

ShaperV's Time Braid

Jumpchain CYOA

Version 1.0

By blackshadow111

Introduction

Welcome to Konoha, Jumper! Though it might not be exactly as you might remember this place to be. Time is looping on itself, a legacy of divine blood old as time is shaking off the cobwebs, and there are sinister things with bloody eyes roaming the ways between worlds.

This is the world of *Time Braid*, by ShaperV. An Ah My Goddess crossover, this has been consistently regarded as one of the best Naruto fanfictions out there, especially in this particular trope.

The exact details of the story... So let's see. Naruto made a wish he could have worded better, and the forces of heaven, having been waiting for this chance for a long time, pounced on it to right some long-running wrongs. Now he and everyone he's close to are looping in time, but not everyone is taking it well.

Sakura is growing well, and Naruto, of course, is, but Hinata and Sasuke... well, let's just say that I'd recommend running really far away the instant you see an unusual Sasuke.

Just... be careful with your Name, and give second thought to all the decisions you might make, eh? You never know what insidious curse might be whispering in the corner of your head.

You'll probably need these **1000 CP**, even if you don't think so right now.
Especially if you don't think so right now.

Time and Place

You're being inserted as an additional looper on top of the ones already doing it, and whether or not you're even subject to Naruto's wish is entirely up to you, though one would recommend choosing 'yes'. Because this way you get to cheat the following paragraph, and are instead tied to the protagonists' story and victory.

In case you're independent, this jump lasts ten years in your personal timeline or ten years in the world's timeline, whichever is longer. For the purposes of this jump death is suspended as a chain-fail condition, being replaced with loop reversal... up to ten loops, one for each year you would be supposed to be here normally. So that's nine free lives, one more than a cat. You don't get to carry these along, no matter what.

Whichever you pick, you arrive just as Sakura wakes up in her first loop, somewhere of your choosing in Konoha.

Age and Gender

Your gender remains as it is, or you may switch for 50 CP. Roll 1d10+8 for your age, or pick it freely for another 50 CP.

Origins

Flavor text in the origins is mostly just that. Nothing here forces you into following the archetypes, though you might have a small persistent inclination.

Any of these origins may optionally be taken as a Drop-In, granting you no memories or background beyond the minimum 1D provided.

The Ghost

You were basically drifting through life as a ninja before, an average and mostly overlooked person who was neither the best nor the worst. Then you got caught up in this time loop and are now in way over your head, caught up in the machinations

of gods and demons. Will you grow beyond your limitations and win your happiness and freedom? Or will you be crushed under the load? Only time will tell.

The Dreamer

You aren't exactly what one would look for in a Hero. Always a bit distracted, always paying a bit too much attention to the wrong things in life. Oh, well. It happens. But these time loops just gave you your cosmic wake-up call and now it's time to see what you're really made of.

The Lost

When things get tough, the tough get going. You... are not tough. Were not, at any rate. You broke, and you're on a very dangerous, very dark path now. Who even knows where it'll end? You certainly don't.

The Righteous

Or maybe you *are* tough, after all. While you can be rather dense at times, and stupid in other ways at other times, at your heart you remain true and righteous, honest and uplifting to all around you. You're the kind of guy they'd let angels fall for. And now you face your greatest challenge yet.

Perks

100 CP perks are free for the respective origins, others cost 50%.

General

Ninja Basics - Free

You have the abilities, training, and experience of a veteran genin of Konoha, and are ready to take your first chuunin exam (although you may or may not actually be enrolled to). You have chakra capacity and control sufficient to place you in the top 5% of your class, excellent physical conditioning for a ninja, all the Academy basics

fully mastered, and a dozen or so genin-level jutsu and techniques appropriate to your particular specialty. This does not give you a bloodline.

For this jump only you also start out with a Konoha hitai-ite and a fully backed paper trail as a genin ninja, even if you are a Drop-In.

Untouchable - Free/100/300 CP

This world has a number of very disturbing, very powerful influences that seek to steer your mind in all sorts of directions. Be they things like the Curse of Hatred written across the skies, *all* the skies, or the powerful Sharingan user(s) going around enslaving people.

You don't need to worry about any of that, thankfully. By default, you are much more resistant to influences like this, being able to resist any undesirable influences on your mind to an extreme degree. You're all but immune to the Curse, but all-out assaults on your mind like those with a Sharingan can still kick your teeth in. For 100 CP you can keep this protection after the jump ends.

For 300 CP, however, you're flat-out immune to any and all mental influences, tossing them all aside like so much unwanted trash no matter how much sophistication or power might be behind them. Your will is absolute, boundless and unbreakable, and you find yourself able to endure any degree of horror and agony without breaking in any way at all.

Clan Bloodline - 200/600 CP

You have one of the bloodlines commonly available in Konoha, barring the Sharingan and the Byakugan. You start out with mastery of it typical to a top-tier genin and may improve it from there with training and experience.

This is for the 'ordinary' class of bloodlines, mind you. Don't go about thinking this will give you the Rinnegan or something. Though I suppose if you *really* want to know what the 'Gods' Eyes' do in a world like this, you could find out for 400 CP more...

Looper's Knowledge - 400 CP

As bad as the experience can be with its incessant repetition, dullness and confusion and myriad dangers of demonic damnation, there is something to be said about the kind of time Time Loops give you to just practice and refine stuff that's just unbelievable.

Well, you'd better believe it, because as it turns out, you can have the best part of these loops without even having to suffer the worst! With this perk, no matter what field of endeavour it is you try, you find you have rather extensive experience with it already, as if you spent several loops working on that and that alone!

To be clearer, you have a 'budget' of sorts. Let's call it... ten loops, of ten years each. That's a hundred years of retroactive experience, and by spending it on something your skills, abilities and everything grow as if you'd spent all of that time developing and nurturing them with your complete focus. It's really rather impressive! This refreshes every jump, of course. And yes, you can bank it.

Named - 600 CP

Oh. What's this, then? You seemed to have achieved a version of enlightenment here, albeit a small one. You see, you know what very few people ever find out. You know your True Name,. You know the one word that summarizes all that you are and have ever been.

It's the truth of you, the collection of syllables that encapsulates the heart of you and puts it on beautiful display for you to view. And this comes with a number of advantages. Knowing this name gives you a tranquility and mastery over you that can never be shaken.

And that, of course, comes with certain advantages. First, this tranquility makes you able to learn everything dramatically faster than otherwise possible, at least when it comes to the mental aspect of things. Simply by invoking your name you can 'find' yourself again, over and over, and so focus on things to a level other people hardly ever can.

In addition, your name dramatically enhances any experiences that require you to focus or meditate on things. Being as well in connect with yourself as you are with this, it allows you to view yourself uniquely, and achieve all the advantages

normally associated with meditation of the most elaborate sorts simply by focusing on yourself.

The Ghost

Devotion - 100 CP

When you commit yourself to a person or a cause, you don't hold back. You have an incredible work ethic, a boundless determination to work towards your chosen goals, and an incredible capacity for love and loyalty. You have the sort of dedication that could let you swear an oath that would last "till the stars die and the Twilight of the Gods brings the end of all things" and sincerely live up to every word of it.

Regardless of whatever obstacles you face or terrors you are confronted with you will never quit and never hesitate, unless you choose to. This also gives you a tremendous capacity to fuel powers that are powered by emotions such as love, devotion, protectiveness, or hope.

While normally this trait would leave you vulnerable to swearing yourself to the wrong person or cause, the fiat-backed version contains a safeguard. Should anyone or anything you have devoted yourself to later prove unworthy of your trust, you may at your option be freed of any commitment to them.

Fight for Me - 200 CP

Giving someone or something your devotion is well and good, but it can turn out to be a big problem if they don't appreciate it. It can happen that the people you dedicate yourself to don't deserve you. They can be auto-damned Uchihas, or a reckless godling who ends up getting you damned by creating a demon avatar who you get bound to.

Well, to be more accurate, all this could happen to others. You, as it turns out, are blessed in these matters. Whenever you truly give someone your trust and loyalty, *really* dedicate yourself, it turns out that it's always well-placed. People you go out on a limb for always have your back, and no one ever fails to appreciate what you do for them.

Dragon Eyes - 400 CP

You have the Dragon Eyes, the Byakugan variant particular to the Time Braid universe. Unlike the normal Byakugan this one doesn't stop at just being 360-degree X-Ray vision but instead gives you perfect perception of the entire volume of space-time within range of the user's divination range. The average Hyuuga has a range of several hundred yards, and can of course use the light hitting the edge of that bubble to see things normally at range.

Beginning Byakugan users handle the information overload by limiting themselves to imaginary 'viewpoints', but by taking this perk you start out as an intermediate user and can simultaneously perceive everything within your divination zone. With training and experience you can do things like expand the radius of your divination (potentially up to several miles, if not farther), do advanced sensory multitasking and simultaneous mental tracking and acquisition of thousands of moving targets, or analyze the micro-muscle-movements and vital signs of your targets to act as a nigh-infallible polygraph. You are also, of course, fully trained in the jyuuken style of martial arts as used by the Hyuuga clan.

In addition, possessing the Dragon Eyes gives you a substantial combat boost when combined with the basic Body Flicker technique. Since you have direct perception of space-time within your divination range you are now capable of using Body Flicker *reflexively* within that range, nigh-instantly flicking yourself around your opponent without needing to concentrate or partial-teleporting your limbs directly into striking position instead of actually moving them there the hard way. Although striking in this manner carries no actual force to the blow it is still useful for delivering touch-based attacks such as the jyuuken. When it comes to close-combat the ascended masters of the Dragon Eyes are quite literally the fastest ninja on the planet and now you have the potential to be as well.

This version of the Byakugan has no blind spot. Also, as the bloodline progenitor was a true dragon (hence the name) from now on you may selectively present yourself as either 'human', 'dragon', or 'both' for purposes of spells, mystic forces, etc., where such a thing would matter.

Unbound - 600 CP

There's no shortage of nasty, hellish fates that people can suffer, in this world. You can be born damned, or end up so because you did something without realizing the implications.

You can get cursed or sealed, or otherwise compromised in a similar manner. Which makes it all the more a relief that you have this! With this perk, you can remain assured, it is simply not possible to bind you, in any way.

Be it physical bindings with ropes or promises exchanged between gods and demons, you find that any and all obligations and ties you have are always breakable. It can be difficult, and to varying extents, mind. Weak bindings like a physical lock open at a touch but a mark of damnation on your soul would take deep meditation, introspection and excising it to remove.

But no matter how bad it gets, freedom always remains within sight, for you.

The Dreamer

Insight - 100 CP

You are highly intelligent and perceptive. You can not only notice small details with ease but also quickly put them together in your head to form a bigger picture. In addition to making you excellent at figuring out mysteries, puzzles, and codes, this also boosts your own planning abilities.

While this perk alone does not make you a genius strategist you are still an entirely competent tactician, capable of coming up with an effective plan provided you have sufficient information to work with and rapidly adapting that plan to unforeseen circumstances. You have a particular gift for finding the vulnerable points in an opponent's tactics, devices, or fighting style, and then concentrating all your force precisely on that point.

Mystery - 200 CP

They can be deadly, especially in this world. Mysteries and secrets, I mean. Nice then that you have this, eh? As it turns out, you have a seriously, ridiculously massive talent and ability at taking apart mysteries and secrets of any and all kinds.

Normally this takes the form of an immense investigative talent, being able to gather clues where others see nothing, and an appropriately sharp and capable mind that can put them together to get answers. But there is a level beyond this.

You can look behind the Veils that shrouds everything, and open your eyes to the truth of the world. At a minimum this lets you ignore genjutsu and illusions like they're nothing. But in time you can see 'under the hood', glimpsing the inner workings of the universe around you, the way things really *are*.

You might see it as seals and scripts, or as gears and wires, or maybe even as computer code. It depends. But you can grasp the world on a metaphoric, higher level of perception that normally only demons or gods can.

In future worlds you acquire on top of the abilities listed here whatever equivalent abilities to these are extant in the world, such as the Sight and the Soul gaze in the Dresden Files, should you desire to gain them, but you are not forced to do so if for some reason you do not want them.

Multi-Aspected - 400 CP

Limits. They bind us and define us, and we grow by learning them and how to make the best of what we have within them. But that all said, they're not *really* the best thing, are they? They're leashes, restraint on talents, abilities and skills, that prevent people from being the best they can be.

Except you, that is. You're... special. As it turns out, you don't really have any limits at all, or at least, you don't have them in one specific way. While this does nothing for how far you can develop an ability or how quickly, the number of abilities you can now develop is limitless.

Not only do you have massive talent for literally every art and skill possible to learn in this world, at least for mortals, your abilities transcend even that. You have at

least three chakra natures, and with time and effort, you can develop more of them, as many as there are or you want to.

And this isn't limited to them, either. Be it becoming a creature of pure malice or goodness, or a seal master of whatever, you can develop any and all talents with a modicum of time and effort, and have massive potential in whatever you pick up. This can either just be an addition of talent or you can develop an internal 'aspect' for them, a 'kind of' split personality, but more like a collection of traits that allows you to use them more effectively and affects your mindset to be more in alignment with them.

In time, if you take other perks in this line this can be worked upon to eventually develop an 'oversoul', an overarching sense of 'you' that could stretch across timelines and universes... but that's mostly theoretical. If you want, you can refrain from developing the full personalities and just merge your additional power in the main one.

Golden Blooded - 600 CP

Well, if you've read the story you knew this was coming all along. Yup. You're part god now. No one is sure just how far back your descent stems from, but it's to a Major God, and significant enough to make use of.

And blood calls to blood. You have significant 'cosmic significance', meaning that supernatural entities like gods, demons and their like consider you kin, or at least a relevant enemy, and treat you accordingly. You can endure things usually meant for gods, and use them for your purpose.

One major part of this is the Language of the Gods, the First Tongue. This is the true language of the Celestials, and the root of all magic. You can not only speak, or as would be more accurate to say, *sing* it, you also find yourself able to use it for pretty much all purposes.

Seals are, after all, nothing but straight instructions and notes written in pale imitations of this tongue, and even Jutsu are more than a bit related. You can do all of them, any and all seals, techniques, spells, magic and whatnot just by willing yourself and uttering the words in this tongue, first out loud but with some practice, even just in your head.

This doesn't mean *all* magic, by the way. While this has a high likelihood of working for just about anything, it's mostly for things you already know how to do in other ways. It just takes out all the ink and fire and complicated chants and expensive ingredients and all that.

The Lost

Definition of Insanity - 100 CP

Is to do the same thing over and over and expect different results. Something that can quite literally be done, in a time loop. But you know what else it takes to do such a thing, besides insanity? Patience. Massive, impossible amounts of it. In fact, you might just say it takes an *insane* amount of patience.

Which you have now. You don't get bored, and you find yourself able to remain vigilant, capable and fully ready no matter how long you just spent utterly still or how many times you have already gone through a routine.

Charisma of the Fallen - 200 CP

They always keep saying evil is sexy. It's not, not *really*, but hey, there must be some reason they keep saying it, right? They probably got a glimpse of you, actually. You see, you're... something special. You radiate an aura of danger and excitement, a dark misama that draws in anyone near you for any length of time.

They find themselves drawn to you, finding you the ideal whatever you might want to be for them, leader, sex partner, or some other role. This works better the more they already have such inclinations, such as girls into bad boys or career criminals looking for a new boss, but it works on pretty much everyone to *some* extent. And once a good person falls, they're all the more fun!

All parts of this can be toggled on and off at will, but why would you want to?

Dark Psychologies - 400 CP

Okay, so you may not have what people typically call 'charisma'. Y'know, that thing where people feel magnetically drawn to you, where you always know just what to

say to whom, and all that jazz. Or hell, you might even have it! Who even knows these days. Point is, you don't need it. You have something better!

You are a master of the human mind, and its myriad tricks. Not just things as simple as making people like you or so. You know every nook and corner of the human brain like the back of your hand, and you can manipulate it drunk and blindfolded.

While your skills cover everything from conventional therapy and manipulation, making you a terrific psychologist, conman, car salesman, actor and all else that requires such proficiency, your real talent lies in enslavement.

You know all the tricks required to effectively, quickly and irrevocably brainwash someone, how to beat in pavlovian conditioning and engineer things like the stockholm syndrome. Not just that, but you can come up with such techniques of your own, and master the unique tweaks of every mind in minutes, ready to design the perfect methods for them.

Finally, you have the same level of talent for supernatural means of mind control. Be it seals, jutsu, or even chips that do the controlling, you have ungodly skill and talent for using them, skirting when not smashing all willpower and resistance that stands in your way. Truly exceptional minds can still resist and even rebuff you, of course, but c'mon. How many of those are there anyway?

Eyes of Misery - 600 CP

You have the variant Sharingan bloodline particular to the 'Time Braid' setting, the demonic Eyes of Misery themselves. In addition to all the normal capabilities of the Sharingan these eyes, when further developed, are capable of advanced time-space manipulation such as phasing, teleporting, parallel-universe transport, and at the highest levels, even time travel.

However, your eyes start out "only" at the level of the Mangekyo Sharingan and will require decades' worth of effort and training to fully unlock everything.

While it normally would take signing a demonic contract to gain the Sharingan at all in this setting and then committing indescribable atrocities to fully evolve it, the CP you spent meaning your particular set of eyes comes free and clear without any

further obligation or involvement from demons, and the ability to grow them without needing to commit myriad atrocities.

Just... don't try to share them with anyone, whether via power-copying or even more exotic means. At least, not until *after* you've left the jump.

The Righteous

Beloved - 100 CP

Is something many a woman has probably called you, and more will, in all probability. There's something about you, an aura or a manner or just your looks, or as it happens all three, that draws members of your preferred sex to you like moths to a flame.

You have a wellspring or charisma, or sheer animal magnetism that never seems to dry, and it brings people you would be romantically inclined in by the truckload. You know just how to behave in all such situation, what things would have the lady quivering in your arms, or the guy panting for you, all in a matter of hours at most.

Unpredictable - 200 CP

Well now. Aren't you the quintessential shonen protagonist. Well, you actually might not be, but you have this anyway. You're well and truly unpredictable. Your imagination, creativity and capacity for outside-the-box thinking is truly legendary, nothing anyone except the very best of the best can ever match, let alone exceed.

You can come up with new plans and strategies that require truly balls-to-the-walls steps and yet are surprisingly robust, or uses for existing things like jutsu or seals that would have the greatest experts of the field gaping in wonder, or come up with whole new techniques entirely.

Whatever it is, while this perk grants you no skill or knowledge, your creativity and imagination are like a blazing light, bathing everything you touch in its glow and transforming the darkness of stagnancy into the light of change.

Hero of the Age - 400 CP

You are, of this one. It might cause a bit of confusion upstairs, but there's nothing anyone can do about it, is there? You have the power of true Good within you, being an entity Important in the cosmic scale of things, and more important, being utterly beyond the Curse of Hatred that permeates every part of this world.

What that means is that you have a gift. You have the ability to remain upbeat and hopeful in the face of any and all influences, supernatural or otherwise. You never lose track of the right thing to do according to your moral code, life objectives or whatever other factors you feel are appropriate. You can be overwhelmed briefly, certainly, but in the long term your mind remains clear and focused, no matter what tries to make it not so.

But perhaps a more important part of this is that you can pass this on. Simply by spending time with you, people find any unwanted mental influences on them melting away, leaving them feeling clear-minded and focused.

You can wipe away everything from magical compulsions to entirely mundane negative influences both, simply by willing it. As an additional effect you can also cure mental illnesses of all kinds, brings minds of people back to their absolute best, just by being near them and willing it.

Jinchūriki - 600 CP

Well... this might be a blessing or a curse, it mostly depends on you, really. You have something sealed within you, an entity of vast, obscene power. It might be a demon, it might be a Devil, or something else of the like... it's largely up to you.

What it does is simple enough, regardless. Quite simply, you have the next best thing to a bottomless reserve of chakra. No matter how much you use, how often you use it, your supply of internal energy remains close to 'yes'.

In addition to this, you also have an intense affinity with certain arts, depending on the nature of your prisoner. They also are an entity beyond the ordinary bonds of this world, and so possess an elevated consciousness, allowing them to remain connected with other 'instances' of themselves, though whether this helps or hurts you depends on your relationship with them.

Speaking of which, you may define the deeper aspects of it yourself, but they start out neutral to you. That is, they don't hate your guts but aren't particularly disposed to help you beside what is automatically provided you. And they are ancient and very, *very* cunning so y'know, one would advise caution in any negotiations.

Items

100 CP items are free for the respective origins, others cost 50%.

Wherever applicable, you may import an existing item for no additional cost.

General

A Wish - 800 CP

Ooh, this is big, You have a genuine, Grade - A, Unlimited Wish via the Yggdrasil system, to do basically whatever you want so long as you word it correctly. This is a genuine wish backed with the goodness of one's heart or in this case the fat chunk of CP you're paying, with all the backing of the System Force that such wishes usually come with.

But the most special thing about this wish isn't that. The most special thing about this wish is that it's not one wish. Once every jump in the future, you can close your eyes and make a wish while invoking this, and all such wishes are in every case just as powerful as the one you get here.

Have fun.

The Ghost

Pile of Ryo - 100 CP

Well, you know what this is. Enough money for you to spend ten years in high luxury, so long as you stay away from pulling shit like trying to buy islands or whatnot.

This is all mutable, meaning it can be in whatever form you need, as a pile of cash or electronic or any other form or currency required. In every case, it's entirely legitimate for you to use it, with all the taxes and forms dealt with. You can add more money to this too, and grant it the same features.

Personal Journal - 200 CP

Okay, so this is something really rather interesting. This is a scroll, small-ish. On the inside, however, is all of your experiences and knowledge. And I do mean *all* of it.

As in, every piece of knowledge you 'have', either through actually knowing it or owning books and/or other forms of storage, is reflected here perfectly, for you or anyone you permit to peruse at will. Speaking of which, you can set whatever permissions on this you like, for whoever you like.

But all that is mostly just side stuff. The point of this scroll is actually rather different. You see, it's immune to time-manipulation. That is, no matter how many loops you go through, or what thoughts you have when frozen in time, they are all recorded here, and in a very effective and easy to understand way for even the biggest idiot.

Finally, you don't actually need to read the thing if you don't want to. It records the full spectrum of data, not just text, allowing you to review things just by touching it.

System Account - 400 CP

By special dispensation you have a Yggdrasil or Nidhogg system account (your choice) in your name, entirely legitimately and free and clear of any restrictions or obligations that would normally apply to either the Heaven or Hell factions.

The main benefit of this system access is access to the System's functionally infinite mana supply, that applies to all your various exotic energies. While your mana/chakra/ki/etc. pools aren't any larger than they normally would be they now refill nigh-instantly, allowing you to continually put forth your maximum effort without tiring.

Other benefits include the ability to execute complex magics or techniques simply by pre-programming them ahead of time as System macros, access to the

non-classified portions of the Celestial Database, a celestial email account, and the ability to call the help-desk technician for whatever assistance they are allowed to give you within Heavenly or Hellish regulations (which may or may not be as much as you'd hoped).

To be clear, this is, by default, just a 'Jumper' account. No Admin rights, and no godhood attached to it. That can change with things, of course, but as it is this is just a basic account with the features mentioned here, and a few other (low level) 'usuals'.

The Dreamer

Mountaintop Retreat - 100 CP

Your very own secluded training/meditation spot! This is a small, cozy home all for you, built on top of a remote mountain in an idyllic paradise. Not only can you train and/or meditate with dramatically enhanced effectiveness here, you find you can teleport to and from this house too!

Not to anywhere, mind, just to wherever you teleported here from the last time, but you can!

Proof of Expertise - 200 CP

It's possible to pick up a lot of skill, especially in a situation like this, where you're reliving days over and over due to some mysterious reason. But not being able to prove that you have those skills because you lack pieces of paper, that can be a serious annoyance.

Good thing that's no a problem for you anymore. You find that you now have all the paperwork you need in just about every situation. From the proof needed to display and use your abilities in the form of all the relevant degrees, badges and paperwork to ironclad evidence for things you know are true, all the paperwork and stuff just always tends to show up in this nice big sealing scroll. People will always believe these to be accurate and true when shown them, though it's up to you to explain how your expertise is relevant to their interests. Just because you might be a rocket scientist doesn't mean a medieval noble will understand or care about it, after all.

Keep it safe!

Throne of the Gods - 400 CP

Oh. 'Wow. Guess we're not joking around anymore. This is... big. 'This', in the context, being a ruined city, isolated and not entirely... material, located at some absurdly hard to get to spot in the world.

But while it is ruined, it's still one of the most beautiful places in the world. While the theme can be whatever you like, it's a literally otherworldly example of the theme. But the beauty is second to what's here.

The first thing is the defensive system. Though far, far from what they were once, there are mighty wards and protections on this place, enough to keep away a small army of demons or demonically powerful beings, with statues, spectral soldiers, wide-area magics and a lot other things standing in defense. It would take multiple experienced loopers to make progress here, is what I'm saying.

At the center of all this is the only intact building in the city. It's a palace, and it's in no way an exaggeration to say it's fit for the gods. Automated services for everything from food to garbage disposal, obscene amounts of wealth embedded in the walls and on display around the place, and a second defensive system as powerful as the one outside by itself. And at the heart of this building is, quite literally, the Throne of the King of the Gods. No, that's not a metaphor, though it could be Queen if you want.

That is, this is the Planetary Command Terminal for the whole world in the Yggdrasil system, and it grants Pantheonic Godhead status to any god sitting in it. It doesn't do jack to help mortals become gods, mind, not even two-thirds immortal ones. You have to figure it out yourself. But I guess you'll have to satisfy yourself with the impossible luxuries and security of the place, if you can't manage that.

In future jumps it doesn't automatically make you the ruler of any existing local pantheons, but it does give you a strong claim at the highest position in whatever divine hierarchy exists in that world... to an extent. That is, in a world with multiple pantheons it would only give you claim to one of them, and in worlds like this one with two tiers of gods it would only make you the 'local' king, not the Almighty.

The Lost

Record of Jutsu - 100 CP

Ooh, nice! This is a collection of scrolls all your own! And what those scrolls hold are jutsu. A lot of them, as a matter of fact. While far from any kind of mega-library or somesuch, this is a modest collection of the magic-esque techniques of this world.

Everything from elemental ninjutsu to genjutsu is represented here, with the specific techniques being the absolute best suited to you as of the first time you open the scroll. This doesn't have anything S-rank or so, but a decent number of A-rank and below techniques is still a nice price, y'know!

Get out of Hell Free Card - 200 CP

Pretty much what it says on the tin. Not exactly something mortals are qualified to understand, let alone use, you can use this, all the same. This is a golden decree carrying the power of redemption, given form.

By using this, you can wipe all sins away from a soul, entirely at will. Just will it while having physical contact with the scroll, and even the worst of the damned souls would find themselves purged of all sin in seconds. This works for the dead in that any worlds with functioning afterlife systems now accept them to the good and righteous ones instead of the evil, torture ones, but for people still alive it has even better use, depending on your perspective.

It affects a change much like knowing your True Name, in that it cleanses the mind and soul of all corruption, inflicted or invited. It clears away the fogs of indecision and doubt and shows the path the future, the wisest and best choice for one to make, without question. Pretty useful for someone using the shortcuts to hell called the Sharingan, let's just say.

Unbreakable Chains - 400 CP

And then there's this. Never let it be said that you lack motivation to take stupid risks. Because if this isn't that, then who even knows what is. This is a set of

chains, black as night and blazing with a strange negative radiance. They're perpetually chillingly cold, and all in all look and feel intensely ominous.

And, well, they should. You see, these aren't ordinary chains, they're magical ones, and stupidly powerful at that. They have a requirement, though, that you destroy, not just beat but *destroy*, someone in direct combat before using these on them. This means you must fight them and successfully defeat them to the point that you are all but unscathed and they're utterly helpless, abjectly at your mercy.

But if you *do* accomplish that, then what they do is to make the person subject to you, in all things. No matter what it is you command them to do, they have no choice but to do it, from telling you their most intimate secrets to killing everyone they care about.

You can bind any number of people in these, and they become invisible and intangible once used, appearing only once you're ready to bind another person. People so bound retain all of their powers, whatever their nature, as well as their magical positions and such, even ones that would normally preclude enslavement. Unless you want them, that is. While you can't take their innate powers, you can take any metaphysical 'lordships' or 'domains' a person possesses for yourself.

The Righteous

Headband - 100 CP

Whoa, nice! This is your very own Ninja Headband, all metal and cloth! Well, not a usual one. This one doesn't actually have a village insignia on it as of now. But it can have one as soon as you will it. Actually, it can have *any* insignia as soon as you will it.

Simply by wanting to, you can cause this headband to serve as proof of membership in any and all armed forces, spy agencies and whatnot in the world, and be utterly authentic. Doesn't do jack to backstop the HQ paperwork, mind, but it's about the most authentic you can get barring that. Also gives you top-level clearance, for some reason.

Mantle of Heaven - 200 CP

Okay, so this is a thing we're doing, I guess. This is the Mantle of Heaven, the literal god-given right to rule. Not only does this make you an exceptionally skilled, utterly outstanding ruler and leader in skill, ability and charisma, it also protects you from any malign mental influence, no matter what kind.

And while all that would be nice, the real point of this is that it gives you a real, legitimate claim to the highest throne of this world, the position of Emperor over All. That's still only a mortal position, mind. No trying to use this as a shortcut to godhood.

You can also give out lesser versions of this to your subordinates, to the extent that you have a total 'stuff' that works to provide these abilities, of which you have about ten times what you get for yourself. You can split this any way you want upwards of ten people. That is, you can make ten other people just as skilled as you, or a hundred a tenth as skilled, and so on, but ten is the minimum as it won't allow you to create a ruler fitter than you.

It also allows you to merge in any other leadership and rulership skills you have, and grant them out under the same rules too.

The Seal - 400 CP

Really? One's not enough? Well, maybe you didn't get that one. This is an elaborate network of seals on your body, covering a large part of your torso in very fine, intricate sealwork, along with additional ones on your limbs.

And they do a lot of things. There are seals for storage that, in total, give you access to a space several hundred cubic meters in size to store whatever you want. There are gravity and training seals that let you train yourself passively in everything from strength building to chakra control by creating adverse situations that can be dispelled at will, along with a host of other seals in the same vein.

But the big one is the one on your stomach, the one that takes center stage in the formation. You see, this seal is some of the most powerful seal work around, and this includes works of lower gods and godlike beings.

What this seal does is to allow you, once, to seal in any being at all within yourself, just by willing it when you encounter them. You do need to either make them willing, defeat them or trick them into coming into direct contact with the seal, but given those conditions you can trap any and all beings within, no questions asked.

And this is an obscenely powerful seal, capable of sealing Greater, that is, First Class Demons or Deities, like the Kyuubi or Skuld and their like. Specifically, you can seal one such entity, or as many lesser ones as it takes to match their level of power.

Once sealed, you have complete access to the being's powers and abilities in every sense of the word, whatever their nature. You can wield them as if they were your very own, for all intents and purposes. Can't take them away permanently, though. And you can only hold that much power, meaning once you're full you must let something go to add in more.

Companions

By default companions are linked to whatever form of loops you take, but you can give them their own ones, if you want to for some reason.

Import/Creation - 50 CP

You know how this works. Either import an existing companion or create a new one, loyal to you in all things. They get 600 CP to spend and all the discounts applicable.

Canon Companion - 100/200/300 CP

Take along someone local. Mortals cost 100 CP, divine/diabolical beings cost 300. The protagonists are special cases, so let's say... 200.

Drawbacks

Playing Parts +0 CP

Replace a canon member of the loops, other than Sasuke.

☞This can't be happening +100 ☞P

☞You have a hard time getting used to anything even the slightest out of the ordinary. ☞Let alone time loops and divine intrigue, even unusual things in day-to-day can have your head shaking, and panic attacks and fainting is definitely on the cards when it comes to the aforementioned things. ☞Just... try to keep breathing, maybe?

☞Pariah +100 ☞P

☞Well, not quite. ☞It's not exactly 'people triple prices and give you shitty stuff' for you, but you can expect much more than your fair share of inhospitable stares and rude language headed your way wherever you go, due to something in your past, or if you're a drop-in, something alleged to you shortly after you arrive.

☞Bound By Oath (+100) ☞All Celestial and Demonic beings are bound to keep their word. ☞All promises you make now *must* be kept.

☞Unbelievable +200 ☞P

☞“Yes, ☞I really am in a loop... wait, where are you taking me?”

... yeah. ☞That's the kind of thing you can expect happening pretty often. ☞I don't know what it is, but people really, *really* don't believe you when it comes to even the slightest things out of ordinary.

☞Like... it should be well and good if you keep your head down, but it's bad enough that gathering all the evidence for a spy and reporting them could see you accused and indicted as trying to frame them, and that's the least of it.

☞Lost in Love +200 ☞P

☞Well, you are. ☞It's not exactly a crime to fall for the wrong person, but when it's this person... it probably should be. ☞You happen to be insanely, ridiculously attracted to the absolute worst possible person around you.

☞They're vile, stubborn and demented, and might or might not be blithering stupid too, depending on whether you hate it or not. ☞And regardless of all that, it's all you can do not to jump them at the first opportunity. ☞It's not a hard and fast, 'unbreakable mindfuck' we're talking here, but it'll take a *lot* to get you off them.

☞The good news, if you can call it that, is that the person will definitely be committing all that and more on you.

Forgettable (+200) You and your companions lose all meta-knowledge about the Time Loops, Naruto's Wish, the Curse of Misery, the Blessing of Hope, the Treaties between the Divine and Demonic, the rules that bind the actions of Celestials when dealing with mortals, Sakura's Bloodline, the Sharingan, and the Throne of the Gods. Any information about these topics must be relearned in Jump to be of use to you.

Untrained +400 CP

Your standard power-loss drawback. You lose all powers and perks except what you buy here, as well as the access to all your cp bought items (again excepting those bought here) and warehouse.

Almost Broken (+400 CP) You have been subjected to attempted brainwashing and pleasure-pain conditioning by a young, looping Sasuke Uchiha. Attempting to act against his interests causes you severe pain, and you are a bit of a neurotic, twitchy, barely functional wreck. With time and the right medical techniques, this can be cured, but the techniques necessary do not actually exist at the beginning of the Loops.

Wanted for the Body +400 CP

By Orochimaru, to make it clear. He wants you, he needs you, and he will not stop no matter what. This is a very, very clever, very powerful Ninja, so y'know, take care and best of luck!

Touched by Misery +600 CP

Speaking of people hunting you... you thought Orochimaru was bad, did you? Guess what? Now you're being hunted by none other than the Looping Sasuke Uchiha, in his full 'Complete Mangekyo', dimension-bending, enslaving glory.

He wants nothing more than to find you and enslave you to his will so you will play a part in his sickening plans for existence, and he'll be devoting all of his resources, and he has a *lot*, between you and me, to this cause.

Damned +600/800 CP

And then there's this. So you're damned. No two ways about it. You have the touch of utter evil about you, the stink of demonic power. You are hunted by the gods for your nature and by the demons for your value, and by any mortals in the know for... pretty much the same reasons.

But that's just the surface of it. Under that you find you have a definite tendency to take the worst choice in most scenarios. It's quite like having your very own shoulder demon, except it's inside your head and has a direct influence on your thoughts.

As if that were not enough, for an additional 200 CP this becomes even worse, in that the 'misery' aura so common on demons establishes itself around you. Even when you do make the right choice the choices of others steer you towards pain and misery, and it falls to you to remain true despite all that.

Needless to say, any perks in this jump that would protect you from such don't work, and giving in even slightly would make the influence even stronger. Worst come to worst, you find yourself subsumed and digested by your own Id, which takes your place as a demonic version of you, a small fountain of misery happily spreading ruin and disaster across the multiverse. Good luck.

Ending

Well, it's choice time now. Pick your poison.

Stay: Maybe you like the immortality that the loops bring. You gain control of the conditions of the looping, and can change them at any time. Yes, setting them to be 'just like Naruto's' is an option. Or you can choose to end yours, without affecting Naruto's loop.

Go Home: Or you could be sick and tired of it all. You know how it goes here.

The Next Loop Jump!: Well? Plenty of worlds out there with time still linear!

Notes

You need both Multi-Aspected and Golden Blood to develop an Oversoul, and even then it'll take a fair while. No ifs or buts here.

Post jump if you (or a companion) have purchased the Eyes of Misery perk it becomes entirely innate to that individual and may be shared with others (via whatever means you happen to have) without needing to worry about demonic contracts or similar, and they will work in the same fashion as described in the perk. You'll need to provide your own method for actually sharing them though.

Thanks to cliff and the others at SB who have helped me do this thing or will be coming along to help out in short order just about... now.

For any issues, contact me at SB.

If you're writing a story about this jump, you have permission to change... whatever you want to, on one condition. Find me at SB and give me a link.

I reserve the right to randomly alter sections of the document in fits of pique, to win internet arguments, or to make things easier on me if I'm building for this jump.

More later.