakra through it, such as having a near 360-degree field of vision that extends fifty meters, though it can be improved to ten kilometers through training. Your vision can pierce through all obstructions, even able to see through walls as well as the chakra chakra system of an opponent with far more precision than even the Sharingan.

Precise Control [200]: There are few things as unfortunate as power that can not be controlled, especially when it comes to the power given to you through chakra. You are better than that, and have trained to surpass such a glaring flaw within yourself. Your chakra control is simply sublime, using your energy with a level of efficiency that would take years, maybe even decades of training to come close.

Caged Bird [400]: A seal placed upon the branch members of the Hyuga clan, used to both ensure obedience as well as ensuring that no one else can steal the power of the Byakugan for themselves. You know how to create such seals, as well as how to alter them to better fit your circumstances, being able to suppress, nullify, and even erase the abilities of those you place this on whenever you so desire.

Gentle Fist [400]: The Hyuga have developed their very own type of taijutsu in order to better make use of their dojutsu, a style in which you are a master of. The Gentle Fist style focuses primarily on targeting the tenketsu of a person's chakra system, paralyzing, crippling, or even killing them with a number of precision strikes. Your mastery over this style even allows you to achieve the same results with those who don't have their own chakra network.

Precise Movements [600]: Some may look down on taijutsu as a basic art, one not worth heavy investment compared to the others, like ninjutsu. You know them to be foolishly incorrect, for just as genjutsu allows one to control the minds of others, taijutsu allows the user to control themselves. Not only do you now possess an inhuman level of motion efficiency, but you are in complete control of your body's movements, allowing you to remove any unwanted micro expressions at the bare minimum. For example, if you want your hand to move half an inch to the left, it will move exactly half an inch to the left.

Windows to the Soul [600]: It is said that the eyes can do more than see, a statement that, while confusing, is certainly accurate in your experience. When you look upon a person, you just seem to know what kind of person they really are, if they are a saint or a snake, regardless of how much they try to hide it. You're also quite skilled at looking through the lies and deceptions of others, as well as when they are omitting key details or dancing around a subject, no matter how skillfully they may do so.

Tenseigan [800, Requires Awakened Byakugan]: All members of the Hyuga clan can trace their ancestry back all the way to the Otsutsuki clan, a bloodline that is exceptionally potent within you, to such a degree that your eyes have transformed into something otherworldly. You can surround yourself in a cloak of divine chakra that will vastly improve all of your physical attributes, as well as granting you the ability of flight. Your ocular abilities are similarly improved, as your vision possesses much more accuracy, as well as seeing a nearly tenfold increase in the range of your vision. These eyes will also remove the blindspot inherent to the Byakugan.

INUZUKA PERKS:

Discounts for Inuzuka are 50% off, with the [100] perks being free.

Animal Tamer [100]: For generations, the Inuzuka have fought side by side with their ninken, bred specifically to aid them in battle. With so long to perfect it, it's no wonder that you were passed down the knowledge of how to raise and train beasts of your own. You are highly proficient with this, it seems, as it's not just canines that are highly receptive of your methods, but all manner of animals.

Beastly Affinity [100]: After spending your whole life among animals, it would only stand to reason that you would smell more like an animal than a man. Though if it's that, or some aspect of your character, animals just like you more. In fact, they like you so much that they won't go out of their way to attack you unless you somehow provoke them, or they're fully trained and ordered to attack you.

Claw and Fang [200]: It's fitting that there's a clan out there that fights like actual beasts, fighting tooth and claw to survive whatever they can. You are the perfect example of this, as not only are your teeth and nails as sharp as swords, they are more durable than steel, and regrow quickly to your preferred length. You also won't have to worry about harming your tongue and cheeks with such sharp teeth, unless you actively do so yourself.

Keen Senses [200]: Thanks to ancient experiments and eugenics, many of the Inuzuka clan share similar senses to those of their canine companions. Your senses are among the best found in nature, specifically your sense of hearing and smell. From hearing a whisper fifty meters away or tracking a faint smell for miles, you thankfully will never be harmed by such potent senses.

Chakra Beast Cultivation [400]: In ancient times, those who would found your clan did numerous experiments upon all sorts of beasts in order to create the ideal battle companions. Though they eventually settled on the ninken that the Inuzuka are infamous for today, some of those ancient techniques still remain. You are now capable of imbuing animals with chakra in order to permanently increase their power and natural abilities. Eventually, you may even have some expressing their own elemental abilities.

Pack Animal [400]: Just as no wolf can survive for long without their pack to support them, so too do humans require companionship and camaraderie. You understand this better than most, and have learned this lesson well. Any group you are with will show an exceptional level of teamwork and synergy, bringing out the best in themselves. This will grow even stronger the closer everyone in the group is to each other. After all, the lone wolf dies while the pack survives.

Flesh of Beasts [600]: It is believed by some more spiritually inclined people that to consume something is to know something, to take its very essence into yourself until eventually you are one in the same. Although, you seem to take this way too literally, as you have quite the rare ability to take on the aspects and abilities of any beasts and animals you consume, the fresher the better. Eat a bear's flesh to gain a part of its strength, or devour a hawk to grant you some of its eyesight. The more you eat, the stronger these boosts will become, though they are additive in nature, and you will find no benefit to ingesting the flesh of your fellow man.

Wild Animal [600]: The beasts found in nature do not fight the same as man, using less finesse and more primal instincts to win the day. Yet just as any other beast, mankind too possesses those very same instincts, ones that they try their best to suppress. Ones that you have learned to embrace. When you fight, it is with all the power and ferocity of a wild animal, unable to be predicted or copied even by the infamous Sharingan. Such instincts also seem to help you with battle, as you will deal even more damage against human opponents than before. After all, there's nothing better at killing humans than other humans.

King of Beasts [800]: Perhaps it is due to a unique mutation in you, perhaps it's the end result of clandestine experiments, or perhaps you're just that good. Regardless, you have become one with nature in a way few others could ever dream of, capable of true shapeshifting, with a particular focus on taking on animal and hybrid shapes. This is no mere illusion, being removed with a few well-timed blows, but truly altering yourself on a biological level. Be it turning into a dog, a bird-human hybrid, a chimera, even mimicking the form of a dragon or one of the Tailed Beasts is possible for you. All hail to the King of the Beasts.

NARA PERKS:

Discounts for Nara are 50% off, with the [100] perks being free.

Lazy Genius [100]: A noticeable trend among members of your clan is the chronic laziness all Nara indulge in. Though it may seem like a vice, it can actually be turned into a strength. After all, who would want to pay attention to the civilian sleeping at the bar? In short, you have a knack for coming off as both unimpressive and uninteresting, though those knowledgeable and perceptive enough can see through this facade.

Sharp Mind [100]: It's all too common for shinobi to go out on jobs with far too many moving parts and details to remember, but that's never really been a problem for you, as you don't forget. You possess a perfect memory, able to recall anything you've experienced before.

Not All Plans Survive [200]: No matter how meticulous your plans, nor how many contingencies you have, there will always be things you could not have possibly predicted. After all, you are only human, and yet that humanity is what allows you to adapt. You are superb when it comes to adapting your current plans to new developments or insights, ensuring that your final goal is still reachable.

Shadow Imitation [200]: The many techniques developed by the Nara were originally used to hunt deer, now turned towards warfare like so much else. You have proven yourself adept at these clan techniques, which primarily focus on the manipulation of shadows. Forcing your opponents to copy your movements by connecting your shadows, or even turning your shadow tangible in order to impale your opponents are but some of the techniques known to you.

From The Shadows [400]: With all of the fancy abilities and potent clan techniques, one can be forgiven for overlooking the fact that many jutsu were created to supplement a shinobi's skills as a shinobi. Skills that you are a master of. When it comes to stealth and disguising yourself, not many could match you, even while they are using jutsu and you are not. You could infiltrate an enemy clan's main compound, assassinate someone within, leave said compound, and you would most likely not be found out through mundane means.

Quick Thinking [400]: There are no unsolvable problems, merely solutions that have not been discovered yet, only requiring a brilliant mind to discover them. Such a mind can be found in you, one that can process information much faster than a normal person should be able to. Your problem solving skills have also been greatly increased, able to grasp victory from seemingly impossible situations.

What Hides In The Dark [600]: Access to the Animal Summons clans is a great boon to any shinobi, and yet it is very rare for anyone to become the sole summoner. In order to even the proverbial playing field, the Nara clan devised this most secretive of techniques, one that gives shadows a life of their own. You are capable of creating creatures made entirely of shadows, skilled enough in manipulating them to match an adept of your clan. They are undyingly loyal to you, are as intelligent as a nin-ken, and can be stored within your own shadow for future uses.

Shogi Champion [600]: Battles are won by the soldiers who fight them, yet wars are won through the generals that direct those very same soldiers. When it comes to both tactics and strategies, there are very few who could be considered your equal. With you at the helm, victory is all but assured, even when faced against improbable odds, especially if you are given accurate information on your opponents and enough time to prepare. After all, it is a poor shinobi that is unable to cheat.

One With Darkness [800]: Many of the Nara clan are capable of manipulating shadows, fewer are able to create shadows within shadows, and then there is you, one who is shadow incarnate. At any point, you are able to take on the form of an intangible shadow, unable to be harmed or detected through most means. The only reliable way to damage you would be through the use of senjutsu, Yin-Yang Release, or through other abilities that rely on the manipulation of shadows. While in this form, you will find that all of your own shadowy techniques are greatly enhanced.

SENJU PERKS:

Discounts for Senju are 50% off, with the [100] perks being free.

Full of Life [100]: Members of your clan are often as full of life as the very forests found within your homeland, and you are most certainly no exception. Your boundless optimism is infectious, and makes you quite a people person. Throw yourself into any random town or city, and you're bound to make a few friends.

Yang Release [100]: Outside of the standard elemental affinities, there are two additional nature releases, Yin and Yang. You possess an affinity for Yang, the element most heavily tied to the physical. The body and reality, the element of Yang is used by many high-level taijutsu techniques as well as the future art of medical ninjutsu, allowing those with an affinity for it to more easily use and master them.

Creator of Techniques [200]: In order to better compete with the jutsu stealing Uchiha, your clan relies on those like you who are able to innovate what is possible with chakra. With only a bit of knowledge and experimentation, you are able to create your very own jutsu. Though they may not be as refined as those perfected over generations, there's something to be said about having a vast array of techniques.

Empowered Affinity [200]: The future Second Hokage, Tobirama Senju, will be known for his potent affinity for Water, allowing him a mastery of the element matched by very few. Much like him, your affinity for a nature transformation is phenomenal, doubling the potency of jutsu relying on that element while reducing the chakra cost in half, and learning them twice as quickly. Should you possess more affinities, you can purchase this multiple times for each nature affinity you possess.

Life Giver [400]: Though mankind believes itself the master of the world, their hands capable of changing the very landscape around them even without chakra, such a thing couldn't be further from the truth. Instead of trying to prove dominance over nature, would it not be better to live in harmony with it? Such ideals are held strongly by you, to such an extent that it has tangible results, purifying the land around you of all evils and pollution. Such an ability can be amplified through conscious effort on your part.

Potent Cells [400]: Chakra is the combination of the physical and spiritual energies within a person, both uniting to become something greater. You are proof of that, as your vitality is directly tied to your chakra, being more pronounced the more chakra you possess. Cuts and scrapes heal over with ease, your body fights off most illnesses and poisons, and with enough chakra, you may even be able to regenerate from having major organs damaged or removed entirely.

Sage Mode [600]: Many are those who learned from clans of animal summons, combining their chakra with that of the natural energy found within the world in order to achieve feats beyond ordinary shinobi, with just as many different variations as there are summoning clans themselves. Whether or not you learned from one of these clans, or you learned this ability on your own, there are some common abilities found within those who use senjutsu. Your physicality will be greatly enhanced while within sage mode, and infusing your jutsu with senjutsu will see them becoming much more potent than before.

Thousand Skills [600]: The Senju clan is known as the “Clan of a Thousand Skills,” a title that is quite apt, especially when it comes to you. You are a natural savant with nearly any kind of skill, mastering in weeks what would take months or even years, and improving beyond even that level of expertise with seemingly no diminishing returns. Yes, it appears as though you possess no upper limit for anything you are capable of doing, the only thing holding you back is time and effort.

Wood Release [800]: Once every few generations, there are those who are born in the Senju clan capable of what is considered one of the most powerful nature releases, for good reasons. You are now capable of Wood Release, the only nature release capable of growing life. Whether it's creating an entire forest, fully autonomous wooden clones or flowers that can spew poisonous gas, you are capable of creating, growing, and manipulating practically any kind of plant you've encountered and studied, no matter how bizarre it may be. Your wood also has the ability to drain the energy of your foes, replenishing your own.

UCHIHA PERKS:

Discounts for Uchiha are 50% off, with the [100] perks being free.

Dark and Brooding [100]: It is almost a universal truth that the Uchiha are dour folks, unused or unwilling to express their emotions. This has the effect of making people leave you alone in most social settings, though it won't hinder you if you decide to reach out yourself.

Yin Release [100]: Outside of the standard elemental affinities, there are two additional nature releases, Yin and Yang. You possess an affinity for Yin, the element most heavily tied to the spiritual. Thought and imagination, the element of Yin is essential for genjutsu, with those having an affinity for it more easily use and master the illusory arts.

Awakened Sharingan [200]: It seems as though you have awoken the signature dojutsu of the Uchiha clan, the Sharingan, and have trained it until it possesses the full three tomoe. These eyes grant you a number of abilities, such as performing subtle genjutsu, being able to see and distinguish chakra, copying jutsu and actions you've seen performed within reason and predict an enemies' actions based on muscle movement. Is it any wonder these eyes are as highly valuable as they are?

Product of Love [200]: Though there are many things that can keep people tied to each other, none of them are stronger than love. Love of family, love of friends, love of country, it is all the same. You are able to cultivate this love, this undying loyalty, very well in others, especially if they are related to you by blood or you have given them reasons to trust you.

Broken Reality [400]: What is reality but how we humans perceive the world around us? If such is the case, then there are no more insidious techniques than those of genjutsu, which alter and manipulate the very senses of the targets, and there are few as skilled in it as you. Such is your master in the illusory arts that making your targets experience the worst that hell or the best that heaven has to offer is child'splay to you. It wouldn't even be unusual for you to make your victims kill themselves, if only to end the horrors you could unleash.

Tools of Man [400]: The copying ability of the Sharingan is not limited to jutsu, and the Uchiha of the past have copied and altered the skills of the samurai to fit their shinobi clan. You are a master when it comes to utilizing weapons of nearly all kinds, from kunai and shuriken, katana and tantos, to even the stranger ones like gunbai fans or kusarigama. No matter what kind of steel is placed within your hands, blood is all but certain to stain the ground.

Izanagi [600]: One of the most powerful abilities granted by the Sharingan, one that derived from a technique used by the Sage of Six Paths. It is a technique that bridges the gap between illusion and reality, allowing one to convince the very world itself that their injuries and death was an illusion for sixty seconds, putting them in a state of temporary invincibility. Ordinarily, after one use of this, the user would be rendered blind in one eye, but you are special. For you see, you can use this ability ten times every decade, or ten times a Jump, whichever is shorter. After you reach the ten use limit, though, your sight will be removed from one of your eyes until either the ten years of the Jump is complete.

Izanami [600]: One of the most powerful abilities granted by the Sharingan, one created in response to those who misused its sister technique, Izanagi. It is an unbreakable genjutsu that traps a target within their own mind, forcing them to live through a time loop of events determined by the caster. This loop will continue until the target comes to an understanding determined by the caster. While this is active, their bodies will be completely prone, making them easy targets. Ordinarily, after one use of this, the user would be rendered blind in one eye, but you are special. For you see, you can use this ability ten times every decade, or ten times a Jump, whichever is shorter. After you reach the ten use limit, though, your sight will be removed from one of your eyes until either the ten years of the Jump is complete.

Eternal Mangekyou Sharingan [800, Requires Awakened Sharingan]: The Sharingan has the ability to evolve into an even greater form, one that can only be unlocked through great trauma. You have experienced this trauma, and have gained great power through your suffering. Not only are you capable of summoning the Susano'o, a massive construct made entirely out of your chakra, but you will also receive two powerful abilities, each tied to your eyes. What these abilities actually are is entirely up to you, whether it's summoning the black flames of Amaterasu, trapping others within the Tsukuyomi, having access to the Kamui dimension, or something else entirely. While overuse of these abilities would normally lead to blindness, you will not suffer such a fate.

UZUMAKI PERKS:

Discounts for Uzumaki are 50% off, with the [100] perks being free.

Crimson Vitality [100]: Those who come from the Uzumaki clan are hailed for their exceptional vitality and vigor, and you are most certainly no exception. Not only do you live longer than a normal person, but your stamina is nearly endless, allowing you to fight for hours, or even days non-stop.

Trickster [100]: Many children within your clan are actually encouraged to take part in pranks and the childish wars that ensue, as it is seen as training many valuable skills a shinobi must know. You are a master when it comes to harmless pranks, making them as fiendishly elaborate as they are absolutely hilarious.

Chakra Reserves [200]: With such potent vitality, it's not all that surprising that the average Uzumaki possesses more chakra than the average shinobi. You are the perfect example of this, as the amount of chakra you possess is doubled. Additionally, you will find your chakra capacity growing naturally over time, completely independent of any attempts at increasing it through training or modification.

Shared Vitality [200]: With how much chakra you possess, it would be selfish of you to not share it with your comrades, especially when it's a matter of life and death. You can share your chakra with others in order to forcibly increase the body's ability to heal itself, turning fatal wounds into minor wounds. Of course, you could just bolster their own reserves of chakra, replenishing whatever they've spent.

Budding Medic [400]: Though it does not yet exist in these troubled times, it was the future wife of the First Hokage, Mito Uzumaki, who founded the art of medical-ninjutsu, allowing one to heal a target of most ailments. Though, it seems as though she was beaten to the punch, as you are the first practitioner and master of medical ninjutsu. Not only is your skill with it on par with the Slug Princess of the future, but it comes with great knowledge on both medicine and biology that far exceeds what is known in these troubled times.

Trapmaker [400]: You have gone from the childish pranks of your youth, and are now a master of traps like few before you. If given enough time and materials, you could turn any structure into a death trap, filled with an ungodly amount of complex traps that would stump most people who tried disarming them, if they noticed them early enough. Of course, you could also wire up your traps to have multiple triggers, making them think they've disarmed it when in reality they triggered a different, even more deadly trap. Going against you with a home field advantage is going to be worse than hell.

Fuinjutsu Master [600]: What may seem like a slip of paper with some funny writing on it is, in actuality, one of the most dangerous and versatile abilities found within the world, and you are an undisputed master with this craft. Creating exploding tags and storage seals is child's play compared to what you're capable of, such as creating potent barriers, containing chakra for later use, restricting a target's movements, and so much more, limited only by your knowledge, calligraphy, and imagination. In time, you may even be able to create seals that can teleport you, or seal a Tailed Beast.

Masters of Storm [600]: The land of the Uzumaki is as unpredictable as the clan themselves, but they have managed to tame their home, to a certain extent anyway. Like the eldest and most powerful members of your clan, you are capable of commanding the very heavens themselves, altering the weather with just your chakra alone. The ability to clear skies, summon rain, or create storms is a dangerous ability indeed, especially with the relative ease you find using this.

Adamantine Chains [800]: An advanced technique of the Uzumaki clan, taken to unheard of levels of power under you. At will, and at seemingly no cost, you can create an unlimited amount of chakra chains, each link as unbreakable as the certainty that the sun will rise. You can control these chains with frightening precision, making them move or change sizes however you want. These chains also have the additional benefit of suppressing anything that is bound by them, be they physical strength or chakra. You might even be able to bind the Nine Tailed Fox itself with your chains.

YAMANAKA PERKS:

Discounts for Yamanaka are 50% off, with the [100] perks being free.

Loose Tongues [100]: If there's one thing that shinobi should be good at, it would be collecting information, and it just so happens that you are particularly suited towards that, due to your uncanny ability to have people drop their guards around you more easily than is otherwise normal.

Talented Florist [100]: Those of the Yamanaka clan are not well suited for confrontation, preferring to be in a support role. This has led to a tradition of growing ingredients for their poisons, and you most certainly have the green thumb needed. Under your care as a masterful gardener, any plant is sure to bloom.

Mind Transfer [200]: There are few opponents as terrifying as those who can look within your head, violating the sanctity of your thoughts. You are adept with such techniques, being the speciality of your clan. Be it transferring your mind into a target or perusing their thoughts, they may not be particularly powerful, but are no less dangerous than a kunai or fireball.

Shinobi Psychologist [200]: Few minds are as fascinating as those belonging to shinobi, those forced to cast away their humanity to become the perfect tools of their clients and clans. You are especially good at getting into the heads of others, in mundane ways, and figuring out just what exactly makes them tick. As a side benefit, you are perfectly suited to treat any mental problems someone may have, no matter how severe they may be.

Deadly Bloom [400]: Many shinobi know the value of utilizing poisons to fell their enemies, though none have mastered the craft as your clan has. You are a master when it comes to creating and treating poison, from the ones that can kill in seconds and the ones that take days or weeks to start showing signs. Even on short notice, you can make poisons from ordinary household substances, or those found in a civilian garden. Of course, you have trained yourself to become resistant to poison, knowing full well that you aren't the only one to utilize it in this shinobi world.

Mental Defenses [400]: If there's anyone who knows the dangers of an unguarded mind, it would be the Yamanaka. Through harsh training, you have turned your mind into a veritable fortress, making it impossible to read or control your mind, no matter what method they may use. And though it does not grant you immunity, it will give you some measure of resistance to genjutsu as well as torture techniques, making you unlikely to break under the 'hospitality' of any rival clans.

Mind Games [600]: Many think that you need some fancy jutsu or mystical serum to control people, yet all it really takes is just a few words here and there. When it comes to manipulation, you are a master of it, especially when it comes to social manipulation. Given just a few opportunities and enough time, it wouldn't be impossible for you to cause a clan to tear itself apart or turn passionate lovers into mortal enemies, with no one even realizing you were the one responsible! Of course, you could turn this towards more beneficial means, but that would just be boring.

Split Personality [600]: The mind is as delicate as it is complex, a hunk of flesh pulsating with electricity, and now you can shatter your own at a moment's notice. While that may sound bad, hear me out. You are now capable of creating copies or aspects of the various parts of your mind, each one separate and distinct, and possessing a number of uses, like multitasking and keeping track of everything in battle, or having one of them pilot your body while you mind transfer with someone else, and vice versa. Of course, you can merge them all back together in a single whole, with no negative repercussions on your end.

Master of Memory [800]: Is it a person's nature that determines what kind of a person they are, or is it their memories, their experiences that shaped them into what they are today? No matter how you may feel about such subjects, you are unmatched when it comes to manipulating memories, be they yourself or others. With just a flare of chakra, you can obtain a copy of all of a target's memories, even those long forgotten. You can extract specific parts of their memories, and can easily sift through them to find the information that you desire. Afterwards, you can purge them from your mind, leaving only what you want to remain. Of course, you could also implant your own memories in a target, alter their memories, give them false ones, and even erase their own.

ITEMS:

All Clans receive an additional [300] to spend in this section only. You may discount two items from each price tier, with discounted [50] and [100] items becoming free. You may freely import any related items you own at your discretion.

Clan Attire [Free]: You are a proud member of your clan, and as such wear the clothing to reflect your allegiance. You now possess a number of clothes fit for this era, each one as comfortable as they are resistant to damage, and bear either the mark of your clan, or your own personal sigil.

Eternal Sakura [50]: Many talk of the beauty of sakura trees when they are in bloom, and yet such a sight lasts for a week. That is not good enough for you, and as such you have chosen to take this tree, one that will eternally be in bloom, no matter where it is placed. Being within sight of it makes people feel slightly better and hopeful, as if things could always turn out better than they are now.

Exploding Tags [50]: A stack of papers, useful for when you need to destroy something without needing to use much chakra. Stick them onto a surface, be they a wall or a person, and activate them with a pulse of chakra to cause these seals to explode. You will receive fifty of these tags, which will replenish weekly.

Ichiraku Ramen [50]: Good food is a treasure, especially when you've been stuck eating field rations for days or even weeks. You now possess a number of pots filled with nearly every kind of ramen served by a certain man in the future, filled with all the nutrients that a person needs. The ramen within these pots is always at an ideal temperature, and will never run out, no matter how much you end up eating.

Kunai Pouch [50]: These steel knives can be found used by shinobi world wide, and for good reason. They are easy to carry, perfectly weighted and designed to be thrown at a target. If you're in close range, you can also use them as the steel daggers they are. You will receive a hip pouch filled with fifty of these kunai, which will replenish weekly.

Ninja Wire [50]: Though it has many uses, it can be tricky to use these razor sharp wires effectively, but mastery of them gives you many options. No matter how skilled you may actually be with them, you will receive a number of spools of this wire, which will replenish itself weekly if used up or destroyed.

Senbon Needles [50]: As opposed to the bulky kunai that most shinobi use, senbon are tools requiring precision to use effectively. But they are easily hidden, and can be used outside of combat, like for acupuncture. You will receive a hip pouch containing fifty of these steel needles, which will replenish itself weekly.

Shinobi Armor [50/100]: In a time where death is but one thrown kunai away, it pays to protect yourself, even if only a little. As shinobi need to be quick and mobile, this set of steel armor is perfectly weighted, and does not hinder your movements at all. For [50], you will only receive a basic set, while paying [100] will grant you a set of armor enhanced by fuinjutsu, making it much more protective than before.

Shuriken Pouch [50]: Another staple of the shinobi tool kit, you won't go very far without seeing a shinobi able to use a shuriken. These throwing stars can be used to either distract opponents or damage them, while being light and easy to carry around. You now have a hip pouch containing fifty shurikens, which will replenish weekly.

Clan Treasury [100]: A core part of being shinobi is to go out and perform jobs for clients, to bring prestige and wealth to your clan. Wealth is something you shall have in abundance, as you now receive a weekly stipend of ¥500,000. Of course, you can convert this money into other forms of currency, should you feel the need to do so. Be sure not to spend it all in one place.

Fuinjutsu Kit [100]: Fuinjutsu is a tricky art, one where even a single brush stroke could change the entire sealing array into a massive explosive, or worse. As such, you need the best materials in order to properly express this art, in the form of these neverending barrels of chakra infused ink and stacks of paper.

Hot Springs [100]: No matter who you are or what clan you belong to, it's always good to take a moment and relax, preferably at one of the hot springs littering the Elemental Nations. You now find yourself owning one of these hot springs, as well as a small resort built up around it. Any who spend time within these waters will find themselves refreshed and revitalized, small pains and minor injuries fading quickly.

Mask of the Shinigami [100]: A creation of the Uzumaki clan, used in order to communicate with the God of the Dead himself. Mimicking the looks of the shinigami, one is capable of summoning and communicating with him, even bartering with him, should you so desire. In future worlds, this mask will allow you to see and communicate with the deceased, as well as any local death gods.

Medical Kit [100]: All it takes is one lucky hit to kill a person, to utterly destroy the delicate processes keeping a person alive and well. And when they survive a battle, they often return with bleeding wounds or fresh scars, ones that need immediate attention. You now possess a bag containing nearly everything you'd need to treat someone on the battlefield, even emergency surgery. The supplies will restock once every day, so there's no fear of running out in the long run.

Storage Scroll [100]: There are times when you need to carry a large amount of supplies with you, or store the bodies of your deceased clansmen until you can give them the proper funerary rites. Fuinjutsu has the answer to your problems, as simply pumping a bit of chakra into this massive scroll will store whatever you place on top of it, as well as releasing only what you want released. This won't affect living things.

Sacred Shrine [100]: You won't find very many shinobi who are especially religious, but perhaps there is some use for walking the spiritual path. You now own a shrine of your own, a peaceful place that calms the mind and rejuvenates the psyche. Even if you don't consider yourself faithful, a few minutes a day is more than worth the stability you gain in return.

Akimichi Pills [200]: Three special pills created by the Akimichi clan, used when there are no other options. These pills forcibly convert the body's fat reserves into chakra, each pill having a greater effect than the one before. It's even said that the Chilli Pill can make them one hundred times stronger, though at a cost. That is, if you weren't buying them here. Not only are your pills more efficient and last longer, but the drawbacks are severely lessened. These pills will replenish weekly.

Chakra Weapon [200]: A secret skill passed down to only the most skilled of blacksmiths, it's rare to find any who can create chakra conductive weapons that are not permanently on the payroll of a shinobi clan. You have been given a weapon made from this metal, allowing you to easily channel your chakra through it. With mastery over your elemental affinity, you will even be able to coat it in your chosen element at a negligible cost. Be mindful, though, for a weapon is only as useful as the hand wielding it.

Infused Garden [200]: Chakra is vital to life itself, and as such changing it within any living being can have some serious effects. Take this garden, for example. All of the numerous plants found within have been heavily altered, possessing a number of supernatural properties, both beneficial and detrimental. If used by a skilled herbalist, they could create medicines and poisons much stronger than nearly anything else found in the Land of Fire.

Ninja Puppet [200]: A wooden creation from Wind Country, used by a number of the shinobi there and crafted from a special kind of chakra-conductive wood found only in the harsh desert country. It possesses a number of tricks that can be used during battle, as well as a special poison gas that only you have the exact antidote for. It needs to be controlled through the use of chakra strings, and takes a while to master.

Summoning Contract [200]: Some of the most prominent shinobi around are in possession of a summoning contract, allowing them to call upon the aid of an animal clan for any number of purposes. You are now a holder for one of these contracts, with an animal clan of your choosing. Whether it's an animal clan shown in the series or not, they will each have their own variation of Sage Mode, which they will teach you after you've proven yourself trustworthy enough.

Training Grounds [200]: Even if one were to have been born a natural prodigy, it still takes time and effort to bring out their full potential, time not usually allowed in these violent days. This area should help you survive, as it greatly enhances the speed at which you improve through training, allowing you to master skills much faster than is normal. Even physical conditioning will benefit greatly when done here.

Crystal Gem [400]: An azure gem, passed down through the Senju clan for generations and believed to have been made by the clan's founder, it is easily worth three mountains and their gold mines. While wearing this necklace, you will find your chakra capacity and control heavily bolstered, as well as being able to more easily subdue and channel the chakra of the Tailed Beasts, should you feel the need to do so.

Gunbai of the Uchiha [400]: An artifact of the Uchiha clan, carved from a unique spirit tree from which only ritualistic instruments are made, it has been passed down to different clansmen for generations. It has two abilities, one of which being that it is capable of absorbing any ninjutsu that touches its surface, using it to replenish your own stores of chakra. The second is that it is capable of reflecting ninjutsu back to the one who used it, at double its original potency.

Hidden Complex [400]: In a land dominated by shinobi, it would be foolish indeed for a clan to only have only one compound, where all of your clan's secrets and resources lie. As such, there are numerous secret complexes dotted around the Land of Fire, one of which is now yours. Not only is this underground complex difficult to find without actually knowing the signs, but it is easily the size of a small town, with all the resources to supply one.

Library of the Sharingan [400]: The Uchiha clan is infamous for their dojutsu and its ability to copy most jutsu and techniques it sees, but many don't realize how much they've actually stolen. You now possess the total archive of everything the Uchiha have collected over the clan's existence. Dozens of taijutsu styles, thousands of jutsus, and so much more can be found here, just waiting for someone to learn the stolen secrets found within.

Sword of Kusanagi [400]: An ancient and razor sharp tsuguri once owned by the Daimyo of Fire, this legendary blade now falls to you. Its unique properties allow it to expand and contract from great lengths, sure to surprise any unwary foe, as well as the strange ability to be controlled telekinetically by its owner. With a blade like this on your side, you are sure to have the upper hand in almost any combat situation.

Sword of the Thunder God [400]: An artifact passed down the Senju clan for centuries, it may appear as a simple steel hilt, bereft of any blade, making anyone unaware think it a useless bauble. That all changes when you channel just a bit of chakra into it, creating a blade made of pure energy that can cut through most obstacles with ease. This blade takes on new properties when you channel elemental chakra through it, and it will be further enhanced when channeling senjutsu.

Artifacts of the Sage [600]: It would most certainly be seen as heresy, that a mere shinobi would claim ownership of the five treasured tools of the Sage of Six Paths, one not even from the Land of Lightning where they have been traditionally housed for centuries. The Bashosen is able to generate all five basic nature transformations. The Benihisago is capable of sealing anyone within, with no chance of escape. The Kohaku no Johei is similar to the Benihisago, though requires much less preparation. The Kokinjo can draw out a person's soul, while the Shichiseiken can cut the soul directly.

Clan Compound [600]: All shinobi are simply extensions of the clans they come from, the family they owe their very existence to. Due to your loyalty and trust, you have been entrusted your very clan to take with you into future worlds. This walled compound is the size of a small town, housing a number of both civilian members as well as one hundred shinobi who will become your loyal followers. Should you be Clanless, then this can either be one of the minor clans found in the Land of Fire, like the Hatake or Sarutobi, or one of your own custom design.

Deadly Forest [600]: There is no more potent chakra than that of the Bijū, powerful entities that can only be matched by the greatest of shinobi, and even then it is risky. As such, it is not unheard of for the battlefields they shed blood in to mutate the surrounding area, both the flora and fauna. You have ownership of one of these areas, a massive forest measuring around five hundred square miles filled with an ever-replenishing amount of chakra-mutated beasts, where one wrong step is the difference between life and death. Such a place would be a great place to train, or turn into a deathtrap for your enemies.

Statue of the Outer Path [600]: A massive wooden statue, made in the shape of an emaciated humanoid. How you came in possession of this statue does not matter as much as what it is capable of. It is capable of storing within it an unlimited amount of energy, no matter what kind it may be, and is capable of converting it into any other kind. You can store as much chakra within it as you want, and reclaim it as nature energy, or even something else you're aware of, like nuclear power or psychic energy. You could even store the Tailed Beasts within this statue, though that won't give you much other than a massive amount of energy to draw from.

The Moon [600, No Discount]: It is said that long ago, the Sage of Six Paths created the moon in order to seal away a rampaging beast, one that threatened to destroy the world, and that his brother left to guard it. No matter if it's true or not, one cannot deny the fact that you are now the owner of the moon in its entirety. This moon is different from the one you may be familiar with, as it has its own breathable air that can support life, veins of valuable materials like iron and gold, and has a number of tunnels and caverns within, as well as a large amount of hollow spaces big enough to house countries within. All of these spaces are empty, devoid of any people or structures. Whether you import it into future worlds, replace that world's moon with your own, keep it contained in a pocket dimension connected to your Warehouse, is entirely up to you.



COMPANIONS:

Beloved Comrades [50/100/200]: There is only so much one person can do, no matter how powerful they may be. With this, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend, as well as an additional 300 stipend that can only be used for items. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

War Council [300]: But why be limited to only eight companions on the field of battles, when you could have so much more? With this, you may now import as many companions as you want. Each companion receives 800 cp to spend, as well as an additional 300 stipend that can only be used for items.

Clan Jumper [Free]: Of course, there are also those who have supported you, all without promise of fame or fortune, but instead out of the loyalty they have towards you. You may now import as many of your followers as you want into this world, each at the level of the chunin of the future, and belonging to a clan of their choice.

Sunny Kunoichi [Optionally Free]: One day, you end up running across a blonde girl with whisker marks on her cheeks, looking totally lost, and asking about a place called 'Konoha.' Even if she's loud, obnoxious, and not too bright, she makes up for it with her compassion, hopeful idealism, stubborn refusal to back down, fierce desire to protect her friends, and an obscene amount of chakra. She's got enough to create a literal army of shadow clones, and specializes in close-quarters combat.

Celestial Priestess [50]: A shrine maiden who tries her best to follow the teachings of the Sage of Six Paths, and yet she cannot seem to let go of her resentment of her father and men in general. Despite that, she is loyal to any who she would call a friend, and that includes you. She is no stranger to defending her shrine from brigands or unruly shinobi, utilizing her archery skills, fire release jutsu, as well as her talent as a chakra sensor to take down any opponent before they get too close.

Demonic Puppeteer [50]: Definitely one of the strangest men you've ever come across, this tall, blonde man wearing a jacket of pink feathers is the exact opposite of what you'd expect a shinobi to look like. Still, he's charismatic, clever, and quite skilled with the unique chakra strings he can create, but keep in mind that he's a consummate manipulator, and has a burning hatred within his heart.

Lone Wolf [50]: Though you may question the usefulness of a one-armed shinobi, you can't deny that this man is a true killer of men. Using a prosthetic arm made utilizing advanced fuinjutsu, as well as his great talent for a blade, he is able to keep up with the best, keeping them on their toes and a master of counter attacks. He is undyingly loyal to you, to the point where he wouldn't think twice of sacrificing himself so that you may live.

Snake Sage [50]: A pale woman with serpentine features, this buxom kunoichi is as skilled as she is provocative. A master of hundreds of jutsu, skilled with many branches of science, and possessing an ambition to push the stopped pinwheel of this shinobi world into motion, moving towards a brighter future. It won't stop her from teasing others, or making crude jokes.

Chakra Beast [100]: It is a well known fact that chakra can be used to change the very world around us, even those that live within that world. You now find yourself as the trusted owner of an animal that's been massively enhanced and mutated by chakra, giving it many unnatural abilities that allow them to take on numerous high-level ninja and come out on top. They are easy to train and take care of, and are unflinchingly obedient towards you.

Rotten Samurai [100]: It is not often that a samurai would ally with a shinobi, and yet this crimson haired woman who has never known defeat seems to have found you a worthy master to bind herself to. A master with the blade as well as enhancing herself with chakra, she possesses a rare bloodline limit that allows her to rot whatever her chakra touches, draining their vitality to restore her own.

Ghost of the Uchiha [200]: One of the most powerful shinobi to walk the land during this time, few are as infamous as Madara Uchiha. With the most powerful evolution of the Sharingan, as well as his grand skill in combat, it wouldn't be inaccurate to call him a god on the battlefield. He's introspective, recognizing his hypocrisies and accepting them fully, for he knows that he is only human.

Paragon of the Senju [200]: One of the most powerful shinobi to walk the land during this time, few are as beloved as Hashirama Senju. A kind man who treasures peace and his loved ones above all else, he is an unstoppable force when it comes to combat. Taking into account his monstrous reserves of chakra and mastery over Wood Release, he could single handedly take on a Tailed Beast and succeed.

Tailed Beast [300]: Many covet the power of the Tailed Beasts, massive and immortal entities composed of pure chakra who can destroy entire mountains with a single attack. You should consider yourself fortunate, as you now find yourself befriending one of these entities. They shall join you as your Companion, offering you both their power and wisdom. You may take this option multiple times.



SCENARIOS:

Founding Fathers

Long have the various shinobi clans warred with each other, spilling a countless amount of blood over old grudges and blind hate. It makes you sick, such mindless slaughter seemingly for nothing. Well no longer, you will not let the state of things continue. Your goal during this time is to unite many of the disparate clans found within the Land of Fire, and turn them into the very first Hidden Shinobi Village. It may not be easy, considering the grudges that run deep, nor how there would be many who attempt to cause such a movement to fail. Should you manage to do so, then you will have completed this scenario.

Rewards:

You have done what would have taken the two strongest shinobi of this age, and have united many of the clans under one banner. For this legendary feat, you will take on the title of **First Hokage**, though perhaps you have chosen something else? Regardless of your feelings on the matter, this title grants you the respect and awe of any who would hear it as is appropriate of one in charge of an army of shinobi, as well as the power to back it up. Even in future worlds, proclaiming yourself as such will let others understand exactly what they're dealing with.

A gift to you, from many of the smiths and sealing masters who now call you their leader. The **Armor of the Founder** is a potent set of protection, having been made from chakra-enhanced steel and is a masterwork of fuinjutsu. Wearing this armor will see your physical capabilities greatly enhanced, as well as empowering any jutsu you may perform, as well as lowering the chakra cost needed for them.

Though it may have a different name under you, it would be a shame to leave behind **Konohagakure**, especially considering how much effort was put into its creation. Not only will the entire village, as well as the surrounding area become a Warehouse attachment, but all who have chosen to settle down will also join you, the numerous shinobi especially, as they have become your loyal Followers.

Trials of Mount Koryu

There are many legends surrounding Mount Koryu, and of the Five Genryu who call it home. From their power and wisdom, to the boons granted to those who would pass their trials. You will most likely hear more of these tales, for one day a procession of people proclaiming to be of the Tatsushiro clan, those who tend to the divine dragons, will have come seeking you, for they believe you capable of a grand undertaking. You will be called to Mount Koryu, as you are believed to be the only one with the potential to pass all five of the Genryu's trials, a feat that no one has managed to accomplish. Each of the Genryu are unique, both in looks, divine domains, and what their trials will be. They are Kongo of the Hardened Rock, God of Earth and Justice. Rekka of the Raging Wildfire, God of Fire and Benevolence. Korin of Light's Halo, God of Lightning and Grace. Suiko of Water's Torrent, God of Water and Trust. And Tenku of Heaven's Strata, God of Wind and Wisdom. Overcome their trials, and great power shall be granted to you.

Rewards:

The point of these trials was, ultimately, so then one worthy enough could ascend to divinity, becoming the **Genryu of Light**. You now find yourself able to transform into a divine dragon, made entirely of light, unable to be harmed without usage of senjutsu or the shinjutsu of those from beyond the stars. Your power will be great, equal to the Ten Tailed Beast that once rampaged across the land nearly one thousand years ago.

An artifact of great power, the **Dragon Blade** has been passed down through the Tatsushiro clan for generations, waiting for the day when they could give it to the Genryu of Light. This longsword, with five gems embedded within, will greatly enhance all of your elemental abilities, no matter what source they originate from. The blade itself can both cut as well as absorb chakra, and will return to your hand whenever you call for it, no matter the distance or dimension.

The holy sight for your ascension to divinity, as well as the ancient throne of the Five Genryu, it would only make sense for **Mount Koryu** to travel with the one who managed to conquer its many trials. Not only is it overflowing with natural energy, but each of the Genryu will join you as either Companions or Followers, while the Tatsushiro clan will gladly Follow their new god on whatever journeys you may undergo.

DRAWBACKS:

Continuity [+0]: Have you been to these lands before, perhaps in a time long before the advent of ninjutsu, or even before chakra was granted to mankind? If so, by taking this option, your previous actions in this world will be remembered, and you will have to deal with the consequences of the past.

Era of Legends [+0]: Though this may be a popular story, the history of these lands holds much wonder and mystique, perhaps that is not the kind of legend you wish to be a part of? You are no longer in the original telling of these times, but instead one of the many fanfics that take place during the Warring States Era.

Supplement Mode [+0]: Should you desire something more from your stay here, then you can use this as a supplement for another Naruto Jump. Alternatively, you could be in another world, separated from the Naruto series entirely. Whether you merge the two worlds into one, or bring your purchases from here to there, is entirely up to you.

Child Soldier [+100]: No matter the age or conflict, it is often the youngest and most innocent who are the most affected by these troubled times. You now find yourself as one of these children, a mere eight years old and the physicality to match. You cannot accelerate how quickly you age, and few foes will grant you mercy on the battlefield no matter your age.

Extended Stay [+100]: Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from taking it five times.

Believe It! [+100]: You seem to suffer from some neurological tick, one that comes across as an annoying habit or a catchphrase you belt out constantly. It would take much effort to curb these tendencies, which often annoy and irritate others, though they may eventually grow to tolerate your special brand of bizarre.

Food Addict [+100]: There is something to be said about having a favorite meal, though you seem to have taken such a concept too far. You are compelled to eat only one kind of food, such as ramen or barbeque, and little interest in consuming anything else. It certainly won't be good when you're out on the field, stuck eating only field rations.

Super Pervert [+100]: Well now, you certainly are one to think with your head, though perhaps the wrong one. Whether it's reading smut in public or sneaking glances into bath houses, you just cannot help but act like a pervert. This will obviously lead to a bad reputation on your part, and it will definitely not help you when it comes to romance.

Broken Soldier [+200]: It is an unfortunate eventuality of war that, eventually, someone may come out of the battle scarred and debilitated. You just never expected it to be you. That's right, you are now crippled beyond hope of repair, missing either one of your limbs or your eyesight. Even prosthetics don't seem to help all that much, constantly breaking down much faster than is even remotely natural.

Double Trouble [+200]: Everyone has that little voice in the back of their mind, whispering things you should do if you didn't have impulse control holding you back. Well, that is more literal for you, as you have an 'inner personality' that tries to make you lash out at every little thing. It would take much self-control in order to bring them to heel, especially since any perks meant to give you such control are heavily dulled.

Forgotten History [+200]: All who are knowledgeable in this setting know of its legendary history, of the tale of Hashirama Senju and Madara Uchiha, and the immortal legacy they left behind. Of the exact origins of chakra and the Sage of Six Paths. Such knowledge has been barred from you, though. You only know what anyone else native to these times would know.

Honored Elder [+200]: It is often true that you must give respect to the elders in a profession where young men die young, but it is the young who grow stronger, while the old wither and fade. You are one such elder, well past your prime with no hope of regaining your youth and past strength. Your body is weaker, and you will find yourself much more easily exhausted from physical activity.

Feudal Era [+200]: The technology found in these times does have many of the amenities you would have grown used to, nor any of the many potent weapons that would render the skills and powers of shinobi irrelevant. Such options have been taken away from you, as you can no longer bring with you or build any technology more advanced than what would be available in the 1600s of your original world.

Bushido Code [+300]: The samurai of these lands differ from shinobi in a number of ways, most prominently how they view honor, and what you should do to uphold it. Much like those swordsmen, you absolutely refuse to use any 'dishonorable tactics,' like sneak attacks, poison, subterfuge, backstabbing, even using superior numbers to take on a single foe. As is expected, this will certainly make your time as a shinobi very difficult.

Malformed Chakra Coils [+300]: You were born with a serious disability, one that not even the greatest of medic-nin of the future could undo or remedy. Your chakra coils cannot be used like any other shinobi, unable to use your chakra to perform ninjutsu or genjutsu. As one might expect, this is a serious detriment when it comes to combat, especially when facing the strongest of this age. You may be able to use taijutsu and skills like Tree or Water Walking, but that's the extent of your capabilities.

Sealed Power [+300]: A fate done to those unfortunate enough to have been captured, yet too valuable to kill. A special seal is placed on them, making them unable to use any advanced chakra techniques or even express their bloodline limits. Much like those poor souls, you are unable to use any abilities not native to this world, stripped down to only your Body-Mod, mundane skills, what you have purchased here, and any abilities you may have gained from the Naruto series.

Jump Force [+600]: It seems as though the world you are entering is about to have a few more guests than just you. All throughout the entire world, a number of portals will open up, with strange people calling themselves Venoms coming from within, backed up by some strange yet powerful beings. If you don't do anything, they will surely either subjugate or destroy this shinobi world of yours. Though these entities may be powerful, victory is not impossible, should you be strong and daring enough to defy the odds placed against you.



ENDING:

Your time here has come to an end, and as such you must make a choice.

Stay: This cruel world is truly a most fitting place for one such as you.

Go Home: Such a violent land makes you yearn for the peace of home.

Continue: You can't stop now, moving ever onward unto the next challenge.

NOTES:

- All jutsus/abilities you gain here are much more cost-efficient and easier to use than if you had learned/awoken them yourself.
- All perks talking about chakra and jutsu also apply to magic and other, similar abilities.
- With **[Chakra Engineer]** and **[Fuinjutsu Master]**, you might be able to make one of those flying cities from that one movie with a few years of research and experimentation, along with all manner of other, weirder tech things seen in the series.
- Yes, **[God of Shinobi]** and **[Chakra Reserves]** do stack, putting you on par with the Eight Tails to start off with.
- In worlds without chakra, **[Sensor Type]** will instead detect life energy, magic, etc.
- [Protective Layer]** basically makes you Po, but better.
- Yes, **[Empowered Affinity]** can be used on **[Wood Release]**.
- You can have any two Mangekyou abilities you've seen in the series when purchasing **[Eternal Mangekyou Sharingan]**, or go balls to the walls with custom abilities. Maybe multiplying any jutsu you cast by seven, or repositioning them anywhere within your line of sight, teleporting to any place you've ever seen, or something else entirely. The only limiting factor is that they run off your chakra, and you can only have two of them.
- Sealing the Bijū within the **[Statue of the Outer Path]** won't cause the return of the Juubi or Kaguya.
- Custom companions are based on Naruko, Hino Rei "Sailor Mars," Donquixote Doflamingo, Wolf (Sekiro: Shadows Die Twice), Orochimama (Fanfic "Orochimama"), and Malenia, Blade of Miquella.
- The villains that you will encounter through **[Jump Force]** will cap out around Kaguya's level of strength.
- When in doubt, fanwank.
- Have the day that you deserve~***