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"Thirty-Eight years ago, the Warring Clans Era was brought to a close with the founding of the first Hidden Village. Nineteen years ago, the First Shinobi War was brought to a bloody and ruthless end. Seven months ago, the Thirty-First Shōgun of the Elemental Nations was beheaded in his own bed.

Yesterday afternoon, the Second Shinobi War began. Gods Above, there will be death in droves before peace shows itself again.

You are Mitsuru, newly-minted Chūnin of Iwagakure. You are woefully under-qualified; your first outing is the last of the Snow-Front's and ends in disaster. It is only through luck that you survive. Luck will not take you very far in this world.

There will be death in droves before there is peace. If you want to be more than a statistic, you're going to need to become very clever."

Welcome to the world of Cresting Lilypads! In this world, the original canon of Naruto has been altered to make the world a tad bit grittier and a tad bit stranger. There are unknown, eldritch things wandering the world, and the mortality of people is far greater. You will no longer find Jinchuriki walking the world, and the Second Shinobi War has just started.

You may start with 1000 MP (Mitsuru Points) to become a proud Shinobi of Iwagakure. Or some other village like those fish-eating, sword-perverts, water-maniacs, ABOMINABLE BEASTS FROM KIRI- I mean, yeah, you can do whatever you want! :D

Setting

This jump expects you to go to the Cresting Lilypads world and begin your story there at the beginning of the story. The Second Shinobi War has just begun, and things are set up such that the war is expected to stop within the next half a decade or so. Though, if you want, you can choose to go to a different war, such as the Red War (the First Shinobi War) or any of the expected following ones.

By the proviso of this jumpdoc, you can also choose to go to a different setting instead of Cresting Lilypads. It's expected that you go to some sort of setting where a war is happening and the powers-that-be are about as strong as Shinobi and Hidden Villages. If you truly must, you can also ultimately choose to go to a setting of your own choice regardless of the expectations of this jumpdoc.

This gives you the option of visiting parallel versions of Cresting Lilypads itself, too! So you could go in a version that does have Jinchurikis, or the TV-series version, the one where DanQuest is making Dan search for the best death, and so on. The ideal thing is going somewhere associated with Cresting Lilypads, but freedom and Jumpchain come together.

Origins

You can choose any age or gender you want, including some that may not exist precisely as you would know in the Real World. The only limitation is that it must be plausible within the world of Cresting Lilypads, so something like a thousand year old being with no discernible sexual features... is actually plausible, so good for you!

You *should* start at the beginning of the Quest, moments after the beginning of the Second Shinobi War. But if you want, you can start earlier or later.

Which way the origins are worked into a background is decided by you. If you want to be a Drop-In, you can do so with the assurance that you won't be immediately picked up by the local Hidden Village or anything of the type. Otherwise, you can develop your story in accordance with your perks, items, or just general interest. This includes being members of clans such as the Kamizuru or the Jorogumo, with all the benefits and maluses involved. Even things such as being the child of the local Kage or the brother of a legend such as Tsunade are possible. Though things may change depending on your choices.

Professional Shinobi: You've come into this world with one purpose and one purpose only. You want to be the ideal shinobi, the one that is highly refined, incredibly powerful, and made for the shinobi life.

Charismatic Shinobi: Your purpose here is to be very charismatic. You are the kind of shinobi who throws out a massive net and takes everything and everyone within it, for your own use and purposes.

Natural Shinobi: But then... Some shinobi are different, unusual in a lot of ways. Maybe you want to be one of them? One of the many shinobi that see things differently, that see a world beyond the world, and wish to share it with others.

Compassionate Shinobi: Shinobi and terms such as Humane or Compassionate are very much oxymorons. These are simply not things that fit together, not things that are meant to come together. But you do so all the same.

General Perks

Your perks are discounted by 50% in accordance to the Origin you have picked. 100 MP Perks are discounted to Free.

Chakra System [Free]

You, as a natural to the world (even if you're a Drop-In, unless you really don't want the perk), come with a Chakra System. It has enough potential in it that you could become an Elite Jonin in time if you put in the practice.

Ninja Skills! [Free/100/200/400/600]

If you want to be a Shinobi, you have the skill needed to do it, enough that it would make you a Chunin in skill (12 in power level). You can specialize these points in whichever way you want, though they are limited by the rank that you choose, so as a Chunin, the most you can have is two skills at plus three (Tokubetsu Jonin level) while disregarding everything else.

By paying with extra points, you can get more skills and higher ranks in your Shinobi Village. An extra 100 makes you a well-rounded Chunin with 21 in power level. With 200, you can be a Tokubetsu Jōnin in ability, with a power level of 42 to distribute around your Skills and Skillsets. For 400, you would instead have a Jōnin amount of skill, with a power level of 81 to distribute but a minimum of 2 in All Skills. And for 600, you can be an S-rank/Kage-level Shinobi, with a power level of 163 to distribute through your skills, and a general minimum of 4 in All Skills.

If you want, you can be a Samurai, and simply change the way you approach this perk and ranks to fit one. You may also choose to be of a lower rank while having the skills of a higher one, though it doesn't stop you from being promoted eventually.

(Check Notes for information on Power Levels)

Stone Cold [100]

You can choose to remove from yourself, to as much a degree as you want, the natural sense of empathy and the traumas of the battlefield. This can happen exactly as you want it to, from removing traumas completely and not being the least affected by the murder of all sorts of people, to feeling it but going through it slowly and healthily.

Bloodline Limit [200]

You are a part of one of the many Clans and Bloodlines in the world of Cresting Lilypads. This gives you access to a bloodline limit such as Lava Release, the Sharingan or Byakugan, and so on. You start with enough skill with your bloodline to operate at a Chunin's rank of ability, and find it easier to develop yourself along your bloodline, growing two to three times faster with it.

Developed Skillset [200/400]

You've developed a Skillset within one of your Skills, giving you the ability to use it at a Chunin's level of skill (2). This skillset has to be something within the normal margin of discovery and use, such as Explosive Seals, Musical Genjutsu, Disease Ninjutsu, and so on.

However, if you are willing to input another 200 for it, you can get something outside the normal margin, being something that usually takes double the amount of Experience to progress, such as Iryo-Ninjutsu, Iryo-Fuinjutsu, and so on.

There are some skillsets that require other skillsets to work, for those, you must pay both the initial skillset's cost, and the second one. So, if you wanted Tsunade's Byakugou, you would need both her Iryo-Fuinjutsu and the Byakugou itself, for a total of 800.

You can personally invent your own Skillset outside the known canon, provided that it's plausible, such as an Earth Release Chakra Mode (valued at 400). Buy as many of them as you want to.

Questing System [400]

You have access to the System that guides Mitsuru's growth. This means that you roll for your Actions, get a number of Downtime Activities to do, track XP through missions and training, and generally grow differently than most people.

You can toggle things that you don't want to have. When used well, the system is capable of taking an average person, capable only of being a background chunin, all the way to an Akatsuki-level threat within the span of five to six years. This system will also adapt to other settings/power bases.

Straight Up Genius [400]

Much like a number of people in the setting, you develop significantly faster than the normal person. This makes you develop at least a dozen times faster than you would normally, and also provides you with an intelligence far more developed than that of the average person. At the very least, you are intelligent enough that if you were in the Real World, you would singlehandedly lead scientific revolutions, unraveling science all the way to Cold Fusion and similar feats.

Professional Shinobi Perks

Hidden Village Core [100]

You have a Jutsu that your village is famed for, a D-rank, used by pretty much everyone, from Genin to Kage, that you now know. Your skill with this Jutsu is incredible, and the expenses it brings you are near-zero, to the point you could use it for obscene amounts of time even if it would normally cost for others. Examples of this jutsu include Hiding in Mist from Kiri, Hiding Like a Mole from Iwa and Hiding In a Tree from Konoha.

Shinobi Diplomacy [100]

You have, among other things, the ability to wield Shinobi Diplomacy whenever you want to be diplomatic with others. How does Shinobi Diplomacy work? Well, you essentially do everything you can to get a rise out of your opponent, calling out how many disciples they've lost, their stupid mistakes, their vices, and so on. You can use this even in situations where this form of diplomacy would be detrimental instead of useful, and find that you can very easily find the flaws in a person's character to attack them effectively.

Your Specialty [200]

Among your list of abilities, you have one Skillset that is specialized for one specific thing, whether that be Infiltration, Explosive Seals, Support or any other skill that would fall within a larger category like Fuinjutsu or Intelligence. This must be something more or less common in the Naruto world.

Not only are you already pretty developed in the Skillset and its higher Skill, having Chunin-level ability with both, but you also find that you develop quicker at that Skill than the norm. At the very least, your personal growth, without the involvement of others, would be five times faster than the norm (multiplying your dice by 5 when training, essentially).

Iwa Is Unyielding [200]

Every Hidden Village has something that makes them unique, a way of being, of living, that pushes onto the essence of what it means to be them. You are now representative of one of the ways of being of your Hidden Village (or a different one, if you must), making you capable of using that way of being to push your interests upon the world.

For example, if you were unyielding like Iwa, you would find that stonewalling diplomatic conversations until the opposing time is forced to concede works far, far better than it should have any rights of doing. Or, if you were Konoha (ugh), you would find that being cooperative with only the people that you like will be extremely effective, more so than the teamwork of any other nation or people.

An Ambush is a Game in Three Parts [400]

The first part is the Setup (or the Wait), the second is the Strike (or the Weight), and the third is the The Slinking-Away (or the Victory).

You're exceedingly skilled at all three of these parts, to the point that you would have something akin to a Jonin's skill at Ambushing, one that would work as a Bonus to your actions every time that you are actively doing one of these parts.

When The Ropes Are Down [400]

The worse the situation is, the better you become, to the point that, even as a Chunin, if you were wounded enough, you could jump one or two ranks to fight against a Tokubetsu Jonin or a Jonin for a while. Of course, that requires the situation to be as horrible as possible, with you being quite literally near death, but it still shows just how much you can improve when you truly are pushed to the limits.

The Shinobi Protocols [600]

You know the shinobi protocols? The ones they teach the young children before they become shinobi? They work supremely well for you. In fact, any sort of rigid set of procedures and practices works extremely well for you. When you follow something that has been written down in rules and protocols, you'll find that things go vastly better than they generally should.

In a situation where you are expected to wait exactly ten seconds at the rendezvous point for your allies to come, you'll find that, a lot more than any other shinobi, your allies will make it just at the nick of time. Or, if they don't, waiting for them will find that your retreat goes a lot more smoothly than it would otherwise.

Since not all protocols are written down, you can make up your own, though you have to follow them consistently or sincerely plan to follow them in the future. Cheating your way out of the perk only relinquishes its benefits for you.

Carving It Out of Stone [600]

Sometimes, you simply won't have the time to do the things you want or need to do. It's simply too much, even when you account for losing sleep over it. A lot of times, you have to make your choice, whether that means not doing something over something else or losing sleep and doing so anyway.

With this perk, you no longer have to do that. When you're out in the field on a mission of some kind, you'll find that you'll always have all the time in the world to do everything you need to do. These must be things that could have been contained within a specific day, however. So, for example, in the morning, you could do a lot of things, such as build a minefield, a molefield, investigate your enemies in town, and then build an animated origami or two.

But you would eventually run to the limit where you've used up all the options that you would generally have had in a single morning.

Charismatic Shinobi Perks

Titles! Titles! Titles! [100]

The Blight-Crafter, the Blasphemous Bomber, the Mad Toad. Over time, shinobi tend to gather titles that refer to their deeds in the Shinobi World. You, like many of these, have acquired a title of your own. Furthermore, you'll find that whenever you act in accordance with what is expected of your title, your abilities get significantly improved, as if the very mantle you carry helped you prove your possession of it.

Basic Social Skills [100]

Look, shinobi in this world are all generally insane. Not only that, but they are so deep into the shinobi life that they tend to regard Civilians and Nobles as entirely different species. You, as a Jumper, may not act like that, but for assurance, this perk gives you the ability to always be able to connect with people and interact well with them.

This... This Is Life! [200]

The things that you love and feel passionate for are completely under your control, allowing you to change what your passions are. If you want, you can easily make yourself someone that absolutely loves the thrill of battle and the feel of power that comes from taking a life. Or something else, if you don't want to be that kind of shinobi, I guess.

Are You Even Human? [200]

You have a characteristic that is hyped up to eleven. Your charisma could be so over the top that you literally shine even in darkness, making the light glint just so, enough that a Chunin would think you're actively using a Genjutsu to look pretty. Or your scare factor could be so high that you look like a horror monster, your limbs elongated and segmented, making people unused to your appearance literally scream in terror at your sight, even when they're already Chunins or Tokujos.

Politically-Capable [400]

You're quite the expert in dealing with politics, being capable of creating your own group with its own agenda, even while going against the core nature of your hidden village and being actively investigated by its Special Operatives. Not only are you good at collecting new people to your faction and pushing your interests through them, but you're also great at maneuvering other factions to do what you want, whether through diplomacy, lies, or more.

Surprisingly Charming [400]

Let me be honest with you. A lot of Jumpers aren't exactly the most charming of people. They're blunt, brash, abrasive, and just generally a thorn in your side. Regardless of what kind of personality you have, you have a kind of charm that people just can't help but like, enough so that you can very easily grow your social pool if you start working at it. You could go from an unknown loner to the center of dozens upon dozens of social connections in no time at all. Though you may need a perk or two to have more time to keep up with so many friends.

Social Anomaly [600]

Where others have to be part of the group to be accepted, you simply saunter in and belong wherever you want to belong. This means that, even if you weren't a part of a specific Corps in a Hidden Village, or a Clan, or anything else, you could simply walk in and be accepted as if you were part of them.

This gives you access to a lot of different social groups that would never accept you, letting you do things such as simply walking into a Hidden Village and entering their Intelligence Corps, asking about things that someone of your rank could know, and suddenly having heaps of intel.

Or you could enter an exclusive group like the Explosive Corps of Iwagakure, learn their unique explosive Ninjutsu, then just step out and act as you normally would as if you had never joined them at all.

Indulging Your Desires [600]

Sometimes, there are things that you want to do, choices that you want to make, that you simply can't choose either because they are risky or because they go against a code that you must work under. Well, with this perk, you are no longer inhibited from following through with these.

If you're a Shinobi that is Compassionate and doesn't want to kill a child, you can simply choose to do so, even if your direct superior has commanded you to it. When you follow through with choices like that, the world simply moves around you to make your choice work, as if you had made the decision you were meant to make. The child you didn't kill could go on to live well and happily, while actively causing no more trouble to your village or any other.

Of course, this doesn't completely stop reality from being real, so you can save people (or hurt them when you shouldn't), but they may still die or live and do other things through other causes and effects.

Natural Shinobi Perks

Turning the Prism [100]

You know how to stop and appreciate the world around you, the touch of the wind, and the feel of the light. Doing so whenever you are capable nourishes your being, giving energy to you, as if, by interacting with the world, the world returns life to you. This grants you the effects of a long day of rest and peacetime.

Poetic Ramblings [100]

You know how to speak in the very weird non-sense that Junko uses when she doesn't need to be absolutely serious. It's mostly composed of similes, poems, and other similar things, making your speech sound very erudite, beautiful, and awfully vague. For you it's perfectly comprehensible; for others, it's a little bit harder to understand but allows them to understand your words to a far greater depth than normal speech. You could convey emotions and thoughts that no mortal language can convey with as much ease as your weird speech.

Spiritual Resistance [200]

You're surprisingly tough when it comes to things related to the soul or the spirit. This also includes the Eldritch and the Unknown. This doesn't make you immune or unable to be affected by any of these, but where others would fall down and die or be unable to even be awake, you would be doing neither of those things. That means you're significantly more resistant than the next person, enough that you could have a good time being an Obsidian Corps shinobi (the people that actively deal with the Eldritch in Cresting Lilypads).

There Is Always a Point [200]

Things go wrong a lot of times. Sometimes, they go so badly that you can't even see a reason for things anymore, a reason for the way that the world is, to the way that things happen and people die, uselessly, meaninglessly. Except it doesn't have to be that way. When it comes to the things around you, to the situations you involve yourself in, and to the reality that you experience, things will always matter; they will always have a point.

This isn't about degrees of importance, mind you, but rather, it's about how things will always make a positive difference for the world you want to see in the future. Even if hundreds of slaves die without meaning because you were too weak, you'll be able to rest assured that their deaths will have value; someday, somehow, nature will make their deaths have value.

Bridge To The Old Things [400]

There are Old Things that walk the world of Cresting Lilypads. Things that men are not meant to know or to deal with. Except you, that is. Things that are unknowable, things that should not be seen? All of them are incredibly receptive to you, to the point that they would treat you ten out of ten times as a friendly entity to assist rather than anything else.

As a matter of fact, even if they are normally so eldritch that their friendly assistance would be your total destruction, these entities will automatically gain a degree of human comprehension to ensure they can communicate and assist you properly. You could easily become the bridge that connects the Mortal World and the World of the Unknown.

Bringing The Supernatural Into Use [400]

Your life has given you the means to alter your shinobi ways to have more... weird... things... added to them. You'll find that, depending on what you do as a shinobi, you'll be capable of creating Jutsus and Tools that are of the more unusual and esoteric kind.

Think of things such as the Purple Scroll that Onaga once found, which created a wide sphere that changed reality, turning the Moon red and placing everyone into some otherworldly genjutsu. Or Sora's Weird Scroll that, amongst other things, summoned a specter of the Moon, a horde of people that were endlessly tortured within the scroll, somehow turned food into a massive Golem, and may or may not have summoned a massive fuck-you Goat (don't ask me).

Weird Skills [600]

You have skills that are quite unique in nature, something outside of the norm, such as knowing how to make Animated Origami through the Fuinjutsu Skill that are oddly... special? For others, their origami would be just normal automatons, but for you, they would have personalities and actively make choices (always good for you) for some reason.

Of course, this is only an example of what you can have, and what it is is completely your choice. Maybe your chakra just acts weirdly and makes you capable of using Ninjutsu that acts on its own? Or your Genjutsu Skill just automatically making you look better in the eyes of others?

Light-Maker [600]

You're connected to Nature in a way that few other people are. You can hear the song of the trees, the call of the earth, and other such things in the world. If the world has things that are beyond the physical, you can see them and interact with them safely. Your place in the world is that of a blessed one for nature itself, altering your interactions with these parts of the world to be vastly more positive for you.

There are multiple ways in which this affects you, from, at times, having interactions with other people be more positive than normal, to things such as having the earth itself help you escape from a bad situation, or the wind change quickly to help a ship move faster.

Compassionate Shinobi Perks

Such An Adorable Shinobi [100]

You have a particular style to your character, a way of behaving that conforms directly with a thematic style. Maybe you are a really cute person, acting skittish like a little bunny, or maybe you are exceedingly cool and badass. Whatever you choose, you naturally fall into the sort of thematic persona you've picked.

Language Learner [100]

You can learn languages incredibly quickly, to the point that being made to start talking in a foreign language will have you immediately figure out some of the basic words and phrases. In a short amount of time, a week or two at the most, you can learn a new language or dialect to great proficiency.

This also comes with learning some of the mannerisms of the culture and of the people that use the dialect that you have learned, letting you switch into those whenever you want.

Such a Charmer [200]

You're quite the alluring being, not gonna lie to you. Just by interacting normally with someone you would find yourself falling in love with, you'll find that they will slowly fall in love with you until they eventually wish to romance you all the way to the end. This does not, however, make them any more likely to share you with others than they would normally be, and their sexual orientation may not change completely, only just enough to accommodate your existence.

Sort Yourself Out [200]

You're very good when it comes to emotions and the minds of people. You can make anybody let their feelings out, no matter how withdrawn or repressed those feelings may be, giving them the space to feel those emotions and express them in a healthy manner. Of course, if you must, you can also use this to manipulate people into things that you want them to do instead. This can work on yourself, if you find the need to unravel your emotions.

The Dream Team! [400]

You can choose exactly which missions you take and which people to bring with you in every mission that you go to. Of course, your Hidden Village will still push you to do certain missions, and you may even have to take an obligatory one like the War-Fronts every now and again (though, if you really, really don't want to, you can choose not to with this perk).

But you still can do things such as always go on the missions your friends go to, even if they're supposed to be solo missions. Or always choose your friends to follow you on your missions, even when you don't have the rank for it, or if it's an obligatory mission that already has a set list of members picked by the Kage themselves. You will not be kept from Companions because of others' authority.

Everyone Needs A Therapist [400]

Seriously, damn near everyone in this world is insane, and the child soldiers, the poor, poor child soldiers (teenagers count!). Your presence actively works as therapy for the people around you, leading to easily and neatly fixing up their mental afflictions, troubles, and so on. At the very least, they will eventually come to be healthy individuals, with their core personality mostly left unchanged. ... or you could make them worse, turning people that like you into yanderes or everyone into complete maddened maniacs.

Keeping Up With All The Socials [600]

No matter how many people you know, whether they are friends, lovers, rivals, or anything else, you'll find that time stretches to make sure that you can keep in contact with every single one of them. Even if you literally only had one single week in a month to contact them, you'd find that this week somehow expands to fit the time to interact with everyone you know.

This doesn't actually increase the amount of time you have to do things; you'd still have only one week to do everything else, but the time you have to socialize would absolutely be more than normal. So, even though one week passes in real time, for you, you can spend months within that week interacting with an ungodly amount of people.

Sometimes a person may still be outside of your contact, such as in a mission, but this perk will also make sure that, by the next free week, they will be around. You're also soft-locked into only doing one "Social Action" per person... but if you really want to, you could spend as long as you want interacting with people again and again.

... You are expected to return to real-time sooner or later, though.

Complete and Utter Madness [600]

The insanity that Shinobi have is so, so very common that even before you fell into it (because you most probably did), you've figured out a way to make sure you wouldn't have a problem with that. When it comes to sanity or insanity, you'll find that you simply belong outside of either of those definitions, being more akin to someone that simply functions in whichever way you want to function and makes it work regardless of how it is.

How sane or insane you are is completely under your control, and you'll find that, in whichever direction you pull yourself towards, your actions that align with it are vastly more effective than usually.

A hyper-sane person that is very logical and structured will find that plans and actions based on that perfectly sensible way of being tend to come together quite well, ending exactly how they were expected to end when they succeed. While a complete batshit crazy maniac like Hikaru Nakazawa would find that things go as unpredictably as one would expect from insanity, and can succeed in very helpful ways.

General Items

Your items are discounted by 50% in accordance to the Origin you have picked. 100 MP Items are discounted to Free.

Village Home [Free]

You're the proud owner of a small house in your Hidden Village of residence, one that is enough to support the living of three people. It comes with weekly dispatch of food and water, similar resources, and has a nice little neighborhood.

Shinobi Gear [Free]

You have the basic items of a Shinobi, composed of shinobi clothes, armors good enough for a Chunin, an assortment of weapons and similar such things. This comes with a forehead protector with the symbol of your Hidden Village, which you can use in other settings to represent yourself as the Shinobi of your country (though you still operate according to the country's espionage department).

Specialty Tools [100]

After learning a couple of skillsets (or just generally developing your abilities), you've accrued a couple of essential tools to be used with those skills. These include things such as paper for origami, a good amount of sealing paper for Fuinjutsu, a flute for Musical Genjutsu, and so on. For every unique skillset you have, you get a small box that weekly generates small tools like these for them.

A Representative Weapon [200]

You've come to own a weapon that few people in the world are an owner of, such as Explosive Gauntlets and Greaves, a clan Halberd heirloom, and other such things that could represent a specific shinobi. You get the benefit of being skilled enough with what you choose to at least be immediately usable in the field, though you're not necessarily made perfect at it. So, for example, you could handle Minor-Yields with the Gauntlets, but higher yields could take off your arms if you don't have the Strength for it.

Training Grounds [400]

You're the proud owner of one of the training grounds in your Hidden Village, being allowed to do anything you want with it. The place is quite beautiful and being in it can help you feel well after a difficult mission. Whenever you use the grounds to train, you get a bonus as if you developed three times faster than the usual, which would multiply your training Dice by three.

The Amethyst Archives [600]

You are, somehow, the owner of the Amethyst Archives of the village of Iwagakure. This library comes with you to wherever you go, spawning itself randomly in the village you are in, whenever you want to access it. Within the library, you can find books on literally any Skill or Skillset you could ever hope to access. It updates itself from setting to setting and you get Merits according to the things you do in the world.

Professional Shinobi Items

Mission Command [100]

Nothing is quite as annoying as not having missions to go to, quests to do, people to kill. Here's your solution for it: there is a building somewhere in your hometown/hidden village that sources missions for you to go to. They will be Shinobi-styled missions, from E to S rank, that will assist your country in moving ahead of the other countries. These are always sanctioned in some form.

Concealing Clothes [100]

Everything you wear, as long as you choose to, will become incredibly concealing, helping you keep every single one of your features from being discerned from mere observation. This includes a small field of 'notice-me-not' in case you want to use these in situations where you shouldn't be concealed.

Shimeko's Array of Information [200]

One of the things that Shimeko consistently does is make a whole array of written notes, interconnected threads, and all sorts of things to make sure she has all of her information organized. Whenever you want, you can summon an array into a wall in a secure position, where all the information you know or could reasonably guess will come together in the form of very organized notes and plans.

Multiple Seals [200]

In one of the many bags that you probably carry (or other such things), you have a nice little gathering of barrier seals that can be used for multiple situational things. These include things such as the Spider-Smoke seals that create smoke to hide your whereabouts, Radiant Barriers that seal you in a barrier while violently exploding things outside of it, and other useful ones like Smoke'em Tags (smoke bombs), Eye-Bombs (flashbangs), and so on. They generate weekly.

Exfiltration Route [400]

In every single mission or dangerous situation you go into, you have access to multiple routes of retreat, and every one of them is heavily secured. This means a metric ton of explosives ready to be primed and used to hinder enemies, sensory origami to let you know where the enemies are, and other features to help your retreat. It cannot be used offensively, mind you, but these will always be there when you need to retreat.

Personal Armor-Set [400]

Finally, you have reached the pinnacle of power, the ownership of your own personal armor, which is designed according to your wishes and made to look as awesome as any armor could ever be! Something like Takagore's Goat Armor or even a Bikini Armor if you must; anything goes. The armor is supremely tough and protects you even if you're not wearing something in the area you were hit. Only the attacks of High-A to S-rankers can wound you past the armor. (Though if you're being piled on by weaker ones, they might eventually get through... eventually).

Hidden Village Treasure [600]

Somehow, whether through inheritance, skill, or something else, you've come to possess one of the treasures of a hidden village, with the most well-known being any one of the Seven Swords of Kirigakure. Your possession of this treasure cannot be revoked, regardless of your affiliation or rank. Being the owner of this treasure gives you the ability to quickly learn how to wield it well, developing ten times faster the skill of using it.

A Crap-ton of Explosives [600]

It is, quite honestly, a little bit worrying that you have this much explosive ordinance around you. You're in possession of a neat little scroll (or a similar container) that daily generates a LOT of explosives. They range from Minor-Yields that can explode a 3-foot crater on the ground to Mega-Yields that could bring down a massive temple into rubble, and even some yet-to-be-seen yields such as the Giga-Yield.

Every day, your container will generate enough of these that only very excessive use would see them deplete. From setting to setting, the explosives will adapt to be useful according to your current level of play.

Charismatic Shinobi Items

Basic Supplies [100]

Wherever you are, you can choose to interact with any container that could plausibly have the supplies contained in this item. These being the common things that would keep a shinobi alive out in the field, things like rations, water, first-aid kits, and the like. Nothing special, just useful stuff.

Gifts For A Friend [100]

You have a nice little chest located somewhere in your residence where you can take out a gift for a friend you have in your mind. This can be done every week or so, and every time it brings out a small, simple gift that the friend you thought of would appreciate. It's always something that you could have thought about if you had all the time in the world to think about gifts.

Flares! Flares! Flares! [200]

As you would expect, you have access to flare seals that you can use to launch explosions far in the air that light up the sky with one specific color, signifying something to your allies. Your enemies will never quite know what the colors mean, but your allies will always be able to tell what is "Retreat", "Attack", "Huge Monster Ahead", and so on. There's also an extra flare that your enemies can understand, and all it says to them is basically, "Come at me, bitch".

So Many Outfits [200]

You have a LOT of outfits. Like... a lot of them. You have a scroll or other container of some kind that has outfits of all kinds and from all places of the world. It may seem like a simple thing to have, but all of these outfits are master-crafted and are incredibly useful for infiltration missions. You could go anywhere in the world and bring out a servant outfit perfectly suited for an infiltration amongst a noble house in spite of having never even interacted with said house, or country, or continent.

Iryo-Ninja Team [400]

This is quite interesting. You have a team of medic-nin standing outside of existence, waiting for when you are modestly safe and in need of medical assistance. These medic-nin come out of literally nowhere to give you all the medical help you require, plus some to your allies too. They have just enough to serve a solid couple of squads proficiently. Nobody pays much mind to them.

A Surprising Amount of Games [400]

I'm gonna be honest with you, I didn't even know there were games for Shinobi to play in the world. I mean, it makes sense, but I didn't expect it. Anyway, you can summon up things that can be used to pass the time with your friends, like fishing poles and a random lake that springs into existence then disappears after fishing together.

These are all things that exist in the world but that you can simply just call into place near you so that you have something to do with your friends even if you're stuck in the worst place in hell, like the god-forsaken Rain-Fields. A good couple of these are... tabletop games? In 39SE? I won't ask, but everything you summon from this turns out to be really entertaining for you and your friends.

Map of the Known World [600]

Somehow, someway, you've come in possession of a highly detailed map of the entire world, from your Hidden Village to the most random island in the middle of nowhere. The map changes and adapts according to changes to the geographical landscape, while also allowing you to zoom in and out of places you want to look into. It does NOT allow you to see people beyond some of their effects in the world; it's more like a Civilization map than anything else. But it does let you have a lot of information on places, down to the pebbles.

Your Very Own Hidden Village [600]

Even if you are not the Kage of your Hidden Village, you are still the ultimate owner of that village. This Hidden Village is one that conforms to a specific Element of Nature such as Flowers, Blossoms, Fire or Earth. You'll consistently find people that you would love to have around and make friends out of in this village, and every one of these people that you come to socialize with will grow into powerful people in the future.

Those you interact with through this will have their growth and potential be increased, letting them, if they were only people that would become Chunin at best, eventually grow into Elite Jonin of their own. Even the people that you wouldn't like in the village will still be people that, if you tolerated them, would turn out to be either useful or entertaining, often both!

Natural Shinobi Items

A Place You Call Home [100]

It's really hard to feel like home is... well, home. Sometimes, you can be home and still wish for home. This place, located in the Hidden Village or larger city of residence that you are at, makes you feel exactly like that. You can sit here, where there are comfortable pillows and a beautiful, beautiful view of the city, and just feel safe and sound and at home.

A Religious Totem [100]

This item comes in the form of a little totem made from the material that represents your home (even Kiri would have ice). It connects you to nature in a way that makes you feel stronger, sure of your place in the world and your ability to effect change.

Hannya Mask [200]

This mask, fashioned like the lower half of a Hannya's face, serves as a steel mask that not only protects your skull (somehow translating its defensive abilities in spite of only being around your mouth) but also gives you an endless supply of air for whatever sort of situation you may need air for. Furthermore, when used while in contact with esoteric, strange entities, you'll find that they behave much more positively while you wear the Hannya Mask.

Admiral Mitsuru of Uzushio, Chainbreaker! [200]

Also known as Mitsuru of Iwa, Shinobi! Or any other such title! Essentially, this item gives you a set of very specific disguises, all of which have the name of Mitsuru, and all of which are very useful to make yourself into a legendary person of the people. Whenever you wear one of the disguises, people will immediately associate you with the previous merits of the character, making even a terrible actor be believed to be that person.

The Black Stone of Sonii [400]

You've come into possession of the stone that Konohagakure dedicated a team, including a Wood-Release Shinobi, to acquire. This stone actively releases a subtle, exceedingly powerful Natural Genjutsu that cannot be dismissed, only mitigated by minds at or above the Chunin-level of Resolve. This genjutsu pushes people to adore the stone and its owner, making them choose to act only for the graces of the wielder. It also massively improves any Genjutsu use of the owner, jumping ranks or fortifying the uses at Kage-level.

A Gaggle of Chicken [400]

You've come into contact (or spent some time growing and training) a large group of very intelligent, very weird animals. Examples of these include Tetsuo's Gaggle of Chicken or the Giant Goats of Moriyasa. Not only are these creatures surprisingly capable, having abilities all the way to Jonin or Elite Jonin level amongst their strongest, but they are also incredibly wise. While they're not exactly Summoning Clans, they are certainly capable enough to teach you about things such as Ninshū or Nature Chakra.

G R A N D M O T H E R [600]

Somehow, you have found yourself with a contract attached to one of the many, profoundly eldritch entities of the world of Cresting Lily pads. These go from the G R A N D M O T H E R to the World Turtle. This contract allows you to summon these entities every month, letting you use them in combat (you'll find that they are easily in the Elite Jonin to Kage range), for esoteric abilities, or for general discussion. They tend to be absurdly knowledgeable in all matters of the living world and may offer you much, if you can act according to their will.

Books From a Temple [600]

Did you raid the biggest Ninshū Temple in the Land of Fire or something? Oh, you did? Isn't that like... really bad karma? Oh well, you do you. You have a temple's worth of religious books on all sorts of matters. For all that it may not seem useful at first glance, every single one of these books can give you esoteric knowledge on all sorts of things. They can slowly teach you the secrets of the world, all while giving you an edge in every single one of your skills, as long as you are willing to entertain their words.

Compassionate Shinobi Items

Everybody Needs Flairs [100]

You know how it is; characters need their own, personal designs to make them pop out and be memorable for people. You're not too different yourself! So, with this item, you have something that signifies your person, being so strong that anything that resembles it instantly brings up a memory of you in the minds of others. It has to be something simple, though, like a flower that you keep in your hair, a pin, a cloak, things like that.

Pebbles From Sonii [100]

Well, they don't have to be pebbles, though it's very weird of you to not want more stones. Moving on, these pebbles are taken from the stones underneath Sonii, or they are items that come from an esoteric, unknowable place. They increase your luck in a significant enough way to matter in your day-to-day life, but not so massively that you could rely only on them to go through life well.

Fujoshi Tent [200]

Wherever you want, you can summon a tent that supports you plus three other people, having all the needed provisions to spend your nights in the field. The benefit of this tent is that it has multiple barriers sealed in its material, both protecting you from anything short of an Elite Jonin's full attack, and also keeping your privacy to its limits, letting nobody know what happens within.

Tuttle the Thwarting Turtle [200]

Congratulations! You now have your own little origami animal that is small enough to fit in your palm and stand on your shoulder wherever you go. It's incredibly animal-like in behaviour, has a personality of its own, and carries with it a number of trinkets.

These include a barrier or two that they can autonomously use whenever you need their assistance, a couple of laughter boxes that immediately make you feel better by reminding you of precious people and the ability to coordinate autonomous things like it.

The Dream-Team House! [400]

Within your Hidden Village and in other places where you would buy a place of residence, you have a rather sizable house that can house you and your companions (around ten to twelve people) while also giving you a number of positive effects. Doing social things with people in your house is much more rewarding, much more easygoing and lets you understand each other and interact with each other with vastly more ease than doing so outside. This home comes with all amenities you can imagine and stocks itself weekly.

So Many Beautiful Cities [400]

Welcome, Mayor! Or not, if you don't wanna bother with that job. You are now the proud owner of one of the many beautiful, beautiful cities in the world of Cresting Lilypads. From Atsugi to Iwagakure itself (the city, NOT the Shinobi), you own one of the local cities and get to delight yourself with the city life and beauty of your chosen city.

As long as you find yourself in a safe city (that is, you are not in danger of being attacked in the short term), you can teleport yourself and a group of friends to your own city, then teleport back whenever you want to the last city.

The Daimyō's Visiting Palace [600]

You're the owner of the Visiting Palace for the local Daimyō of the Land. How? I honestly don't know; you decide that, but still, you're the owner of it and you can use it as much and exactly as you want. The palace is absolutely massive, made to house dozens to hundreds of visiting groups and their securities for massive events. It has all of the servants necessary to both keep the place clean and tidy while also protecting it from any would-be robbers.

Mobile Fortress [600]

In your list of possessions lies a massive Fortress, capable of holding an entire Division of Shinobi. This fortress is incredibly mobile, moving at the pace of medieval transports like horses going non-stop all day or a ship that always has wind going in its direction. What manner of fortress it is and which way it transports itself is all your decision, and nobody will ever care too much about you taking it wherever you go.

Though people may still take notice of those you carry within the Fortress, so no sneaking a massive fortress into a city.

Companions

Standard Companion Option [100-400]: For 100 per character, or 200 for four and 400 for eight, you can either create or import your companions. They can be dropped into the world or have their own story, adapted according to your will. These companions get an origin and discounts, plus a stipend of 600 MP to use in the jumpdoc. They are allowed to take drawbacks that affect them directly.

These are actual, living people, and may act in ways contrary to the Jumper's goals. Though, they are ultimately still affected by perks and items as anyone else would usually be.

Canon Companion [100]: You can use this option as many times as you want. Each time you use this, you can guarantee meeting and developing at least some sort of relationship with the canon character of your choice. There are no absolute guarantees that the relationship will be positive or not, but there is some degree of fiat to help you get them as a Companion. As long as they would accept going into a chain with you, they will get to be a Companion after the Jump.

Drawbacks

Why Does Everyone Talk Like This? [+100]: Everyone talks with weird, esoteric rhymes and phrases that take way too long to decode and figure out. It's honestly quite frustrating as, even if your intelligence or powers would lead you to immediately solve them, it's still very vexating to have to decode their weird speech every single time.

Wandering Thoughts [+100]: What were we talking about, again? Oh. Yeah. That. Sorry. Yeah, so, your thoughts wander about and dwell on things more than the usual person. It's not so much that you would lose yourself in a dangerous situation, mind you, not unless you were so wounded you couldn't think straight anyway, but it's definitely noticeable.

Girl-Failure [+100]: Or Boy! Or any other gender, of course! Anyway, this drawback makes it so that your sexuality (or your sense of human aesthetics) is jacked up. This doesn't make you any more perverted or lustful than usual, but it does short-circuit the filter between your brain and your mouth whenever an attractive person in your sexuality comes nearby. Of course, you can control yourself... mostly. You'll still have to deal with wandering thoughts about their beauty, and having to keep yourself from saying inappropriate things.

Is Every Superior Incompetent?! [+200/400]: Yes, yes they are. You'll consistently find that those who lead you, at least on a micro, direct level, are frustratingly incompetent. They will have terrible social skills, be actually inept at certain things (how the hell does a ninja not know how to *swim*) and just be generally troublesome to work with. If you want an extra 200, these superiors will be genuinely dangerous rather than just somewhat stupid, actively trying to endanger you and get you killed.

What Sort of Start is This?! [+200]: Wherever you are and wherever you start, you come to wakefulness wounded, alone, in the middle of enemy territory, with no backup and very few supplies, and there may or may not be enemies nearby. Basically, you're screwed, and you need to work your way out of this situation.

By virtue of Jumpchain-fiat, this drawback automatically adapts so that you will have a fair degree of difficulty in enduring the assortment of problems you have. It shouldn't, unless you make many mistakes, be enough to kill you, but you certainly won't be happy to have started your Jump like this.

Not A Burden [+200]: You have been through some stuff. It has changed the way you go about things, because now, now you have something to prove, and it's very much unsafe for you. You actively get yourself into danger and attempt to push yourself beyond the expectations of your rank, all to prove to everyone else that you are not a burden.

In spite of what others may say or what commendations you may get, you simply can't shake off the feeling that you're not an actual burden. The most you can do is help yourself to not let that harm your mental health beyond putting yourself in danger consistently.

Not Fit For The Shinobi Life [+200]: I'll level with you, you're really not meant for this kind of living, you're just not made for this. You flinch at mice, find yourself needing to hug your weapons to sleep sound, and are just generally very conflict-averse. Maybe, if you only had to do things that are a bit... easier, like... teaching children or building stuff, then you could live as a shinobi well enough. But any form of conflict will really harm your mental health. Perks can mitigate it, but not stop the damage from discomforting you quite a lot.

Strong Personality [+200/400]: You have Personality Traits, a set that goes as high as eight different traits. These traits heavily influence your actions, with traits such as Compassionate making you have a horrible time having to murder people or Sadistic making you spend way too long delighting yourself in the pain of your enemies.

For only 200, these traits detriment your life enough to cause problems in your day-to-day life and shinobi work, but they can be dealt with and worked with well enough. For 400, though, these traits are all-encompassing, to the point that a number of them will make you do things that would put you in actual danger, such as a Sadistic person willingly putting themselves in danger just so they can feel the schadenfreude of a teammate's suffering.

Socially Inept [+400]: It's a harsh thing to call someone but... yeah. You're like Hanna or Shimeko, in the sense that you... have a really bad time trying to interact with other people. Whether you're just such a quiet and introspective person that you will literally talk with nobody except three people, give or take one, or because you're such a shy thing that a little kid could have more force of personality than you, you're just simply terrible at social interaction.

This makes your daily life and your life as a shinobi a really complicated thing, as you'll find that even though your social needs are as normal as other people's, you just can't make this social life work. With specific friends and help, you might be able to solve this to some degree, but it will always be there, complicating everything.

People Die When They Are Killed [+400]: In Cresting Lilypads, it's generally expected that people are far more mortal than what would be expected in the original setting of Naruto. What this means for you is that the wounds you receive are a tad bit stronger than they would generally be. This is not so much so that a nick would be a mortal wound, but certainly so that you should worry way more about damage. Also expect that Plot Armor no longer keeps key characters alive, everyone can die.

Mind you, the AU setting still has something like this happening in the background, the drawback simply locks that theme with fiat, rather than just the way of the world.

Rage Against the World [+400]: You have a lot of anger inside you. So much so that you have to keep yourself from murdering those that really push your buttons, such as a --worthless-- shinobi that gets one of your comrades killed.

Even when you control yourself properly and don't let it take over you, everytime that your anger comes and leaves, it leaves you. And you're empty without your anger. An emptiness that threatens to consume you, leading you to withdrawing away from everyone in a depressive fugue that could well have you killed.

Your Rival [+400]: You have an enemy shinobi that you hate and completely hates you, inducing a state within both of you referred to one of the characters as 'terminal lust'. Essentially, whenever you see this enemy shinobi, you are compelled to drop everything you're doing to kill them. Seeing them makes you want to belittle them, insult them, make them traumatized and in profound suffering. Even the memory of them sparks this.

You can control it to some degree, especially in high-stress situations where it's do or die, but it's always there in the back of your head. Furthermore, your enemy will always match your growth to some degree, keeping up with you somewhat, no matter what they go through. They still die when they're killed, though.

You can get as many of these as you want.

Confined to the War-Front [+400]: No matter what happens and no matter what you do, you will have to participate in more than one war-front through the Second Shinobi War. As soon as the very first War-Front and Division is created, you'll be immediately sent to the front lines to participate in them, and there is no fleeing the Division. Even if you were capable of immediately destroying your own Division and fleeing the war altogether, Jumpchain-fiat will drag you right back into a different Division, a different Hidden Village, and force you to participate properly.

Team-Killer Dan [+400]: Much like Dan "Team-Killer" Kato, you are cursed to always have a teammate die whenever they go on a mission with you. Even when you don't go on missions with those precious to you, they somehow still die, just by virtue of associating themselves with you. You can never use this for your own gains, and will find that no matter how much or how little you care, those around you just keep dying, again and again and again. Regardless of how you would feel otherwise, these deaths will affect you, one way or another.

Luck of a Main Character [+400/600]: Don't ask me why, but you have the kind of luck that would only be comparable to that of Team 7 in the original series. Every mission that you go to, and sometimes, even when you're not on a mission, things just go sideways and upside-down very fast. Parameters change, enemies appear, and things just go wrong in so many ways that you come out of it asking for mercy. These are always solvable in some manner, though.

... unless you want an extra 200, in which case things can go outright FUBAR when you're involved. Not always, mind you, but every now and again things just go so badly that people can't even tell what was meant to be happening. Like an Eldritch Explosion happening out of nowhere, or an S-rank just coming into existence near you. Having a vacation, apparently. Do they have vacations? Don't ask.

Never Ending War [+600]: The Second Shinobi War is projected to end after 5 years. That is, until you came around, and this thing turned into a Warhammer. The villages are all frothing at the mouth, having as much anger for each other as Mu has for Gengetsu, and will stop at nothing except complete and total destruction. Not only is Total Warfare happening between all Major Villages, but fiat has ensured that there will ALWAYS be more troops available for all of the different war-fronts.

This War will only end when only a singular village is left standing, or when the world itself is ruined completely. The only places where the war dims *slightly* is in the Minor Villages, but given that those villages must affiliate themselves to a Major Village... slightly is a keyword here.

The war will not end until you are days from leaving the Jump. It might continue afterwards, but it is guaranteed to hold up to full warring all the way to the end. A decade is the bare minimum amount of time it will hold.

Conclusion

Return Home: Enough already, you're tired of this war, tired of this mess, tired of what it means to be Shinobi. Go home, wherever it is, and let the Jumpchain life to rest.

Stay Here: But then again, you might have found so many friends, so many precious people, and even come to enjoy the war in the end. Why not stay? If you stay, you'll find that you can, with time, access everything in this jumpdoc.

Move On: Or you could move on to the next Jump, as a Jumper generally does!

Notes

It's an unsaid rule but the different abbreviation for Choice Points here, Mitsuru Points, are only a flavor thing. These points are the same as the general ones in Jumpchain.

The following is taken from the Quest writer in SpaceBattles.

Skills and Skillsets

In the Quest System, skills are divided into three categories: Techniques, Physical, and Mental. Each skill has six levels: Civilian (0), Genin (1), Chūnin (2), Tokubetsu Jōnin (3), Jōnin (4), Elite Jōnin (5), and Kage (6).

The levels are rough measures of your peerage in ability, and the numbers next to them dictate how many D10 they add to your pool when used. For example, Subterfuge-Mitsuru has a (fittingly) Chūnin-level Charisma skill, and so would add 2d10 to her pool when using that to sway people. On the other hand, she has a Civilian-level Flexibility skill, and so would add nothing at all from it to her pool if she wanted to use it to bend around all creepy-like.

Power Levels are acquired from Rakkis157's NPC Power-Level Leaderboard. Quoted: "(A character's power level is the sum of triangular numbers for each stat and skillset)".

Essentially, if you have Charisma (2), you count 1 + 2, for a Power Level of 3. If you have Intelligence (1) and Wisdom (6), you count the 1 from Intelligence with 1+2+3+4+5+6 from Wisdom to have the character's power level of 22.

The ranks of Shinobi are divided in:

Chūnin

Either:

- 1 Skill in each category at +2, & 4 Skills/Skillsets at +2; OR
- 2 Skills/Skillsets at +2, & 1 Skills/Skillsets at +3;

(This is why you can only have up to two skills at +3 if you take the Free version of Ninja Skills)

Tokubetsu Jōnin

In order to gain the rank of Tokubetsu Jōnin, you must have:

Either

- 1 Skill in each category at +3, & 5 Skills/Skillsets overall at +3; OR
- 1 Skill in each category at +3, & 2 Skills/Skillsets overall at +4;

Jōnin

In order to gain the rank of Jōnin, meanwhile, you must have:

- 1 Skill in each category at +4, & 6 Skills/Skillsets overall at +4;
- All Skills at a minimum of +2;

Kage

For the rank of a Kage, one needs:

- 3 Skills/Skillsets overall at +6;
- All Skills at a minimum of +4;

Have fun!

Changelog: **1.0** - Document created and posted.

1.1 - Removed a sentence referring to a drawback that was voided out.

Changed **Hidden Village Core** to be slightly more funny.