Out of Context: A Dojutsu Supplement

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+1,000 Choice Points

A Supplement designed for those who want to introduce various Dojutsu, or ocular abilities into a world where they might not normally exist. Or to a world where they do exist if it pleases you, your Chain, your rules. As this is a supplement the normal origins will instead take their place as Roles.

First is the **Role of Ascension**, which includes the Sharingan, The Eternal Mangekyou Sharingan, and the Rinnegan.

The **Role of the Moon**, which includes the Byakugan, the Tenseigan, and the Jougan.

Finally there is the **Role of the Outer Realms**, which includes several ocular abilities from various Non-Naruto settings. Which include the Mystic Eyes of Character Discernment, The Crimson Eyes of the Kurta, The Silver Eyes of RWBY, The All Seeing Eyes of God, and the Mystic Eyes of Death Perception.

Taking each Role provides a 50% discount on everything that falls underneath it, as well as making any discounted 100CP Purchases free. If you have a Perk that allows for multiple Origins you may take multiple Roles for the discounts. If there are multiple items at the same price point then you may only discount one of those items.

A Not so Mundane Body: Free

Almost all of the Ocular abilities detailed in this Supplement require some degree of Mystical Energy to function, and that isn't accounting for some abilities that are complete energy hogs. If you have any pre-existing pools of Mystical Energy then you will find that the Dojutsu aren't picky. Whether it is Chakra, one of the many different forms of Mana, P.P.E, Nen, Spiritual Pressure, Chi, Chaos Energy, Psyker Energy, Psionic Energy or even RWBY Aura it doesn't matter, as they will function just fine off any Mystical Energy source.

However this is a supplement, and there exists the possibility that this will be used on a First Jump on a world that is as mundane as Corn Flakes. So what happens when you don't have a Mystical Energy source?

Well there are two options you have available as part of this perk.

The first is that you gain access to a Generic Mana Pool that otherwise functions as a normal pool of Energy should.. You start with a sizable, but not inexhaustible, pool of Mystical Energy. This pool regenerates at a flat rate that is equal to a percentage of your total mana pool per minute. From an empty pool you will recover completely within a 24 hour period. For those number-minded you will recover at roughly 0.069% a minute. Meaning in an hour you'll recover

roughly 4.14% of your Mana per hour. This regeneration rate can be doubled through meditative (or similar) exercises.

The Mana Pool also increases through time, usage, and training. It will start out large enough that the Upkeep for any of the basic abilities is nothing, and you could make conservative use of the various higher abilities available without exhausting yourself. Though no matter how large that pool becomes, the percentage based recovery ensures that the time it takes for the pool to refill itself will remain consistent.

The second option is that your Dojutsu, at least until you gain access to a Mystical Energy system, runs off your bodily Stamina. The primary benefit of doing things this way is that your Stamina receives the same boost that other forms of Mystical Energy get. Meaning that you just don't seem to tire out by conventional means such as exercise or running for your life. The downside to this method is that Stamina isn't nearly as potent an energy source and all of the Dojutsu's various powers are going to cost 3-5x as much Stamina as they would Mystical Energy.

Another boon from this Perk you will also receive a mental upgrade to your ability to process information. Because almost all of the Dojutsu in this document include a vast increase to Visual Acuity compared to normal Human vision. It wouldn't do for you to have to risk permanent brain damage every time you used your eyes.

You may also use this perk to freely activate and deactivate any ocular powers you might have, whether or not it would normally be possible to deactivate them.

A Final boon for this perk is very simple. There does exist a perk in this document that allows you to use any ocular ability while you have at least one pair of eyes active. But what do you do if you don't want to take this? Well if Jump-Chan gave you two eyes might as well use them both. You are capable of using a different Dojutsu in each eye at full power even without **Ocular Sympathy**. However obviously you can't combine their effects without that perk. So for example you couldn't use the Sharingan to copy a spell you saw a mile out through dense foliage with the Byakugan.

The Role of Ascension

Sharingan: -100

The Sharingan is one of the more well known and powerful Dojutsu in the world of Naruto, and has been steadily buffed as the series has gone on. So for a small price you gain a Sharingan and all the basic powers attributed to it.

Which to start includes a vast increase to visual acuity. To the point where 20/10 vision, which is considered the higher end of what is even possible with the normal human eye, would be a bit of a downgrade. You will also find a noticeable improvement in your ability to see in low light

scenarios, in your ability to track fast moving objects, and in your ability to perceive and notice fine details in your surroundings. Some examples of this include being able to predict someone's future movements by going on nothing more than micro motions present in the muscles, or pierce through illusions by perceiving minute normally unnoticeable flaws in the illusion.

Secondly you will find that with the Sharingan active you can now view Mystical Energy. This doesn't grant anywhere near the accuracy of the Rinnegan or Byakugan, but you can still see a vague outline of a person's Mystical Energy supply. Which is both bright and distinct enough that you would be able to track someone through thin materials, like a wall 2-3 Inches (5-8 cm) thick.

However, what this ability to view Mystical Energy really grants you is the ability to truly watch as a person performs a spell or spell-like ability. Watching as the energy in their body rises up, takes shape, and flows from them in the form of a spell allows you to understand how the ability is activated, and copy it. Meaning that you can now copy any spell or ability you lay your eyes on. This is not limited to just magic either, as canon users of the Sharingan were able to learn Martial Arts styles by watching practitioners and copying their movements.

However just because you can copy an ability doesn't mean that you are granted all the secondary powers required to actually use it. For instance, while you could copy the movements involved in a martial arts style, the Sharingan doesn't grant you the necessary cardiovascular health required to actually use them effectively. Or just because you can see how a Green Lantern Ring generates constructs doesn't mean you automatically gain the energy source required to actually power such a thing.

Finally the Sharingan boosts the potency of any illusion cast through it, while also removing the requirement to use words or any sort of hand gestures or motions to cast the Illusions.

Eternal Mangekyou Sharingan: -400, Requires Sharingan

A Mutated form of the Sharingan brought about by a Sharingan wielder experiencing extreme and intense emotions. Normally users of the Mangekyou Sharingan find that usage of it and the powers associated with it cause mild pain during use, and will slowly cause their eyesight to deteriorate until they are completely blind. However as you are paying for this from a Jump Document you will instead jump straight to the Eternal Mangekyou Sharingan variant, which doesn't suffer from this Drawback.

The Eternal Mangekyou Sharingan boasts of an even greater visual acuity than the standard Sharingan, as well as comes with five unique powers that we know of. As you are paying for this with Choice Points you get all five of those unique powers, as well as the opportunity to purchase custom powers. In canon the Sharingan powers were tied to either the right or the left eye, again since you are paying for this you can ignore that little caveat and freely cast any of

the EMS powers from either eye. Even the Susanoo which in canon required both eyes can be cast by a single eye, just in case you happen to lose one of them somehow.

The first power is Amaterasu, the Black Flames of Hell. Black Flames that can burn for Seven days and nights at temperatures as hot as the sun itself. While that sounds grandiose the fact of the matter is that these flames cannot be put out by any force less powerful than the caster, and unless extinguished (something you can do at will with the Sharingan) whatever is lit by these pitch black flames will burn until little more than ashes remain. If the Caster is powerful enough these flames can burn nearly anything, even lesser flames and magic. With practice you will also be able to freely move and shape the flames at will, similar to Sasuke's Kagutsuchi style of Techniques.

The second is the Tsukuyomi. An Illusion that traps the targeted person in a Mindscape in which the caster has godlike control for what feels like 72 hours to the target, but is only a few seconds in real time.

The third is Susanoo. Which is a massive spectral warrior that is conjured forth to protect you. You can control this spectral warrior perfectly, and it will obey you unconditionally. However it does have a minor instinctual drive to protect you that can cause it to act against your orders. The being can wield any weapon you desire from Mythology chosen at the time you take this perk, and while the weapons do have the same powers they would in the Mythology they are only a fraction as effective.

The fourth is Kotoamatsukami, which is a mind control power that always works perfectly. A target will do exactly as you order, and will be completely unaware that they are under someone else's control. It is nigh impossible for someone to break the mind control on themselves, though it is possible for someone else to break the control. Though it is difficult to notice the effects unless someone is intentionally examining the target for evidence of Mind Control Powers.

The last is Kamui, which is the power over Space. You can now create Portals to any location you can reasonably think of. There is no real limiting factor on distance or size of the Portal beyond what your Mana pool can sustain. So you could open a portal on a different planet within the solar system, or even within different dimensions in the local Multiverse. Though I'm afraid you don't gain access to true Multiversal Travel until after you Spark. Sorry Jump-Chan's rules and she will not budge on that one.

You can also pull an Obito and place the bulk of your mass in a dimension while still being visible in a different dimension. Giving yourself a sort of intangibility effect, granting immunity to damage short of something capable of affecting multiple dimensions simultaneously. Do not that this only renders you intangible, allowing for you to pass through things. This ability doesn't make you a Ghost, and as such doesn't grant any invisibility.

Jumper, of Clan Uchiha: -100

Those five powers are pretty awesome, no doubt about that. But what happens if you want more? Well that is where this perk comes in, which is sorta like a Build a Bear workshop except for Mangekyou Sharingan Powers. The only caveat for this power builder is that it cannot be appreciably more powerful than the Canon powers, which is a pretty high bar already. You may purchase this as many times as you want, however only the first time is discounted if you've taken The Role of Ascension.

Rinnegan: -600

One of the Three Great Dojutsu from the world of Naruto, and often considered to be the greatest of those three. Sometimes referred to as the Eyes of God, because it is rumored in Universe that these eyes only appear in times of great strife and upheaval, and those that wield them will either become Gods of Creation or Destruction. With the moniker you get depending on whether or not you are trying to destroy the world, or save it.

Now while that description sounds rather Grandiose it also begs the reasonable question, for all that Hype what can these eyes actually do? Well the Rinnegan obviously grants you access to the various unique powers called the Paths, but those will come a little further into the document.

The more basic abilities aren't as flashy as the Paths, but in some ways are infinitely more useful on a daily basis. For the small trickle of Mystical Energy required to keep the Rinnegan active you get several abilities.

The first is that there is a massive increase to your visual acuity. It isn't quite as extreme as what the Sharingan or Byakugan are capable of, but the capabilities of those Dojutsu are good examples of what you are capable of now.

Assuming there isn't anything blocking your path, you could see something out to two miles with the same level of detail as if it was sitting in the palm of your hand. You also have a much easier time tracking fast moving objects such as bullets or missiles, and find it almost childs play to keep track of multiple fast moving objects independently of each other.

As another added bonus your eyesight when the Rinnegan isn't activated is also vastly improved. To the point that 20/5 vision, which is the eyesight of an Eagle and not actually possible for Humans would be considered a downgrade for you.

Secondly you have flawless Night Vision, being able to see with perfect clarity even in pitch black conditions where there is no light at all. The only downside to this vision is that the world is visible only in shades of Black, Grey, and White.

The Third is that you can now see in a much wider spectrum of light, including several wavelengths of light that just aren't visible to normal Humans. Things like Ultraviolet light,

X-Rays, Infrared, certain Radio Waves, Gamma Rays, and even Electromagnetic Fields are visible to you now.

As a direct consequence of this greater perception of light you will find that colors are more vibrant than before. It does make differentiating between colors easier, but outside of spotting enemy Camouflage this isn't much use in a fight. Though there is something to be said that the Eyes of a God bring out the most vibrant beautiful version of the world around you.

As another bonus you will find that you receive a minor boost to Artistic endeavors involving color while the Rinnegan is active.

The next bonus of having the Rinnegan active is that it is very difficult to hide from the eyes of god. In practice this translates as a sort of ability to see the 'Truth' of the world. This means that the wielder of the Rinnegan cannot be fooled by Illusions whether Magical or Mundane. You also have a limited ability to view the Aura of a being, which can grant insights into their personality and emotional state.

This also allows for you to directly view magical energy. Whether inside of someone, inside of a spell or enchanted item, or just the background mana field of the universe you are in doesn't matter.

And finally the Rinnegan gained in this document isn’t the permanently active variant present in Canon. Meaning when you turn this Rinnegan off your eyes return to their default appearance.

The Six Paths: -100, First Free, Requires Rinnegan

Now this is all well and good, but let us get to the Meat and Potatoes of the Rinnegan. By default every Rinnegan Wielder is granted access to the Six Paths, and the Outer path. However when first gaining a Rinnegan you will only have access to one Path, with the other Paths unlocking themselves during your journey after some unknown criteria is met. What this looks like will vary between Rinnegan Wielders but you are guaranteed to awaken all of the Paths by the end of the Jump this supplement is attached to.

Now if you are guaranteed to awaken all of these Paths why am I still charging for them? Because purchasing a Path guarantees two things. The first is that it Guarantees that the Path will be unlocked at the same time as the Rinnegan, and secondly it will grant you a degree of skill and understanding regarding the powers of the Path. With this boost being equivalent to you having seriously trained with Path for around six months. Unlocking the power naturally is free, but doesn’t grant this boost in experience.

Everyone who has awakened a Rinnegan gets the first Path for free, representing the Path that awakened at the same time as the Rinnegan. Also, Yes. The Free Path you get by default for paying to Unlock the Rinnegan also gets this experience boost, so choose your starting Path carefully.

As a note you can also utilize as many paths as you wish to use in a single body with no downsides, there is no requirement to have multiple bodies using a single Path each. However, should you wish to replicate the feat of one Uzumaki Nagato you may. If the thought of remotely piloting a number of corpses should squick you out for whatever reason you may instead substitute Shadow Clones or any other out of context clone power.

The Paths are not discounted if you take the Role of Ascension.

Deva Path: -100

The first of the many paths is the Deva Path, which grants you control over forces of attraction and repulsion, oftentimes simplified as just control over Gravity. You start out knowing three techniques instinctively. “Shinra Tensei” which creates a intense pressure wave moving away from you. “Bansho Ten'in” which creates a powerful gravitic attraction towards you, and the third move called Chibaku Tensei, which creates a single point of immensely high gravitation force. Sort of like a watered down black hole. Unlike canon there is no cooldown between usages of this path.

The thing of note here is that this isn’t all that the Deva Path can do, as with practice the direct manipulation of Gravitic forces can accomplish quite a lot. Such as self sustained flight, or even a Telekinetic effect.

Asura Path: -100

The second is the Asura Path. Which involves the creation of metal from your body, in whatever shape you desire. With complex shapes being possible, meaning machines, weaponry, and even high technology are all within the scope of this power. If you know how to make it, you can create it from your body.

However with great practice you will realize that this creation of metal is simply an extension of the true power of this path. The Creation of All Things. The ability to visualize and breathe life into items, essentially creating something from your Mana. With the Mana cost scaling to the size and complexity of the item being created, though the cost can be lessened the more you understand the inner workings and the normal creation process of an item.

Human Path: -100

The third is the Human Path, which grants dominion over the Souls of sentient beings. This grants the ability to directly interact and manipulate a soul. Meaning that with practice you could potentially extract memories from a person, or just rip their soul directly out of their body.

With a great deal of practice and understanding you could even begin to practice soul surgery. Being capable of feats such as removing personality traits, entirely reshaping someone's personality, manipulating their memories, the creation of triggers within a person, or even potentially removing or binding curses to a person.

Animal Path: -100

The Animal Path primarily has to do with the summoning of animals, and even smooths over any trials or other such requirements required to gain a summoning Pact just from the sheer respect that such Animals have for the Rinnegan.

In practice this means that you can summon a non-sentient copy of any creature that you have personally defeated or killed. In the case of a sentient creature you will simply summon a copy with all the abilities intact, but only high animal levels of intelligence. Though they may display quirks based on the creature's previous personality.

However this ability is useful for more than just summoning Animals, as you will find that summoning of any sort of Entity or Being to be much easier. With more Esoteric requirements to summon those beings waived for you by simply having the Rinnegan, meaning that summoning Circles or lengthy Rituals are a thing of the past. The only thing required is knowledge of the Entity you are attempting to summon, and the appropriate amount of Mystical Energy pushed into the summoning.

The thing to note here is that this works a lot differently than summoning an Animal that you've killed or defeated. Those summons are simply empty shells that follow your orders, whereas these summoned Entities are still Intelligent beings that have their own hopes, dreams, and desires. While the Rinnegan can and will help smooth things out to ensure that these beings will be willing to work with you, they will often have their own goals they wish to accomplish.

Some examples are that a Summoned Succubus would happily work with you to accomplish your goals, but she will also be likely trying to form a cult that worships her to ensure she's kept well fed. A summoned Demon might agree to help you defend a small village, but might also eat a few souls as payment for services rendered. A god summoned in a Fantasy world could feasibly be convinced to help you in your endeavors, but will absolutely be trying to increase their number of followers to empower themselves.

Ultimately the summoned Animals are going to be less Intelligent, which means that they won't be dangerous to you. However it is that same intelligence that makes the Summoned Entities infinitely more useful, making the more esoteric usages of this Path a powerful if double edged sword.

If you unlock this naturally then you will need to start over from square one in unlocking animals, however if you pay to unlock the Path it will include the ability to summon some starter animals. However it will be mostly smaller prey animals, with a few larger predators such as a wolf and bear. Though these larger predator animals can vary greatly depending on what Jump you take this as a supplement to. Someone taking this in Avatar the Last Airbender is going to have vastly different starting animals to someone that starts in Pokemon. And yes, this does explicitly mean that this ability includes Pokemon as animals.

Preta Path: -100

The Preta Path allows you to absorb Mystical Energy. This includes the surroundings, other people, or even techniques and spells that are being thrown at you. This transfer of energy is also lossless, meaning all of the energy used in a spell will be available to you. Energy absorbed in this faction can either be allowed to harmlessly dissipate into the background magnetosphere, or it can be added to your own reserves.

This does mean that you can use this ability to build up pools of a Mystical Energy that you don't normally generate, and unlike the canon power any mystical energy you absorb with this power cannot harm you. So suck a Sage Mode user dry all you want, you are fine.

As a final note this can be used to bolster your own personal reserves, but it isn't suggested to go beyond three times your normal maximum of mystical energy. You might explode, you also might not but is that a chance you really want to take?

Outer Path: -100

Finally there is the Outer Path and Naraka Path, which are different things but so similar I'm going to bundle them together to save you some CP. The Outer Path allows for the summoning of the King of Hell, which is rumored to be the desiccated corpse of the Ten Tails. But surely that is just a rumor.

As a Judge of those that pass through Hell the King is a wonderful judge of a person, being able to tell with a flawless accuracy whether they are telling the truth or not. It can also heal people even from the verge of death to fully healed within a few minutes at a heavy mana cost, and can also be used to replicate some of the tricks available to the Human Path. Though using the Judge of Hell instead of the Human path is far more difficult and provides less accurate results.

Finally the last power available to those that can summon the King of Hell is the ability to perform a True Resurrection at a truly staggering cost in Mana. To the point that, depending on your mana reserves, you might be exhausted or even bedridden for several days after. Bringing back a large number of people at the same time could even kill someone without an infinite supply of Mana through sheer exhaustion.

The Many Paths of Jumper: -100/ -200

In canon keeping with the theme of the original Rinnegan Wielder being the Sage of Six Paths there are only meant to be Six Paths, plus the Outer Path. However Sasuke can Teleport and has some kind of Pattern Recognition baked in, Madara has power over Limbo, and a Boruto character named Momoshiki can absorb attacks before redirecting them at double strength, as well as turn Chakra and Chakra infused Humans into edible food like he's Majin Buu. So for an expenditure of 200 Choice Points you can also get one of these Canon but not default Rinnegan Paths.

However as an Omniversal Being of potentially unlimited Potential who wants to be limited to a mere six to ten Paths? With each purchase of this Perk you may design a new Path power, and you may purchase as many Paths as you want with no upper limit. For 100 choice points you

get a power that is comparable with the canon Paths, with the first 100 CP purchase being free with the Role of Ascension. However, any purchases after this will be full price.

For 200 Choice Points the newly created path can be on par with the upgraded Paths available in this document, or the Character unique Powers mentioned in this Perk. Only the first purchase of a 200 CP Power may be discounted.

The only caveat is that the Path you create cannot be appreciably more powerful than the tier you've purchased, otherwise let your imagination run wild. Remember, Fanwank responsibly.

The Role of the Moon

Byakugan: -100

The Third of the Three Great Dojutsu from the Naruto world, and the most overlooked of the three. Because early in the series the Byakugan was an absolute powerhouse, however later on everything else got buffed up power wise and the Byakugan got left behind in the dust. Which is a shame as the abilities of the Byakugan are very useful, and can be yours for a small fee.

Now this purchase grants you the ability to see in a perfect 360 degree arc around you. The normal Byakugan only has a 359 degree vision arc, but as you are paying for this ability we'll remove that little weakness. You also have incredibly powerful Telescopic and Microscopic vision. Meaning that you can see just as well at 5 miles as you can the palm of your hand, and with some focus you could even discern the individual cells in your hand.

You also gain X-Ray vision, meaning that you see through any material you want. You may also choose to consciously restrict your ability to see through certain materials, because honestly there are going to be things you don't want to see. This can be as specific or as broad as you want. Some examples being you chose to not see through 6 plus inches of reinforced concrete, or you could choose to not see through whatever clothing your Mother-In-Law is currently wearing.

As an added bonus you may activate and deactivate any of the Functions of the Byakugan independently of each other. So if you needed to look through a door to see what was on the other side you wouldn't be suddenly bombarded with the knowledge of everything happening in a several mile arc around you.

As one final bonus so long as you take **Ocular Sympathy** you may combo together the various ocular powers. Such as using the Sharingan to copy an ability you've seen a mile off through multiple walls, or utilize the various Path abilities on someone a mile away from your current location. The only exception by default being the **Eye of Balor's** ability to sever the Lines of Death, that ability has to be used through the line of sight of the EoB. You may however use the Byakugan's distance vision to maintain a Point of Death you have enforced on a deathless target.

However, this is your Chain. With Jumpers balance is eventually going to be something that takes a back seat regardless. So if you wish **Ocular Sympathy** would allow the **Eye of Balor** to sever the Lines of Death from a Distance you may use Fanwank to allow that option in your Chain.

These Hands are rated G for Gentle: -200

With this purchase you'll find yourself with advanced knowledge of the Hyuga's Gentle Fist style. Which involves the usage of precision strikes imbued with Mystical Energy to disrupt blood vessels and cause internal damage. While not as flashy as the Paths or the Mangekyou Sharingan abilities, never underestimate the ability to stop someone's heart by gently tapping them on the chest.

While already incredibly lethal this isn't actually the primary use of the Gentle Fist Style, because in its home Universe the primary use is to attack the Chakra Network of a target. Which is accomplished by injecting a bit of energy into another person's body using the Gentle Fist, which interferes with their own Mystical Energy usage. Which means that for a variable cost of your own energy you can lock a person from using their own Mystical Energy. This completely shuts down both internal and external use, which includes any kind of active spell casting and several passive effects dependent on this energy. Such as passive health regeneration, speed and strength enhancements, and other such support spells.

This lock on using internal energies can last some time, with the exact length of time being dependent on how much energy you inject into the person. With enough energy used this can last from minutes to hours and even a full day if enough power is put into the technique. Though there are certain ways around this, such as having a trained healer forcibly purge this foreign energy or a person accomplishing something similar by flooding their own body with a compatible but external source of energy. You can also, with a great deal of speed and accuracy, use this ability to disrupt the flow of energy inside spells or attacks that have already been launched, or in stationary enchanted objects.

As an added bonus you'll find that your body changes slightly to become better used for the Gentle Fist Style. Which causes an increase in the strength and durability of your fingers, a minor boost to stamina, and a general increase in your body's flexibility and dexterity.

Tenseigan: -400, Requires the Byakugan

An evolved form of the Byakugan created by an Otsutsuki priming and then stealing the eyes of a Byakugan user. Thankfully as you are paying CP for this you can just skip that entire step and get straight to the good stuff. Like the Eternal Mangekyou Sharingan you can still use all the base functions of the Byakugan while using the Tenseigan, alongside several other powers. The

first is the ability to manipulate Gravity, which is functionally identical to the Rinnegan's Deva Path.

The second is that the Tenseigan enables you to enter into a super mode in which your body is cloaked in Mystical Energy. While Toneri's Super Mode did have a distinctive look each Tenseigan is something unique, meaning you may choose the outwards appearance of this Super Mode Cloak freely. While this cloak is active you will find your Speed, Strength, Dexterity, Durability, and Reaction times boosted to Superhuman levels.

As well this Mystical Cloak also grants you access to Ten Truth Seeking Balls. Which are fist sized balls of incredibly dense Mystical Energy that contain immense destructive potential. With the source material noting that each ball was capable by itself of decimating an entire large forest, with that destructive capacity increasing if the Orb is infused with Elemental Energy.

Finally, unlike canon the only ways for either the Tenseigan or its Mystical Cloak to deactivate is for you to consciously deactivate it, for you to run out of Mystical Energy to fuel it, or for you to be knocked unconscious. No need to worry about the whole thing falling apart after taking a single solid punch to the face.

Jougan: -600

A Unique Dojutsu belonging to one Uzumaki Boruto, that can now belong to you. The abilities available to the Jougan aren't as varied as the Rinnegan or even the Tenseigan, but they are nonetheless extremely useful in the hands of the clever. There are two main powers to contend with. The first is that these eyes have an incredible ability to see the world around them.

To be precise this isn't the Telescopic or Microscopic vision of the Byakugan, or the insane visual acuity the Sharingan or Rinnegan afford. Just as the Byakugan, Sharingan, and Rinnegan can all view Mystical Energy, so can the Jougan. Except the Jougan's ability to view this Energy is on a level beyond those three ocular abilities.

Some Examples of this are that you are capable of clearly viewing the Mystical Energy of the world around you, including the Mystical Energy present in the bodies of others. Allowing you to discern someone's magical capacity, any affinity for any of the Major, Secondary, or Tertiary Elements as described in the **Affinity** perk, identify any magical foci attached to a person, and even identifying a spell before it is cast by simply viewing the pattern the mana takes.

Though this is just a consequence of the second ability of the Jougan. Uzumaki Boruto once used it to look through Dimensions, but while impressive that too is only a side effect of the real power. The real main ability of the Jougan is that the eyes have the incredible ability to perceive Time in its truest form. Put simply, these eyes have the ability to see the Future.

Now time is an incredibly complicated thing, it isn't a straight linear path like some people might think. Instead it is a living breathing thing that is always in flux, constantly moving and changing. Meaning that there is no one concrete future for you to view.

Instead you see the future as it could be. Meaning that you instead see time as it could be, with all the innumerable branching pathways that events could take. For example if there was a very important choice that you had to make, you would see multiple different versions of the event take place. With each branching pathway resulting from a different choice you made, and allowing you to watch past that choice at the cascading changes that would result from it. Meaning that you can watch through all of these branching timelines before the choice is made, and pick the option that has the best results for you.

Though at first you'll only be able to see a few short minutes into the Future, there is the added bonus that this ability will automatically activate to reveal any imminent and pressing danger to your person as a form of Danger Sense. However, with training and practice this ability could easily stretch outwards and allow you to watch future events that take place hundreds, thousands, or even potentially millions of years out.

Do note that the Jougan does protect against the effects that viewing these Futures could have on you. So you won't find your sense of time skewed by potentially watching Millions of years of events, or dying of literal boredom from watching the same events with minor variation for hundreds of years. What it doesn't do is grant any increased ability to process these potential futures. Which means if you watch millions of years of future events without a perk to increase your memory you will find you struggle to retain all but major events, and even that will be spotty.

Role of the Outer Realm

Mystic Eyes of Character Discernment: -100

World Origin: In Another World with My Smartphone, Otherwise known as Smartphone Isekai

I know I was also surprised to see a Mystic Eyes variant not from a Nasuverse setting too. Guess they couldn't get the patent. Anyway the function of these eyes are very straightforward. They allow you to gain an immediate sense of the personality and true nature of any individual you can perceive. A wonderful boon when trying to make friends.

However it should be kept in mind that these eyes aren't completely foolproof. As those with supernatural powers could find ways to fool the eyes' ability.

The Scarlet Eyes: -200

World of Origin: Hunter X Hunter

A pair of Crimson eyes that originally belonged to the Kurta clan of Nen users. Normally Brown in color these eyes turned a brilliant Ruby Scarlet when experiencing a heightened emotional state. Since you are paying for them you may instead activate and deactivate them at will, and they will not change your default eye color to Brown.

These eyes have two major effects. The first being that during moments of intense emotion (or when the eyes are consciously activated) you'll find that you experience a boost in Strength, Speed, and Reflexes. Under normal conditions you'll find that it is only a moderate boost, but during those times of heightened emotions you will find the boost increasing in proportion to how intense the emotions you are feeling are.

The second is that while active these eyes grant an incredible degree of awareness of your own body. This tends to show itself as a greatly increased economy of movement. Motions just seem easier, with each individual movement flowing into the next with a fluid grace with as little wasted movement as possible.

Though nowhere else shows this increased energy conservation as must as Mystical Energies. While the Scarlet Eyes are active you'll find the Mystical Energy cost of any ability being used to be cut down substantially. As the Scarlet Eyes help to cut down on wasted energy and streamline the process to be as efficient as possible.

Do note that in the world of Hunter X Hunter you might be hunted for these eyes just as the Kurta clan once was.

Silver Eyes: -400

World of Origin: RWBY

The Silver Eyes granted to Humanity via the God of Light to combat the Darkness. These eyes have two primary functions.

The first is that they are able to expel a burning silver radiance that is Anathema to Grimm. As most worlds you visit won't have Grimm this ability includes any being that are associated with the Darkness, and is twice as effective on darkness related beings that do not have souls. While this ability is powerful, entities that are powerful in their own right can resist the instant kill effect of this ability. Finally while this ability is powerful it is also very draining, when you first gain the ability you won't be able to keep it active for more than a minute total. Though obviously training and experience can greatly increase this.

Secondly the Silver Eyes also grant the user an ability very similar to Aura from the RWBY series. It takes the form of an Energy Cloak made of the same Radiant Silver Energy that the first ability makes use of. This Cloak functions similarly to the Tenseigan Cloak in that it boosts

Strength, Durability, Stamina, and Reflexes greatly. However the boost to Strength, Stamina, and Reflexes are not as strong as the Tenseigan. The Boost to Durability however is much greater than what the Tenseigan offers. To the point that an otherwise normal Human would be able to repeatedly take High Caliber RIfle Rounds with little more to show for it than minor bruises, at least as long as their supply of Mystical Energy would last.

Though while most of the physical boosts aren't as potent as the Tenseigan, the Silver Eyes do have an ability that the Tenseigan lacks an equivalent to. The Aura Cloak can freely create and project constructs made of the same energy as the Cloak. There is no hard limit to the size of the objects you create, however the larger the object the more energy needed to maintain it. These created objects do not have to be connected to your Aura, but Objects that leave your direct possession will require more focus to maintain. And finally you cannot create objects with moving parts, meaning a club or slide is fine. A gun is beyond the scope of this ability. A small price to pay for never being far from a weapon.

Obviously this makes your default eye color Silver unless you've purchased Aesthetics Control.

All Seeing Eyes of God: -600

World of Origin: Kekkai Sensen, or Battlefront Blood Blockade in English

These eyes do one thing, and they do that one thing remarkably well. Like the Rinnegan they can directly view the "Truth" of the world, and grant a massive increase to standard visual acuity. However their capacity for this viewing of the truth of a world dwarfs what the Rinnegan is capable of. Firstly no illusion will ever fool these eyes. It doesn't matter how finely crafted it is, or even if it is a physical or magically backed illusion. They simply fail before these eyes.

Secondly you can view the normally invisible Aura that all living beings possess in far greater detail than the Rinnegan can. With this Aura being a visible manifestation of who and what they are. Meaning that someone can discern a great deal of information from studying a person's aura. These things can include, but aren't limited to, someone's Emotional State, their general level of health, the presence or lack of any form of Mystical Ability, and any hostile intentions towards the person reading the Aura.

With a long enough inspection you can even see past the Aura into the deepest layers of a person's soul, and with great difficulty can determine their true name. Though do note that discerning someone's true name is a very time and energy intensive process, requiring you to sift through all that a person is and could ever become to locate the very core of their being. Very few people are going to sit still long enough to let you do this, and even less would be willing if they know what you are doing. Afterall knowing someone's True Name grants you a great deal of power over them.

Finally being able to see the Truth of the world also means that you can see the world through the eyes of others. Which is as literal as it sounds. With some focus you can actually see the

world from the point of view of others, and these eyes actually grant you some control over the view of that person. Anything from creating super realistic illusions that they cannot break, to something so simple as showing them the world as you see it. Though be careful as these eyes reveal a lot of information, and to someone not prepared this can cause brain injuries from sheer sensory overload.

Also something to note is that due to the nature of these eyes you can look through the view of any being. Those without eyes, or mechanical equivalents or implants are not immune to your ability.

As a final note the original All Seeing Eyes of God could be damaged through use. Visibly cracking as if they were made of glass and obscuring the user's vision. If said user pushed past that point the eyes would ultimately explode, and atomize the users brain. Thankfully as you are paying for this you can ignore this little drawback, unless you actually take the drawback in the pertinent section.

The Six Eyes: -800

World of Origin: Jujutsu Kaisen

The Pride and Joy of the Gojo Clan, which can now be yours.

These eyes hold a whole host of abilities, and are one of the most valuable things that a magic user could possess. The abilities it holds are very simple, but as potent as they are simple. The first being that it can allow you to analyze things on a molecular level, Mystical Energy included.

It also grants you a degree of increased visual acuity, and a vast increase in mental acuity. To the point where making plans or performing advanced mathematics that would take most people minutes or upwards of an hour with a calculator would be something you could do within seconds in your head with no outward assistance.

And finally the Six Eyes have the interesting ability to analyze things at a molecular level. Allowing you to thoroughly examine substances and items though sight alone without the need for any large or bulky science equipment. This ability to analyze items also extends to Mystical Energy, and can create a combo effect when used in conjunction with some of the ocular powers listed here. However the greatest benefit of this ability is the effect it has on one's own Mystical Energies. With the Six Eyes streamlining any process that uses Mystical Energy, as these eyes attempt to reduce the cost of any technique to as close as Zero as it can. Which means that in practice any technique used while the Six Eyes are active will have its costs reduced to a small fraction of what it would normally cost.

For instance this cost saving effect that Gojo Satoru, the only canon user of the Six Eyes, that

we know of appeared to have almost limitless amounts of energy at his command. And indeed with a reasonable regeneration rate this is something that you can now replicate. Also do note that if you ever enter the Jujutsu Kaisen world with the Six Eyes active you will find an immediate enemy in Kenjaku, who would love to see you dead or sealed away for good.

Mystic Eyes of Death Perception: -800/ -1,200, Or -800 total if the base Perk is Discounted

World of Origin: Nasuverse, Specifically Tsukihime and Kara No Kyoukai

These eyes allow you to see the very concept of Death within things the user can perceive. This results in the user seeing two things, Lines and Points of Death. The lines manifesting as glowing red ‘veins’ of energy on a target. Severing these lines, which is as simple as gently tracing the line with something sharp like a knife, conceptually kills whatever the line was upon. Severed Limbs can no longer function, a hallway is no longer a means of traversing between two other places, and objects broken by this can never be repaired.

There are ways around this. For instance, if you were to sever someone’s limb, they would never be able to reattach the limb that was severed. Because you killed it conceptually, it is no longer a limb and as such can no longer function as one. However if the person who’s limb was severed has some kind of hyper powerful regenerative factor they could potentially restructure their body to create a new limb, however this is a very difficult process, being both time and power intensive. Such that Arcueid - the most powerful True Ancestor of the Nasuverse setting - had to spend the vast majority of her power completely restructuring her body to even get it to function.

Points of Death are even more important, as it is a single point that serves as the Lynchpin of a being or items existence. It is what marks a living person as a person, or even something like a building as a building. Destroying this Point of Death destroys what it was attached to on a conceptual level. A Being would die instantly, and an item would fall apart and be destroyed beyond being rebuilt.

The thing to note that makes this power so terrifying is that this ability is permanent. A being killed by having their point of death destroyed is well and truly destroyed on a conceptual level. It cannot be reversed or bypassed, even by resurrection powers. Even traveling through time and removing a person from the series of events that caused them to be killed by the Mystic Eyes of Death Perception will still see them drop dead the exact second they would have otherwise been killed by it. The only way to circumvent someone being killed by the Mystic Eyes of Death Perception is by direct application of Jumpchain Fiat, and even that will be made more difficult.

However for all the terrifying power that these eyes possess there are still drawbacks. The first being that as living beings are alive and in a constant state of motion the lines of Death are too in a constant state of Flux. The second is that you also have to actually be able to strike these lines and points, and while partial cuts are still damaging they do not possess the terrifying

lethality of a full severing strike. This means that for all the power of these eyes they are nearly useless against someone faster than you.

Against some Entities and Concepts you might find they just lack lines of Death. Such as beings that aren't truly alive or dead, or even some beings with superhuman durability. And some beings will lack a Point of Death entirely, such as some immortals, Jumpers, and some beings that are somehow beyond death.

Something to note is that while these are called Mystic Eyes the perception of the Lines and Points aren't fully tied to sight. As someone who had gouged their eyes from their skull could still view the Lines and Points of Death.

A Final Note is to be cautious with these eyes. While as a Jumper due to your very nature you will have some protection from this, the Human mind isn't really designed to constantly face down the very concept of Death. There are two Canon wielders of the Mystic Eyes of Death Perception, and another with a very similar ability, and none of them are exactly what one would call shining beacons of sanity.

As a bonus you get a knife with a design of your choosing for free with a purchase of the Mystic Eyes of Death Perception. It is always sharp, unbreakable, and will always be within arms reach if you need it no matter where it was last left. Gotta have something that can cut those lines after all.

For 400 additional Choice Points that cannot be discounted, making this 800cp total if you discounted the Mystic Eyes of Death Perception, you can instead upgrade the **Mystic Eyes of Death Perception** to **Balor's Eyes.** With Balor being a Demon God from Irish Mythology who was rumored to be able to bring death by simply opening his eye. Yes you read that correctly, eye as in singular.

As this is less a Mystic Eye and more a Divine Authority that you are purchasing it doesn't just appear as your normal eyes. Instead it appears to burst open in the middle of your forehead as a third eye, and while the 'bursting' does appear to be quite violent there is neither blood nor pain. When you wish to deactivate it it simply closes, and appears as if it was never there. No examination be it physical, medical, or magical can tell that there is anything there when the eye is closed.

Now the Eye of Balor can also view the Lines and Points of Death the same as the Mystic Eyes of Death Perception can. However the Mystic Eyes version requires that you manually sever the lines of Death with something sharp, such as a knife. The Eye of Balor doesn't require that, instead being capable of severing a line by simply tracing it with your sight. Meaning that you can sever someone's lines of Death by simply looking at them. To others it would appear as if the person you were looking at just fell apart. Points of Death do still need to be manually severed however. Thankfully this severing of lines does still require you to intend for it to happen, so no need to worry about accidentally killing someone just by looking at them.

The biggest difference is that being a Divine Authority the Eye of Balor is capable of enforcing a concept of Death on the Deathless. This appears as a single Point of Death, no lines sadly, on the Target that will remain so long as you keep them within visual range of the Eye of Balor. As with the normal Points of Death this too must be manually pierced.

By taking this upgrade you do not lose access to the Mystic Eyes of Death Perception still being able to activate and deactivate them at will. However to gain the extra abilities available to the Eye of Balor you must open your Third Eye. **Aesthetics Control** cannot remove the need for a third eye, however it can freely change the appearance of said third eye. Including making it selectively visible and invisible to individuals.

General Perks & Items

Affinities: -100/ -200/ -400, 100CP Version free with Purchase of Rinnegan or Tenseigan

Both the Rinnegan and the Tenseigan have an interesting side effect, which is to grant its wielder an affinity for the Five basic Naruto Elements, plus two more non standard Elements. These are Fire, Water, Earth, Wind, Lightning, and Yin and Yang. Having an Affinity for an element means that learning spells related to those elements is much easier, and the spells themselves cost less to cast compared to someone that doesn't have the Affinity. For those that don't take the Rinnegan or Tenseigan you can also get this benefit for the cost of 100 Choice Points.

For the price of 200 Choice Points you also get an affinity to all the secondary or advanced elements introduced in the Naruto series. Such as Combustion, Steam, Ice, Lava, or even the Particle/Dust Style. Basically anything you could get by mixing two or three of the five basic Elements together.

For a heftier price of 400 Choice Points you gain an affinity to any and every form of Element that exists within a world. So for instance if Time Magic exists in one form or another you gain an affinity for it. However this still follows the rules laid out in the Free version. While it makes it easier to learn spells of an element you still need some way to learn those spells. Experimentation and self study do only take a person so far.

Ocular Sympathy: -100

Within this document it is possible to get multiple different sets of eyes each with a different purpose and/or function. Sadly you can't use one set of powers while another Dojutsu is active. Which means that if you need to use one in particular you'll have to deactivate whatever Dojutsu you are using in order to activate the one you need. This could lead to being vulnerable at a critical moment, and just sounds like a right pain doesn't it.

Well that could be a thing of the past with this simple perk, and it is simple. So long as you have a Dojutsu, or similar Ocular themed ability, active you may freely make use of any Ocular ability you have. This also extends to things you may have gotten from other Jumps or settings.

Aesthetics Control: -100

The way that most of these Dojutsu look are pretty well set in stone. The Rinnegan is an eye with a small black pupil, many concentric rings rippling outwards from the center, and is light purple in color. The Sharingan is always a fairly standard looking eye with a pupil, blood red Irises, and one to three Tomoe. The Mangekyou Sharingan is unique to the User but will always be a black design on a red iris. The Byakugan will always be a completely white eye with both white Pupils and White Irises and when active will cause the blood vessels near the eyes to bulge outwards. The Tenseigan looks like the Byakugan except the iris and pupil are tinted blue and it lacks the bulging veins. The Jougan looks much similar except it is glowing.

The Mystic Eyes of Character Discernment turn one of your eyes a vibrant glowing Green. The Scarlet Eyes and Silver Eyes turn your eyes Scarlet and Silver respectively. The All Seeing Eyes of God are glowing blue and look almost Biomechanical and the Mystic Eyes of Death Perception are a glowing blue/purple.

But what if you could change that?

Well now you can. This perk allows you to change what your various Ocular abilities look like, with two Caveats.

The first is that they must still be visually distinct from your normal eyes. These are meant to be powerful eyes that command respect, and should stick out to a degree.

The second is that in worlds where these eyes would naturally exist you cannot use this perk to hide the existence of the various Dojutsu. IE in a world where the Rinnegan exists no matter what physical changes you've created the Rinnegan will be recognized as the RInnegan by those that should reasonably be able to recognize it. Such as scholars or long lived supernatural creatures. This applies to all Dojutsu offered in this document. So in a RWBY world even if you turn the Silver eyes Purple Ozpin and Salem would still recognize them as the Silver Eyes etc.

This restriction has no effect in worlds where the Dojutsu do not normally exist, as this restriction only exists to keep people from trying to use this perk to cheese Drawbacks.

You may change the appearance of the Dojutsu at the start of each new Jump, though if you have some form of shapeshifting ability you may make use of this perk at will.

The Body of a God: -400

The basic energy requirements for most of the abilities listed in this document aren't horrific. But the Mangekyou Sharingan abilities are very taxing, not to mention the requirements for keeping the Tenseigan's Super Mode active and heavy usage of the Path Techniques could beggar even an Archmage in a few short minutes. To the point that not even a no longer Mundane body can keep up.

Enter "The Body of a God" which is an upgrade to the Not So Mundane Body Perk. You no longer wield Magic, you ARE Magic. Every Mystical Energy Pool that you have access to or gain access to in the future will be boosted to ludicrous levels, with an equivalent increase in the regeneration rate of Mystical Energies.

Though not limitless your pools of Mystical Energy will register as completely off the scale. With your regeneration so quick that you can recover from complete magical exhaustion within a few hours. For the mathematically inclined you will regenerate 0.41% of your mana per minute. Meaning you regain a quarter per hour passed and you can fully recharge the pool within four hours. Much like **A Not So Mundane Body** meditation or similar exercises double this regeneration rate.

Furthermore you'll find that all of your Mystical Energy Pools that you have access to, or gain access to in the Future, are connected. Sharing energy between them at a perfect lossless conversion rate. Essentially creating a single supermassive pool of energy to draw from. Though should you wish to keep these pools separate, that is an option freely available.

Next this body also allows you to make use of all that extreme magical potential you've just laying around, by allowing you to boost any spell or ritual requiring Mystical Energy to an almost unbelievable degree without the risk of destabilization. For instance with enough power you could potentially overpower a simple Fireball into a second sun. Just remember to be responsible with that newly found power.

Finally your body can always keep up with these immense increases in energy. Meaning that even though you have this almost unimaginable degree of power you will never find your control over it lacking. This means that no matter how much your power level increases you will never find your control slipping beneath the level it is already at. Furthermore, you will find that any exercises designed to increase your fine control will be a dozen times more effective for you.

The Last Pair of Shades You Will Ever Need: -100/ -200

The various Dojutsu in whatever form they take are very visually different to normal eyes, and you might want to use your eyes without people noticing. Which is where these come in. By default they take the shape of a pair of mirrored Aviators, however you may freely change the shape and aesthetic of these sunglasses at will to suit your tastes. While they can change shape they cannot mimic advanced technology or magical effects. So while they could turn into standard Goggles just fine, Night Vision Goggles are right out.

Secondly these shades no matter what they appear to be will not come off your face (or closest equivalent) unless they are intentionally taken off. Though if you allow, or are unconscious or otherwise incapable of stopping someone, other people may remove the sunglasses as well.

Thirdly these glasses may also be used as a form of Mystic Eye Killer, meaning that should you desire it they will keep any Dojutsu from activating while worn. This ability is entirely optional and can be activated and deactivated at will.

Fourthly these glasses will not inhibit any of your ocular abilities. Meaning that abilities cast from the eye such as Amaterasu will pass through the glasses as if they weren't there and still have their full effect. The glasses also allow direct eye contact to be established even while they are worn for techniques that require it.

Finally these shades have a minor hypnotic effect on them that keeps people from questioning why you are wearing them. So wearing sunglasses at Night won't raise too many questions. However the Hypnotic effect won't work on those with appropriate defenses, or those with especially strong wills.

For an additional 100 Choice Points these can also take the appearance of color changing contacts while still being able to freely take the form of Sunglasses. As a bonus these Contacts are perfectly comfortable to wear indefinitely, can change color at will, and won't irritate your eyes.

Mystical Eyeballs For Dummies: -100, -200

With this Supplement it is entirely possible that you will gain multiple different abilities, each with their own learning curve. So what is a Jumper to do when they get multiple abilities that they want to train at the same time? Well obviously they hit the books. This book to be exact.

Contained within these pages are detailed descriptions of each Dojutsu you possess, the various abilities that each possess, and small tips and tricks on how to use those abilities to their fullest potential. As well as anecdotes and descriptions about how the users of those Dojutsu from their world of origin used their abilities to give inspiration to you.

For an extra 100 CP this book gets upgraded to a tablet, a tablet that has all the standard Fiat protections. Meaning it never runs out of power, is unbreakable, and will always return to your Warehouse within 24 hours if lost or stolen. You may also connect it to the Warehouse Wifi, or other sources of Wifi if available, and use it like a normal Tablet.

In addition to this it also has an upgraded source of information on it. It still has the information that was present in the book, but it also comes with that same material now in high definition full color video. Meaning that instead of learning about your abilities through text in a book you will now have instructional videos to guide through learning the ins and outs of your new Dojutsu. You will even find interviews and videos from those previously mentioned Dojutsu wielders.

Though if you were to ever meet these people in person and show them the videos they would be flummoxed by their existence.

As one final boon these videos are detailed enough that you will be able to analyze them with an active Sharingan. You won't be able to pick up anything too powerful using this, but it will definitely help you pick up experience with your new powers much quicker than you would without it.

A Jar of Something Foul: Variable

Well, it's finally come to this. In the Naruto universe there existed the Uchiha clan. A clan of Sharingan wielders that numbered several hundred, who were reduced to only three members in the course of a single day. With such a bounty of powerful eyeballs just laying around ripe for the taking there were several mad scientists who did just that, and there was a Sharingan harvest. Which included a great many eyeballs floating in a Jar.

Which is what this item is. For half of the undiscounted price of a Dojutsu, or full price in the case of the 100 CP options, you may have a pair of eyes with that Dojutsu floating in a Jar. With one exception, due to the Divine nature of the Eye of Balor it may not be purchased in this fashion. These eyes are perfectly biologically viable and will not degrade so long as they are contained within the Jar. You will also find that any attempts to implant them into a willing subject will have a higher degree of success than would normally be expected.

Though there will be drawbacks, much like a certain Kakashi. Firstly these eyes are always active in their base state, meaning they are constantly draining energy. Secondly the visual acuity, range and intensity of the various powers are reduced by a small amount due to placing eyes into a body that isn't adapted for it. Secondly, as they do not have **Ocular Sympathy** they may not use multiple Dojutsu abilities at the same time, unless you purchase two different Dojutsu and implant one on each side.

If you were to implant a Dojutsu that has a base form into someone they will also gain the abilities of the base form. In a similar manner to how Kakashi could utilize the Mangekyou Sharingan even though it was only a Sharingan when implanted. So installing an Eternal Mangekyou Sharingan would still grant someone the abilities of the base Sharingan, and the same for the Tenseigan and the Byakugan. This also means that you don't need to purchase the prerequisite Dojutsu. So both the Eternal Mangekyou Sharingan and Tenseigan would be 200CP apiece because you don't need to purchase the Sharingan or Byakugan separately.

Finally these implanted eyes only grant the abilities tied directly to the Eyes themselves, and they cannot benefit from any perks purchased separately from the eye itself. So a person being implanted with an Eternal Mangekyou Sharingan or Rinnegan cannot be granted Custom EMS Abilities, Custom Paths, or be granted the early unlock and increased experience with the Paths that a Jumper or Companion could. Anyone implanted with a Dojutsu will have to start at square

one with understanding and using their abilities, a process that can be greatly sped up via **Mystical Eyeballs for Dummies**.

Now do note that this doesn't mean a person with a Eternal Mangekyou Sharingan or Rinnegan implanted cannot develop a custom ability or path. This just means that you cannot implant a custom ability or Path into the eye at the time of purchase, and any non standard abilities will have to be developed naturally through time and effort on behalf of the person the eye is implanted in.

The Auto-Magic Doctor: -100, Free with two or more purchases of A Jar of Something Foul

This handy little machine does one thing, and it does it very well. If a person is placed within it it will sedate a willing or restrained target. At which point it will quickly, expertly, and painlessly remove their eyes and replace them with any pair preloaded into the system. This process is guaranteed to both succeed with minimal side effects and to result in a greatly shortened recovery time. As well as smoothing over any issues that might arise such as eyes of different size, eye sockets of varying size, and ensuring that the new eyes won't be rejected by the Body's immune system.

The eyes that are removed are also preserved in a Jar full of preserving fluid in a similar manner to the Eyes in **A Jar of Something Foul**. Meaning that they will stay perfectly preserved and biologically viable. Which means they can be used in the case of someone having their eyes damaged, or in case their original owners get buyers remorse. What the Auto-Doc cannot do is install eyes in places where they don't normally grow. So no sticking dozens of eyeballs in your arms.

Mail Order: Variable

The problem in doing a Dojutsu supplement is that there are just too many great options to choose from. Ultimately I didn't want to make this supplement two hundred pages long, which meant that many really good options were left on the proverbial cutting room floor. Which is where this option comes in. This perk lets you do exactly one thing.

You may use this option to purchase any ocular related ability from existing Jump Documents. It doesn't matter if it is Mystic Eyes from Fate, the Demon Eyes from Jobless Reincarnation, the Mystic Eyes of Permanence from Jobless Reincarnation, a Geass from Code Geass or any number of other ocular abilities.

There are only two caveats. The first simply being that it has to be an ocular related ability, since there are an abundant number of those in Jumpchain it shouldn't be a problem. As for the second caveat it involves the price. The price of any ocular ability obtained this way is the price listed in the document where the ability is detailed, and you will always pay full price for obtaining a Dojutsu this way. Even paying full price is still a pretty good deal for never having a need to brave the world the ability comes from. Should the ability be locked behind multiple perks or even a capstone booster you may also purchase all necessary perks and items required to gain the Ocular ability at their normal price.

Out of Context: Companions

Wait? Companions in my Supplement? It is more likely than you think.

Now these companions were written with certain ideas in mind. They were all written with the idea of being female, that they were in their early to late twenties, and that they came from a relatively modern Earth setting. However feel free to alter each companion in order to make them best fit your Chain and their new world of origin as needed.

Now each Companion gets the perks listed under their entry, but that isn't all. As this is meant to be a Supplement each companion is also entitled to an Origin, all the Freebies that this entitles them to, and 800 Choice Points to be spent in the document this supplement is attached to.

A Crimson Eyed Demon, The Sharingan Mafia: -200, Discounted with Purchase of Eternal Mangekyou Sharingan

Perks: **Sharingan**, **Eternal Mangekyou Sharingan**, the 100CP purchase of **Affinity**, **A Not So Mundane Body**, and one purchase of **Jumper of Clan Uchiha.** In addition she has the **You will Know Pein** drawback, and is the target of the **Not So Eternal Mangekyou Sharingan** drawback. Which means that she only suffers from the Drawback if you have also taken it.

Raised in luxury by a family high up in an Organized Crime Syndicate, this Young Woman grew up wanting for nothing. Highly intelligent and curious, she was all but guaranteed to take her Father's place in the Crime Family. At least until he was murdered by a rival family within the same syndicate. Witnessing her Father's murder and fleeing from multiple hit squads with her Mother proved to be too much for her, as this was the event that awakened her Sharingan.

Fleeing to a safe house with her Mother she declared she would have Vengeance on those that had wronged her Family, but as she lacked any clear means to accomplish this all she could do was stew in her own impotent Rage. After the shock of the nights even the Finality of her Father's Death finally sank in, and it was here in this barren Safe House that her grief and pain awoke the Eternal Mangekyou Sharingan a mere few hours after her Sharingan had first awoken.

Not knowing where these new eyes had come from, all she had was an old story from her Father to go on. Something about how only something that was no longer Human could bear terrible Crimson eyes. That, she decided, was her Path to Victory. So she became the Crimson Eyed Demon. Her new eyes gave her spectacular perception and supernatural abilities. So she trained herself to take full advantage of these new abilities. She trained herself body and mind until she herself was a perfectly honed Weapon. Martial Arts Physical Conditioning, Weapons Training, Tactics, Economics, and more. She studied it all. Armed with a perfectly honed Body, A razor sharp mind, and a fully realized Mangekyou Sharingan she was the perfect predator.

Soon the ruling Family of the Crime Syndicate realized that a debt had been laid upon them by a Crimson Eyed Demon, and she expected payment in Blood. Each kill was a learning experience, and treated as such. Every mistake was analyzed in detail, and learned from. With each kill she became a more proficient killer, and perhaps more importantly with each kill she became stronger. Because every dead Syndicate Member meant she could absorb the fallen's resources, claim their equipment, and recruit any of their followers that would swear Fealty to her. Within a few years she'd gone from a little Girl weeping bitter tears out in a Safe House to the Undisputed Demon King of the Underworld.

With all of those stupid enough to name her Enemy dead or in hiding she's turned her attention towards her new Empire. With all of that drive and determination that saw her Father's killers dead funneled into growing this Criminal Syndicate into something her Father would have been proud of. Though not everything here smells like as Roses, as she still has her enemies within the Organization. It is just that none are daring enough to pick a fight with her just yet.

The Problem is that even as The Crimson Eyed Demon she is still her Father's Daughter. Meaning that she does still have morals, her Father was a classy man after all. While she acknowledges that it isn't always possible she likes to try and keep things as quiet and clean as possible. Sometimes people need to die, but in a world where superpowers exist who knows what stories a Corpse can tell. Furthermore she has been noted to have a soft spot for Children, Single Mothers, and Fathers willing to go to any length to protect their Children.

These aren't really big issues within the Syndicate, as the biggest issues are a difference in leadership style. She prefers to do things the right way, where the previous leadership really liked to expedite things by taking shortcuts and getting things done as quickly as possible. She has also taken… shall we say issues with some of the fundraising methods. Extortion, Illegal Gambling, Loan Sharking, Hacking into Government Documents, Blackmail, and a number of other activities are perfectly fine with her. However she has single handedly done more to shut down the Human Trafficking trade than any Police or Government Force, and she's taken a dismal view to those forcing others into Prostitution. This has perhaps earned her more enemies than any other issue.

In person she could best be described as intense, and perhaps cold. LIke a cat watching and waiting, always prepared to pounce. Though when in the company of those she trusts, which is a small number of people mostly consisting of her Mother, she can show a warmer side. While

conventionally beautiful she doesn't play up to it much, preferring to dress conservatively in well tailored Suits.

Though this is as much pragmatism as it is a personal choice. She wishes to be respected as a leader because of her abilities and knowledge. Believing that someone who leads as a Ephemeral Sex Symbol will only be respected as long as they are beautiful and their followers believe they have a Chance. So far this has worked, as there isn't a Man, Woman, or Child in the Syndicate that does not respect her for her abilities, both as a leader and as a ruthless killing machine.

Speaking of a killing machine she does rely on her Sharingan in Combat, but she is also a firm believer in not keeping all her eggs in a single basket. As the leader of a successful Crime Syndicate she has access to a lot of Financial Capital, and while she does enjoy the finer things in life she also has reasonable access to any weapon she could want. All of whom she is well trained in the use of. Though she does have two weapons that she isn't often seen without.

The first being a reinforced razor sharp saber that she is a master of, and which she augments her skill in combat by coating the blade in the Pitch Black Flames of Amaterasu. The second is a simple High-Capacity Handgun loaded with armor piercing rounds, which can also be replaced with a setting appropriate weapon in the case of worlds where guns do not exist.

Recently her Syndicate has reported a Caped Crusader interfering with their operations, and she herself has even had a few run-ins with this woman. Imagine her surprise when this so-called Cape has shown superpowers. Powers similar and not similar at the same time, which are not entirely unlike her own. Which has given her a great deal to think about. Is there someone else out there with powers similar to her own? Can she truly be the only one?

At the moment she believes the Caped Crusader to be almost painfully Naive, but over their various encounters she has found herself growing a little fond of the woman. She keeps telling herself that ordering her Men to not use Lethal Force against her is just pragmatism because you cannot convince a dead woman with superpowers to join up. Perhaps one of these days she'll actually believe it.

It was during one of these encounters with the cape that she discovered her unique Mangekyou Power courtesy of **Jumper of Clan Uchiha**. Which is very similar to the secondary power described underneath the **Silver Eyes** perk. Being capable of forming an Energy Cloak the same Crimson as her Sharingan that allows her to form Energy constructs, that she first used by accident to protect a group of small children from falling debris. Unlike the Silver Eyes she doesn't gain any boosts to her physical stats through it. I will also say that she has default access to this custom power, and to the Amaterasu because it was mentioned in regards to the Saber. I'll leave it to the discretion of the Jumper as to whether or not she has discovered any of the other EMS powers. She could have all of them by default, or none of them. Whichever works for your chain the best.

A Caped Crusader, The Rinnegan's Purple Benevolence: -200, Discounted with Purchase of Rinnegan

Perks: **Rinnegan, Deva Path**, **Asura Path**, **Preta Path**, One Purchase of **The Many Paths of Jumper**, the 100cp version of **Affinity** for free, and **A Not So Mundane Body**, and a single set of **The Last Shades You'll Ever Need.**

Born in a normal Upper-Middle Class Family to normal Upper-Middle Class Parents, who both worked normal Upper-Middle Class Jobs to keep them living in a normal Upper-Middle Class neighborhood. Consistent, Safe, and according to this Young Woman so utterly and completely boring.

This thoroughly mundane life even manages to extend to how she awakened her Rinnegan. There were no dead family members involved, no life or death situations, and no trauma involved at all. Well, emotional trauma anyway.

See she was woken up at 3am during a particularly nasty thunderstorm by a really loud crack of thunder. She tried to roll out of bed in her half awake state and managed to smash her head on her bedside table. When she finally managed to stop rolling around on her floor cradling her head in pain she panicked even more as she suddenly realized the room was bright as day and she was suddenly capable of seeing colors that hadn't existed before. Though she managed to calm down when she looked out the window and realized that even though Lightning Strikes happened in a fraction of a second she was perfectly capable of following it with her eyes.

Though she freaked out again when she went into the bathroom and realized her eyes were glowing and purple. She dreaded trying to figure out how to tell her parents about all this, and decided to tell them in the morning. Well Morning came and it was the strangest thing, they didn't react to her change in eye color at all. There wasn't a mention of it, not even as much as a strange look. That would be because her eyes had turned back to normal.

Well at least until she stumbled on a mugging in progress while taking a shortcut later that day. When she managed to accidentally activate her Rinnegan and blow the man away with her first use of the Deva path, she realized that she now had superpowers. She was also shaking, but not from fear. In all of her boring mundane life she'd never been in real danger before, and the

sheer rush of adrenaline was something so intense. Thus that day a true adrenaline junkie was born.

So what is a Young Woman that has suddenly gained new superpowers and an adrenaline addiction to do? If you guessed becoming a Superhero you guessed right, or you just read the Perk Title.

Though thankfully she did manage to retain some of those boring Upper-Middle class sensibilities that her parents had ingrained in her, and didn't just jump into being a superhero completely unprepared. For instance she did spend a lot of time training to understand how to use her new powers, on useful things like researching protective equipment online so she could make a super suit, and even using the excuse of stumbling across a mugging to convince her parents to sign her up for Self-Defense classes.

After going away to college and getting a lot more freedom from her parents she started her life as a Cape. Super Powered Crime Fighting Vigilante by Night, normal College student during the day. Though she feels a bit directionless on what it is that she wants to study, she is starting to consider some kind of Engineering courses after all the tinkering she has done on her Super Suit.

Speaking of super powers beyond the standard abilities of the Rinnegan she currently has access to three of the canon Paths and one custom Path. She has only recently unlocked the Preta Path, and only really has experience with absorbing small amounts of energy from the atmosphere to bolster her own reserves. She is not yet aware that she would be able to pull energy from attacks directed at her, or directly from the reserves of those with Mystical Energy.

The Deva path is the first Path she unlocked, and one that she uses the most. She has even, as of very recently, refined her control over Gravity enough that she feels comfortable using it to Fly. Though she is still working on getting that ability fine tuned.

She also has access to the Asura Path, though so far her only use of it in a fight is to generate melee weapons. Outside of a fight she has experimented with using the Creation of All Things to make Gold, Jewelry, and the like to help fund her superhero lifestyle. Because she really doesn't want her parents to find out about her new lifestyle, and superhero equipment isn't cheap.

Her Custom Path is similar to the one used by Momoshiki in Boruto. She can absorb an amount of starter energy and greatly increase it by adding energy from her personal reserves. Then she can fire it off, with this normally taking the form of a beam of energy. Though as she is gaining more experience with the ability she has begun to experiment with alternate forms of the attack such as crescent waves that slice or exploding plasma balls.

The biggest flaw with her custom Path is that she cannot just generate blasts solely from her own energy, there has to be a secondary source of energy to provide that starter energy. She has tested out several different sources, which has earned her a number of small burns and

signed hairs. The most efficient source that she has discovered is the use of several small but rechargeable tasers.

It didn't surprise anyone when she first started pulling out a taser in the middle of a fight, but it sure did shock several people when she used it on herself instead of them Thankfully her Path does allow her to absorb the energy painlessly, meaning she doesn't experience any of the normal side effects of being tased. Thankfully she has recently figured out how to incorporate several of those small rechargeable tasers into her Super Suit, instead of having to pull one out to taze herself in the middle of a fight.

As a Crime Fighter she is always happy to help out people in trouble, but her reasons aren't always Altruistic. Because at the end of the day helping people out is just a side benefit for her, as the sheer thrill of being in a dangerous situation is what makes her feel alive. A true adrenaline Junky and thrill seeker. As a Crime Fighter she is also ready with a slightly manic smile and a sarcastic quip, and as in her civilian life she's a fairly cheerful person always ready to step up and help someone.

She's been aware of a Major Crime Syndicate for a while, but only recently has she found a match in their leader. A leader that also has strange obviously Supernatural powers. Powers that are like her own, but not like her own at the same time. As she certainly cannot coat a sword in searing Black Flames that can burn anything, and believe me she has tried to do it.

The Leader is Lethal, Powerful, and Precise in all of her attacks. Every fight against her has been an intense fight where a single mistake could potentially be fatal, and our Superhero has loved each and every fight. Because she is a true battle junkie at this point and she's never felt as alive as when she's fighting against **The Crimson Eyed Demon.** Due to her battle Junky tendencies she craves a good fight, and due to wanting that if someone ever attempted to bring serious harm to **The Crimson Eyed Demon** she wouldn't hesitate to step in and defend her.

Oh, and one last thing. I'd give you a Hero name for her, but she comes up with and discards Hero names at the drop of a Hat. She hasn't liked the same Hero name for long enough for it to actually become her Title. The Media has begun to call her Goggles after the form that her **The Last Shades You'll Ever Need** takes the form of. Large mirrored Military style Goggles that protect her eyes during a fight. She considers the nickname to be embarrassing, but unless she can stick with a hero name the nickname Goggles is going to stick.

A Gentle Fist for a Gentle Soul, A Byakugan for A Doctor: -200, Discounted with Purchase of The Byakugan or Tenseigan

Perks: **Byakugan**, **These Hands are Rated G for Gentle**, **A Not So Mundane Body**, and **Aesthetics Control.** (Her default eye color is Green, and her eyes only turn white when her Byakugan is active. There are no bulging veins on her head while the Byakugan is active)

Growing up in a Lower-Middle class family the Byakugan Wielder's parents never quite had the resources to cover everything. The Byakugan Wielder and her several siblings never went Hungry, but there was never quite enough funds. Though her parents never had too much money they were always careful about how to use the resources they did have. Meaning that neither Her, nor her siblings ever wanted for attention from their Parents.

Much like the Rinnegan Wielder, there was no real Trauma involved in the activation of her Byakugan. As it simply activated at a young age when during their biweekly grocery shopping trip she became separated from her Parents, though this new strange power helped her quickly locate her parents. Her Parents were both excited and terrified. Excited that their wonderful little girl has this strange and wonderful power, and terrified about what people might do if they discovered her. So they spent years helping her learn how to harness her powers, as well as helping to keep those powers hidden from others.

Because of the fear that other people would discover her strange 'mutant' ability she grew up with few friends beyond her younger Siblings and Parents. Spending all her time with books and on her studies has left her a very intelligent goal oriented woman with a drive to accomplish whatever goal she sets her mind to. However this immense drive and relative lack of a social circle has left her somewhat lacking in the whole being social with other people thing.

Though she might be lacking in social graces her Intelligence, Drive, and an excellent memory has led to her excelling at her goal to become a Doctor. Which is borne from both a desire to care for her aging parents and siblings as much as it a pragmatic use of her abilities. While not every Doctor is rich, it is commonly understood that they make a better wage than most jobs. A

wage she could use to give her Parents, Siblings, and ultimately herself the more materialistic things and experiences that they missed out on during her childhood.

As well, becoming a Doctor almost seemed to be a profession tailor made to her abilities. Why would she need to schedule someone to sit in an MRI machine when she could just activate her eyes and take a look at their insides with a degree of accuracy that modern medical imaging equipment just cannot compare to. Indeed during her studies and medical residency she has shown an almost supernatural ability to diagnose a patient after spending just a few short minutes with her. Which has led to a lot of demand for her as a Doctor.

However unlike the Rinnegan Wielder she does take a great deal of personal satisfaction in being able to use her abilities to help others. However she does refuse to use her abilities to fight others. This isn't some kind of pacifism or some weird twisting of her Hippocratic Oath. No as a Doctor she is fully aware of just how much damage she could do with the Gentle Fist Style, and she wishes to avoid bringing that kind of attention down on herself. Her hidden use of the Byakugan to diagnose patients is already noteworthy enough.

Speaking of being discovered, this is something that she always fears. While she wants to enjoy the finer things in life she lives a very frugal lifestyle. With most of her money going to help her parents, pay for her siblings schooling, or getting put in a hidden savings account in preparation for the day she might be discovered. Should she ever be discovered a person could easily gain her loyalty by ensuring the safety of her direct family. Whether this is the Sharingan Mafia Princess, the Jumper, or even someone else entirely it doesn't matter.

In her normal day to day life she is a quiet but intense Woman that never minces words, nor does she spend too much time on niceties. This isn't because she is a mean or cruel person, because at her core she is a good kind person. She just prefers to focus on her work and help as many people as she can. Both on and off the clock she dressed simply and pragmatically, though she can dress up with the best of them when it is required.

Pure Eyes Staring Into the Fragmented Never, The Jougan : -200, Discounted with Purchase of the Jougan

Perks: Jougan, **A Not So Mundane Body**, **Ramen Drawback (Caffeine)**

An above average child with no siblings born to a loving double parent household. A story so common that this child might have just faded into the masses never to be noticed if not for their ability to make almost eerily accurate predictions. From things as simple as predicting the bad moods that would plague her Mother before she was medicated for it, to just seeming to know when a store would run a sale on something her parents wanted.

Either not believing in the Supernatural, or perhaps just intentionally oblivious, her Parents simply dismissed this as nothing more than their Daughter being extremely observant. They even heaped praise on her for this observant nature. With this willful ignorance continuing on even as her predictions grew in both complexity and importance.

These predictions continued on until a quiet night after celebrating her Eleventh Birthday her Jougan awoke. There was nothing traumatic that caused it to activate for the first time, but the first activation itself could be considered terrible. Because that first activation showed her something both wondrous and terrible, the Future. Though not every future she could see was terrible, there was a great deal of horror that awaited her new future Sight. Because for every future where she was alive and happy, there were five more that ended in Tragedy.

In some she was captured and experimented on. Sometimes she was cut apart, dissected like the golden goose as people tried to discern the secrets her eyes held. Sometimes she was treated like a lab rat, observed and experimented on in a futile attempt to awaken this ability in other people. Though perhaps the most common potential Future was her being held captive, being forced to abuse her ability to funnel secrets to whomever her captor was in that particular vision. These visions would be terrifying to a grown adult, let alone a normal eleven year old girl. An eleven year old girl who was normally quite happy and talkative who spent several weeks as silent as the Grave.

However she did recover, though it was the Jougan itself that brought about this recovery. Because while she could see Futures where these horrible things happened, she could also see futures where she used the Jougan to avoid them. So this ability that was the cause of those horrible futures was also the solution to keeping herself free of them. So for the next several years every action she took was weighed against dozens of others, with every action she went through carefully crafted to ensure that her life ultimately ended in one of the happy healthy futures.

Every Friend she made, every hobby she took interest in, even the clothes she wore were all carefully cultivated to ensure that she didn't get one of the Bad ends as she started calling them after taking an interest in video games. She graduated High School with Honors alongside several credits towards her chosen College Degree in Computer Engineering.

Because even from a young age she realized how much easier it would be to keep her secret if she could control the flow of information. Even besides that she had a natural advantage in Hacking with her abilities. Because even if there are an untold number of potential passwords, then amongst those untold number of futures timelines there must be at least one where she correctly guesses the password.

Outside of her ability to view the Future she is a pretty normal person. She really likes internet culture, has an unhealthy relationship with Coffee, dresses very casually, has no trouble making new friends, and lives well beneath her means. Mainly because she's quite wealthy, having used her Future sight to make a lot of money on the Stock market or similar ventures if the Stock Market doesn't exist. She is normally a very relaxed go with the flow kind of person, however she can become a bit controlling around events that could lead to her abilities being discovered.

Now there is something to note here, as there is one aspect where she will work a lot differently from the other Companions available in the document. Because purchasing a Companion ensures that your Benefactor will pull some strings in the background to ensure that your first meeting with the Companion will be one that leaves them with a positive opinion of you.

However your first encounter with the Jougan wielder outside potential Future Sight will take you by surprise. Because she'll knock on the front door of your primary residence when you are there, during a time that would be very good for you. After you answer the door she will ask if she can come in for some Coffee, and to have a conversation that you've known was coming for a long time.

Because you see she frequently combs through the most likely potential futures regularly, and will at some point have realized that most of the positive futures she is seeing heavily involve a person she hasn't yet met. Perhaps you have saved her life repeatedly in those futures, perhaps at one point you explained what Jump-Chain is and she wants in, or maybe she wants to meet another person that also possesses a Jougan and can empathize with the life she has lived. Regardless of why, she has finally worked up the courage to visit you in person, to have a talk outside of her Future vision.

Now it is entirely possible that a Jumper might have protection against precogs, so what happens then? Well you have two options at that point. The first is that your Benefactor knowing that you intended to take this person as a companion has either allowed them to temporarily pierce that protection, or has sent them a very specific vision that results in the same decision to come speak to you as described in the last few paragraphs.

The second option is that she has spent the past few years of her life religiously scanning all the likely potential futures in order to protect herself. So imagine her surprise when she's going about her meticulously planned life and meets someone she has never seen in the future before, someone who wasn't supposed to be there. Then imagine her surprise as this person is a complete hole in her future sight. Every time she tries to use her power to observe you, it fails. There is no future visible to her in which you appear. To someone who has spent their life watching the Future, someone to whom has immunity to their ability would be interesting. She would find herself drawn to you like a moth to a Flame. She would still show up to your primary residence at a good time for you, but instead of searching the future for information about you she would have been cyberstalking you.

And what she has seen may depend heavily on how good Jumper is with computers, but regardless between the Cyberstalking and the hole in her future sight she's seen enough that she wants to speak with you in person. Face to Face.

Either way upon learning the truth about Jump-Chain she will desire to come with you. Because her entire life has been focused on getting enough power to keep herself safe should her secret ever be discovered, and joining as your companion represents the ultimate method of accomplishing that. Not to mention that as a Jumper yourself you are quite likely to have access to a large amount of personal power, financial capital, and connections. As a lovely bonus she believes that you wouldn't attempt to out her power, because she would have a much easier time outing your powers with her hacking abilities and connections.

As a final note she does come with the **Ramen** drawback, however instead of Ramen her addiction has been replaced with Coffee. Though she can make due with anything strongly caffeinated. It is not normal to see her without a Coffee, Soda, or Energy drink within arms reach at all times, and as mentioned previously during her first meeting with her she will request coffee. There is only one exception to this, she doesn't like Tea. Just doesn't do it for her.

The Lightbringer, Silver Eyes of Justice: -200, Discounted with Purchase of the Silver Eyes

Perks: Silver Eyes, **A Not So Mundane Body**, **The Body of a God**, **Aesthetics Control** (Her eyes are always Silver and have been since Birth. What this perk affects is her Aura. When she is using it below 60% of her full power her Aura is invisible.), and the **Ramen** drawback.

Now what is a Young Woman who loves comic books and has a strong sense of Justice to do when she discovers that she has superpowers and is durable enough to shrug off bullets? If you guessed Superhero you'd actually be wrong this time. This Young Woman has taken the more legal route and is either currently in the process of becoming or already is a Police Officer.

Her Father always believed that his little girl's Silver Eyes marked her as special, even as the doctors just shrugged it off as something unusual but not noteworthy. Becoming a Police Officer must have been in her blood, because that was what she wanted to do from a young age. Just like her Father, and his Father, and his Father before him. So it was pretty much a foregone conclusion that she would be a fourth generation Police Officer.

A decision cemented by an accident that happened while she was hunting with her Father around the age of 13. As they were leaving for the day another Hunter saw motion in the bushes, and frustrated at not having gotten a catch that day fired blindly into the bush without verifying what he was shooting at. [Disclaimer: Please for the love of all that is holy DO NOT DO THIS.] The large caliber round struck the left side of her chest, dead on. A normal 13 year old girl would have had a fist sized hole in her left lung, and would have bled out long before any medical assistance could have arrived.

Instead the round just bounced off her. She thought that maybe a squirrel had thrown an acorn at her or something, and wouldn't have thought anything of it if her Father hadn't gone white as a sheet. He'd heard the rifle retort, he'd seen his daughter flinch, and he'd just known she'd been shot. After confirming that his daughter was okay, he went to go confront the other Hunter. Who'd taken out his frustration at not getting any game on a cooler he'd brought with him. A cooler that most definitely wasn't full of soda. Which means our not so friendly hunter got arrested, either because off duty cops retain their arrest powers or because he'd called some of his friends on the force to come get this drunk maniac waving a rifle around.

Her Father really freaked out at this, but it led her to start thinking. How many times had something happened where she should have gotten hurt and didn't? She'd always excelled at physical activities, being faster and stronger than any of the other kids three grades above her. And sometimes when she was really focusing she was even faster. So she started to experiment.

Only a few weeks later she managed to really freak out her parents. As she called both her Mother and Father into the Garage and picked up a Galvanized Steel Pipe that was leftover from a plumbing project a couple of weeks earlier. She told her parents to watch this, before she started to glow a brilliant silver and promptly ripped the Steel Pipe into two pieces with her bare hands.

After they managed to calm down the questions started. She'd been doing some research and had come to the conclusion that she must have some kinda energy field like Superman does. Except she couldn't fly, and there was still a small impression in the backyard where she'd jumped off the garage trying. But when she really tried she was super fast, super strong, and super durable.

This did manage to get her grounded for a week. Not because she destroyed the pipe or because she took a swan dive off the garage. But because to prove she was super durable and almost impossible to hurt she took a nail gun and fired a nail at her foot. The Nail obviously bounced off her foot, and her parents were just as obviously freaked out. Because what kind of idiot shoots a nail at their foot! Nevermind the whole superpowers thing that is just irresponsible.

Though this whole episode did grant her Father a measure of peace. Because being a police officer in a town with a bit of a crime problem is still a dangerous proposition, and while he knows his little girl is going to be a grown woman someday he will always worry. Except she's literally bulletproof.

As a Police Officer she could be considered a shining example of what an Officer of the Law aspires to be. She's quick, efficient, compassionate, thorough in her job, not biased against anyone, and has managed to hold onto a warm and almost innocent demeanor despite dealing with some of the worst that Humanity has to offer. Knowing, and confident, in her super powered abilities she is the first to volunteer to deal with dangerous situations. Some of her fellow Officers have begun to suspect that something is up, after all you can only get that lucky so many times. But as she, in some cases quite literally, has pulled most of them out of the fire they turn a blind eye to the miraculous number of near misses she suffers.

She has heard of, or perhaps even seen, the Sharingan and Rinnegan Wielder. While technically a vigilante the Rinnegan Wielder is trying to do good, and she can respect that. So if given the chance she would offer what help she could legally give, and if ordered to take the Rinnegan wielder into custody she would do her best to allow her to go free and make it look like an accident.

As for the Sharigan Wielder she would absolutely love to be the one to take down the leader of a major crime syndicate. However, that Woman is extremely powerful, and strangely honorable. She's still the leader of a Major Crime Syndicate, but she has lines that she will not cross and our little Silver Eyed Police Officer can respect that. The other problem with taking the Mafia Princess into custody is that she owns the higher ups in the police, and the entire police force has an active and unofficial order to stay well away from her. Probably for the best.

Her Silver Eye ability is something special. She isn't even aware of this herself, but she has far more mystical energy than most. With her **A Body Of the Gods** perk allowing her to force more energy into her Aura, making it markedly more potent than what is described in the perk description. Another interesting thing to note is her Aura itself. At full power she is covered in a Glowing Brilliant Silver Energy Cloak like in the perk description, however when she lowers her output to less than 60% of its maximum it instead turns invisible. Allowing her to use it in her day to day life without risk of discovery.

She has the **Ramen** drawback as well, but much like the Jougan Wielder she has substituted sweets for the Ramen. She is rarely seen without a box of sugary granola bars on her patrols, and entire pans of cookies have been known to go missing around her with startling regularity. Calling her Ruby is also very optional.

Coping with Trauma, and Death Perception: -200, Discounted with Purchase of Mystic Eyes of Death Perception

Perks: Mystic Eyes of Death Perception, **A not So Mundane Body**

On the surface this Young Woman is perfectly normal. Though that doesn't hold up to intense scrutiny. Born to a wealthy family she lived a fairly normal life, until the age of nine. No one really knows what the trigger for it was, or even why it happened but regardless that little girl had awoken the Mystic Eyes of Death Perception.

Her parents and extended family tried to help her as much as they could, but they couldn't really understand what it was like. To constantly see the very concept of death carved into the world around her. To intimately know just how fragile the world around her was, to know just how easily it could all come tumbling down with little more than the gentlest slice of a knife.

All the canon users of the Mystic Eyes of Death Perception have had some issues with mental stability, and she is no exception. Her issues have resulted in the creation of two distinct personalities in one body.

They are well aware of the other personality and may converse with each other mentally without effort. They also retain full awareness of the events happening around them while they aren't in control, and witness the action of the other personality as if they were a passenger in the body.

Despite being split personalities they still share many similarities with the other. They both identify as Female, they share many of the same hobbies, and with some exceptions they enjoy the same things. The biggest difference is how the Mystic Eyes of Death Perception have changed their view of the world and how this has impacted their personality. To avoid this being confusing we shall refer to them as A and B.

A is the one in control of their body the most often, despite being the weaker of the two personalities. The Ability to view the Deaths of all Things has resulted in her becoming a staunch pacifist. Since she can already see how fragile life is, why would she want to snuff something so beautiful out? Though this mostly extends to people, though she did try to become a vegetarian for a while but B wouldn't allow for it.

B is the stronger of the two personalities, but prefers to allow A to have control of their body. Why? Because being able to perceive the Death of all things has led to her devaluing life. In a way this functionally mimics high grade Sociopathy, where she simply doesn't play any extra value on the life of a Human. She is still a perfectly rational person, which means that she doesn't kill on a whim. Though she is fiercely protective of A, and by extension herself, so if someone were to become a threat to them she would strike them down without hesitation or Mercy.

She prefers that A take control in their day to day life because she is well aware that A is more 'normal' than she is. Meaning that it would create less problems in interacting with other people in the long run. Besides, she still experiences everything even when she isn't in direct control, and they have almost all the same hobbies. So it isn't like she's missing out on anything.

In terms of personality A is almost a normal person, except that she is almost painfully shy around strangers. Though if you can break through this shell you will find a brilliant and educated young woman that can keep up with even the most academic person. She lives alone in a moderately sized apartment helping her family with their business ventures online. She is quite adept at taking care of herself, and really enjoys cooking for herself. Where she specializes in well balanced nutritious and healthy meals, with her only real vice being high grade Ice Cream. With a real weakness for Strawberry. To the point that if you ever visit a Jump without modern conveniences expect to find a couple of double wide Freezers in your warehouse stuffed to the brim with high grade Strawberry Ice Cream.

B is colder, though she isn't nearly as unfeeling as she would have you believe. The truth is with her constant connection to Death she is just never really sure how to interact with people. She almost envies A for her (relative) ability to interact with strangers. She is just as intelligent as A, and is the more studious of the two. Oftentimes researching topics that interest her online, which is where a lot of A's academic knowledge comes from.

She enjoys physical exercise, often practicing with a sword. Which she can use to terrifying effect when utilized with the Mystic Eyes of Death Perception. She tolerates A's healthy cooking because it ensures that they keep their body healthy. She personally has a taste for Junk Food, and is more neutral towards sweets than her counterpart. Her personal favorite is a big juicy cheeseburger with extra bacon, though she also enjoys spicy food whereas A doesn't.

Most of the differences in opinion are little things like this. B prefers to research and watch documentaries, while A really likes dramas. A enjoys Strawberry Ice Cream while B would prefer a nice bag of Beef Jerky. A is a little more sedentary while B enjoys exercising. However they are fully aware that they are two parts to the same coin, and that their lives are linked. Which means any threats against A is a threat against B, and will be met with immediate and almost assuredly Lethal force. It is almost like having a pair of twins that share a body.

Because neither A nor B have many people they are close to besides their parents and their actual sister they would really latch onto a true friend. Meaning that if you managed to break through A's shyness and managed to earn B's trust you would have a friend for life.

Drawbacks:

A Standard Supplement: +0
This entire document is written with the idea that you've attached this Supplement to a Jump. But what if you don't want to do that? Well, now you can. With this drawback you may use this document as a Jump for a generic modern day Earth, or to any setting where a Jump Document doesn't already exist.

Ramen: +100

It honestly wouldn't be a Naruto adjacent Jump Document without a Ramen Drawback. So you now have a Ramen addiction that could rival Naruto's. You are easily distracted by a bowl of Ramen, and wouldn't be caught dead without several packs or cups of Instant Ramen. You do actually get minor withdrawals if you don't eat Ramen at least twice a week. It won't kill you, but it certainly won't be pleasant.

If you take this supplement in a world without Ramen you will find a restocking supply of several varieties of Ramen in the Warehouse. If you take this as a supplement to a world without Ramen and lack Warehouse access I'd suggest you learn to cook, and quickly.

Furthermore while this Drawback does officially end after the Jump this supplement is attached to, it will persist into your next Jump. Because of the strange connection between your Dojutsu, the document, and Ramen you have Pavlov-ed yourself into associating your Dojutsu with Ramen. Meaning that in the Jump after this drawback fades you will still experience a strong craving for Ramen with every activation of any Dojutsu obtained through this document.

However at this point it isn't a Fiat backed Drawback, and the effect will fade within a few months. Quicker if you have stronger willpower or a resistance to addiction.

As noted in a few of the Companion blurbs you may instead choose to replace Ramen with something else relatively common. Such as Caffeine or sweets. They can't be too healthy, but they shouldn't be very hard to obtain either as this is only a 100CP drawback.

Erasure: +100

No, this drawback doesn't lock you out of anything, that drawback comes later in the document. Instead Erasure is the Quirk of one Shota Aizawa, the homeroom teacher of the Main Character of My Hero Academia. His Quirk Erasure allows him to suppress the powers in individuals that he looks at. The drawback to using his Quirk is that it causes his eyes to dry out very quickly, something that can be quite painful if not treated.

You now share in this little quirk of the eyes, as use of any Dojutsu causes your eyes to dry out at a much faster rate than normal. Dry eyes can be quite painful as well as cause major medical issues if left untreated. However this is only a 100CP drawback so the effect of this drawback is capped at major annoyance. Do note that you can treat the symptom of Dry Eyes with Eye Drops, so i would suggest investing in some quality ones.

Jealous Eyes: +200

You've taken this Supplement to gain access to various Dojutsu, and now you'll have to live with them. Because they are some Jealous Eyes, Jumper. This Jump Document was written with the idea that you can activate and deactivate any Dojutsu at will. This is no longer the case. Now when you deactivate a Dojutsu your eyes will still retain the appearance of your Dojutsu, or the last one active in case you have several.

This lasts until the end of the Jump this Supplement is attached to. So do try and not forget what your natural eye color was.

A Mundane View: +200/ +400

In the description of **A Not So Mundane Body** it mentions that you receive an upgrade to your ability to process visual stimuli. Because most of the Dojutsu available either have a massive increase to visual acuity or just allow you to see things that the normal Human eye cannot. Well with this drawback that protection is put on hold for the duration of the Jump.

For the 200 CP price point this means that usage of any of the Dojutsu will cause issues. For a short time you will be capable of using your Dojutsu without limits, but after a few minutes you'll notice some discomfort. If you push past the discomfort it will turn into outright pain, if you push past that you'll start to bleed from the eyes. Thirty seconds past this point any active Dojutsu will forcefully deactivate no matter the circumstances, and will not reactivate until you've gone through a cool down period. A period roughly equal to double the time you had the Dojutsu active, with an extra few minutes tacked on for each high end power you've used during that time.

For 400 CP total you will experience all the previously mentioned issues, except you don't experience your Dojutsu forcibly deactivating. This is not a good thing, because this forced deactivation is a purpose built failsafe. Because when you begin to bleed from the eyes you are

approaching the point where this overstimulation is reaching critical levels, and your eyes are deactivating to save you from potentially lethal brain damage.

With this failsafe disabled you may push past the point where your eyes begin to bleed, but there will be risks. Within a few short minutes the pain you feel in your eyes will quickly escalate in intensity. With it comes potential side effects, such as strokes, aneurysms, or permanent (for the duration of the Jump this drawback is attached to) brain damage. Which can include headaches or migraines, fainting spells, change in perceptions such as an inability to taste or diminished sight or hearing, sleep disorders, loss of sensation or tingling in extremities such as feet or hands, and or permanent seizure disorders.

If you continue to push past this point your ultimate fate is sealed. WIth this all of the Dojutsu available have the same capacity to explode as the All Seeing Eyes of God. Meaning that if you push your eyes past the point of sanity they will simply explode, and vaporize your brain in the process. This will cause a chain failure unless you've got a one up or other such method to survive the loss of your physical body. A High End Regeneration Perk can be used to help mitigate the damage caused by this drawback, however any brain damage caused by this drawback will heal very slowly no matter how potent the healing factor. Oh and no matter how potent the healing factor it won't help you with your brain, skull, and most of your neck being completely and utterly atomized.

Something to note is that this increased CP version of the drawback doesn't deactivate the cooldown on use of the Dojutsu powers. If you stop using the powers upon reaching the point where your eyes begin to bleed the cooldown is unchanged, double the length the Dojutsu was active plus an additional 1 minute per higher end power used. If you push past the point where your eyes begin to bleed however the cooldown increases to 5 times the length the Dojutsu was active, plus an additional 5 minutes per higher end power used.

As one final added bonus after you reach the stage where your eyes begin you will always be able to see a countdown timer until you reach the point where your eyes explode. The form this takes can be customized freely but the default form is a set of floating numbers that look like a digital clock face in the edge of your vision. You can always see these numbers and they do not block your vision in any way.

Some people might find not knowing how much longer they've got to be scarier, but I disagree. If you are being forced to push through the pain you must be in a life or death situation. And what is scarier than staring down something that you will need every advantage you can get, and the entire time being able to look and see as every second of your remaining life ticks away.

You will know Pein: +400

In the Canon of Naruto the Sharingan requires that the wielder go through either a very traumatic event, or live through a life threatening event. This is now a weakness that all of the Ocular abilities this document offers share in.

This drawback does two things, the first being that at some point in the first six months of this Jump you will experience something profoundly and deeply emotionally traumatic. Something that will affect you on an emotional and mental level, and something that no degree of anti-trauma perks will protect you from. At this point the various Ocular abilities you've purchased in this document will awaken.

Secondly you will lose the memory of ever having filled out this supplement until your Dojutsu awakens, to keep that memory of events to come from softening the blow.

While you are guaranteed to survive the traumatic event you can expect some consequences. Nightmares, Trauma related mental ticks, or even complexes related to the events of the Traumatic event.

As a note while perks won't erase or prevent the Trauma they can help with it. As can Time and Therapy if you can be convinced to seek such help. Just try not to get so jaded that you decided to gather together all Nine Tailed Beasts and hold their power as a gun pointed at the head of the world so that they collectively behave themselves.

A Not so Eternal Sharingan: +200, Requires Eternal Mangekyou Sharingan

Remember how the Eternal Mangekyou Sharingan doesn't suffer the deteriorating eyesight that the Mangekyou Sharingan does? Well by taking this Drawback you strip yourself of that protection. Meaning that any heavy use of an Ocular ability, and not just the Mangekyou Sharingan, will cause your eyesight to slowly but surely deteriorate until you are legally blind.

Regeneration Perks and Magical Healing can help to mitigate this encroaching blindness, however these are not a cure. These measures can be taken to slow the progression of the Blindness, but they cannot stop or prevent it. Unless you refrain from using anything but the most basic abilities of your Dojutsu for the duration of the Jump you will go blind, and this does include the abilities of other Dojutsu and not just the Mangekyou Sharingan abilities.

In the case of this Drawback basic abilities refers to any ability gained by the activation of the Dojutsu. Such as the Sharingan's ability to copy techniques and the Rinnegan's ability to see in areas of little to no light. Meaning these base abilities won't cause you any issues. However, any use of the Eternal Mangekyou Sharingan abilities, the Rinnegan Paths, and long term use (30 minutes or more) of any Dojutsu costing 600CP or more will cause the blindness to accelerate in intensity. And as this is a Drawback this isn't movie blindness. There will be no sense of light, no sense of motion, and not even a sense of blurry shapes. Just a never ending darkness.

As for how long this takes, the source material is quite vague. So for a rough estimation very moderate usage of the higher powers of a Dojutsu would leave you completely blind by the eighth year of the Jump. With heavy usage making the Mangekyou Sharigan lose their light by the start of the Fifth Year. Obviously if you entirely refrain from using those higher end abilities you won't go blind at all.

The only true cure for this blindness is to find another person with the Mangekyou Sharingan and to have your eyes surgically removed, swapped, and then having the optic nerve reattached to the new eyes. Unfortunately due to their pre-packaged nature an Eternal Mangekyou Sharingan from **A Jar of Something Foul** won't suffice to end the Drawback. It will have to come from another person, as you will need something a little Fresher than what a Jar of eyeballs can provide. When your eyes have finished healing from this endeavor you will have awakened the Eternal Mangekyou Sharingan, and you will find that use of advanced Ocular abilities no longer causes your vision to deteriorate. Furthermore any blindness that has accumulated because of previous overuse of those abilities is cured.

This Drawback does ensure that one such individual will exist in the world should you take this Drawback. Now you have two routes in front of you in regards to getting her eyes. The first is the path of violence. Because there is nothing stopping you from just killing her and harvesting her eyes. Though this can be a daunting process depending on how strong you are because she has a fully realized Mangekyou Sharingan, has mastered the abilities that come with it, and is a trained combatant with vast resources and manpower at her disposal.

However you could also take the diplomatic route. At least initially she will be very skeptical and distrusting of you. However she herself has begun to notice the increasing damage to her eyesight and has begun to ration out her usage of her abilities. Convincing her that swapping your eyes will cure the blindness won't be easy, and it will require you to gain her trust. Which after the life she has lived won't be an easy prospect.

But assuming you can convince her that swapping your eyes is the cure, then gaining her trust, and finally managing to find a trained Surgeon to actually do the swap that she can trust you will have successfully activated the Eternal Mangekyou Sharingan and gained a friend for life. This manifests it as being allowed to take the Companion, **A Crimson Eyed Demon, The Sharingan Mafia** at no cost.

A Rousing Game of Musical Paths: +200, Requires Rinnegan

Remember how I said you could use all of the Rinnegan's Paths in the same body with no issue? Well this drawback changes things a little.

The first of several things this drawback does is restrict your ability to use the Rinnegan. You are now limited to a single instance of the RInnegan, specifically the one in your prime body. Meaning that if you were able to create a thousand clones, only your original body would be able to even activate the Rinnegan.

Which obviously means that your prime body is the only one capable of using the Paths. Which is where the second part of this Drawback comes from. You can only use one Path at a time. You can still freely switch between the Paths to use them, but there is a cooldown. The First

time you switch the cooldown is only a second, however that cooldown doubles each time after that. With the second being two seconds, the third being four, and every swap after that being another four seconds.

The Cooldown will reset back to one second after ten minutes with the Rinnegan deactivated, which can be decreased to five minutes if you actively rest your eyes. If you want to keep your Rinnegan active for whatever reason you can still reset the cooldown timer, it just takes a little longer. With the Rinnegan active the cooldown will reset after 15 minutes without changing your currently equipped Path. Which can be reduced to seven minutes if you actively rest your eyes.

As a final note this Drawback also ensures that you will often find yourself dealing with situations where the currently equipped Path isn't entirely suitable, meaning a choice between the few seconds it would take to swap or trying to make due with the currently equipped Path.

A Glass Jaw: +200, Requires Tenseigan

The only canon user of the Tenseigan had his entire Chakra Cloak and even his eyes broken by a single solid shot to the Jaw. Admittedly this came from one of the strongest people on the planet, but still. This is now a drawback that your Tenseigan shares in.

Though this goes a little further than that, in that the Super Mode Cloak and Tenseigan both require a small degree of focus to keep active. Not enough that you'd find yourself unable to perform tasks with it up, or even enough to distract you during important moments. But something seriously distracting such as serious and unexpected pain would cause the Cloak and the Tenseigan to deactivate. Your eyes won't break like Toneri's did, but you will find yourself unable to activate the Tenseigan again until you've managed to rest your body. Ninety minutes of serious rest such as a deep sleep, or three hours of leisure activities such as lounging around the house, reading a book, or playing video games.

Two things to note here. The first being that pain is a wonderful way to deactivate the Super-Mode, however it is only serious or unexpected pain that would cause the deactivation. So if you see it coming and can brace yourself you might be able to keep the Super-mode active. The second is that it isn't just pain, as anything surprising enough can trigger the effect. Such as Flashbangs, sudden intense loud noises, and the like. So a person could feasibly knock out the Tenseigan for a time by making a sudden and intense noise over loudspeakers during a very tense quiet moment.

The Cassandra Truth: -200, Requires Jougan

Cassandra was a Priestess in Ancient Greece under the god Apollo, who granted her both a boon and a curse. The boon was that she would be able to speak Prophecies of the Future that would come true, and cursed so that no one would believe her.

While the source may be different you too now share in this Curse. For the duration of the Jump this drawback is attached to, no one will believe anything you say that comes from your Future Knowledge. This includes any knowledge that you have gained through an ability that shows you the Future, and not just the Jougan. People will also refuse to believe you, no matter how credible the information sounds or how much of a history you have with being correct.

Meaning that you could tell someone the winning lottery numbers, and they'd just think you were Joking. Even if you had consistently told them the winning Lottery Numbers five years in a row without being wrong once they'd still refuse to believe that you could be correct. They would just refuse to believe you, no matter what.

Companions are obviously immune to this effect.

A Punch From Gold Experience: +200, Requires the All Seeing Eyes of God

Leonard Watch, the canon wielder of the All Seeing Eyes of God reveals something interesting about them during his time in the Anime. That the All Seeing Eyes of God have a bit of a learning curve. Basically the eyes reveal so much information to the wielder that it is a constant sensory overload. It was months after gaining his new eyes before he could make active use of them without experiencing nausea and/or vomiting.

You now have a similar learning curve. At first the amount of information available to these eyes will overwhelm you. You will be forced to deactivate them after a short time, and will probably puke from sheer sensory overload. The only way to get around this is good old fashioned practice. Meaning you'll have to subject yourself to this sensory overload time and time again until you finally start to get accustomed to all the information. Even then seeing something more information intensive will still cause the eyes to reflexively deactivate and the nausea will come rising up.

This process isn't nearly as fast as what Leonard's time was either. It will take you roughly two years of consistent daily practice to get to the point where you can freely use the eyes at will. Six years if you only practice occasionally. The Drawback **A Mundane View** synergizes very well with this Drawback, which is a bad thing. Because it ensures that you will reach the point where your eyes begin to bleed very quickly, ensuring that there will never come a time during this Jump where you can use the All Seeing Eyes of God for more than two minutes at a time.

And yes, the title is a Jojo's reference. Had to sneak one of those in somewhere.

The Jumper Who Lived, Come to Die: +200, Requires the Mystic Eyes of Death Perception

In the Nasuverse setting there are two canon wielders of the Mystic Eyes of Death Perception, and both of them share something important. Well they actually share several similarities, but the most important to this Drawback is that they both died. Shiki was murdered and then resurrected through magic and the other Shiki got hit by a car because the other of her two personalities wanted her to be able to live in their body in peace. Please don't ask questions, just accept it as the Nasuverse. So now much like the two Shiki's you have died, though unlike them your Death is only a metaphorical one.

So what does this Drawback actually do then? Well you have witnessed Death in its truest from, and it has left a mark on you in the form of the Mystic Eyes of Death Perception. Which means you get another one of the similarities between the two Shiki's. Because Death has left her mark on you, you are now a grade A weirdness magnet. You'll find that anything strange or supernatural will be drawn to you like a Moth to a Flame.

Even in a mundane world where the Supernatural shouldn't exist you will still find Supernatural entities crawling out of the woodwork just so they can interact with you. Ancient Order of Mystical Warrior Monks? You just stumbled across the recruiting center looking for a Bathroom. An Ancient Vampire will just so happen to take a nighttime stroll at the same time as you head to the Convenience store to grab some soft drinks. An injured Dragon just dimension hopped to avoid being slain by the Dragon Hunter and manages to land right dead center of your living room.

This will start off slowly to the tune of maybe once or twice a week. It will also be fairly minor in scope. Though as time goes on the frequency and intensity of these encounters will only increase, as well as the potential danger you'll be brought into contact with because of them.

The Mandatory Lockout Drawback: +600, +800

You know all of those cool shiny powers you've brought with you from other settings? Yeah it turns out that all the Dojutsu you've bought don't want to share top billing. So for the duration of the Jump this Drawback is attached to you are limited to any Body Mod you may possess, the perks and abilities you've purchased in this Supplement, and anything you've purchased in the document this supplement is attached to.

For an extra 200 Choice Points, making this Drawback worth 800 total, you may also choose to lock out any Racial Abilities, Perks, Items, or any other abilities that you would have gained from the Jump this supplement is attached to. Meaning you are going into that setting with only the Body Mod and whatever Dojutsu you've purchased.

A Game of Musical Eyeballs: +600/ +800

Well now you've gone and done it. This drawback ensures two main things. The first is that there are Legends and rumors of the various Dojutsu on offer that exist within the background of the world you've chosen to visit.

Secondly it ensures that anyone who becomes aware that you possess and wield the powers of those Dojutsu will become convinced beyond a Shadow of a Doubt that if they were to take your eyes and implant them within themselves that they would wield that power. This should obviously be a bad thing.

There are several things to note. The first being that while this Drawback does ensure that people will know what your Dojutsu is, they won't know you have it. The only way for someone to find out is if they witness the use of the Powers associated with your Dojutsu, or view your uncovered face while they are in use. Secondly while there are rumors and legends about the various Dojutsu they are just that, Rumors and Legends. Meaning the exact powerset of your Dojutsu will be unknown, as people can merely speculate about it based on those rumors and legends. Which means that in a world of Superheroes or Magic you could feasibly pass off the use of your Ocular powers as those for a time.

One last thing is that while people will desire your Dojutsu for themselves, this drawback won't change the nature of a person. So a close personal friend, or a shining paragon of Justice probably won't attack you for your eyes. A good person probably won't drone strike an entire neighborhood in order to slow you down. Though do note that it is only a 'probably' that they won't do these things. After all the amount of power these Dojutsu might not be much to a late game Jumper, but it was still enough power to draw you to this Supplement. Meaning that any of these Dojutsu would represent a great deal of power to a normal person. That and Temptation is a potent beast to contend with.

Two final things work in your favor. The first being that there can only be one copy of your Dojutsu. Which means that if someone successfully removes your eyes from your head and you manage to regrow your eyes, you will be incapable of activating any Dojutsu until those first pair of eyes are either returned to your head or destroyed. Which means that only one person can wield this power, which should keep people from working together against you. Or if people are working together against you it will create strife within their group that you could take advantage of.

Secondly people will believe that your body will hold secrets to the power of these Dojutsu, and will be very hesitant to cause you extreme bodily harm for fear of destroying those secrets and ruining their chances at power. Which means that people will be very hesitant to use lethal or very destructive force against you. They want to take you alive.

Finally people only become aware that you have a Dojutsu if they see it or the powers involved used. Does this mean that you can hide your Eyes? Well yes. Unless you do something stupid or intentionally show the world it is entirely possible to keep them a secret. In fact for the first five years, or fifty percent of the Jump in case of Extended Stays, it will be positively easy to keep the secret.

After those five years things will start to get interesting as this Drawback will start to work against you. Because at this point it will begin to create scenarios that you will be guaranteed to be involved in. These scenarios will involve a choice between revealing your Eyes to a small group of potentially powerful figures, or allowing something that is in direct opposition to your morals to happen in front of you. With both the size of these groups as well as the severity of the events increasing in intensity the longer this drawback goes on.

After Nine Years, or Ninety Percent of the Jump has passed in the case of extended stays, there will be a Global reveal that a person wielding the power of your Dojutsu exists and walks the Earth. This won't necessarily reveal that you are that individual, but this global reveal will reveal which Dojutsu you possess and give basic facts about their abilities. This isn't an extensive list, but a very general overview. For Example the Sharingan can track fast moving objects, grants insane visual acuity, and can potentially evolve into a form that grants more powerful abilities. This will also include a basic physical description of the various Dojutsu you possess.

An aspect of this Drawback is that no matter what physical changes your Dojutsu have undergone they will always be recognizable as the original. Meaning that you cannot use **Aesthetics Control** or other Shapeshifting ability as a way around this Drawback. If someone has been made aware of the basic appearance of a Dojutsu they will always recognize that Dojutsu for what it is, no matter the outward physical appearance.

While this doesn't out you as the Dojutsu wielder immediately, the general aura of paranoia and the witch hunts over this will mean that any outward use of the powers these Dojutsu grant will immediately out you as the wielder. Is it still possible to hide your Dojutsu by just not using them at all? Yes, actually. However, the scenarios mentioned earlier will also receive a massive spike in intensity. So while you could avoid detection by not using your Dojutsu you will repeatedly be forced into Scenarios where your choices are to reveal yourself or to suffer in silence while tragedy after tragedy happens in front of you. Tragedies that you are well aware you could have easily prevented.

Should you choose to purposefully out yourself these events will cease happening, but you had best either have enough personal power or connections to powerful people to survive the backlash of every powermad asshole on the planet personally coming after you.

If you've taken the 'Jealous Eyes' drawback then you receive an extra 200 Choice Points for taking this Drawback, as it will make hiding your Eyes for any real length of time extremely difficult.

As two final notes here, the aspect of someone stealing your Dojutsu doesn't apply to the **Not So Eternal Mangekyou Sharingan** drawback. If you have to swap eyes with the **Crimson Eyed Demon** she will not gain any of your other Dojutsu, and you will both only receive the upgrade to the Eternal Mangekyou Sharingan. The second note is that Companions are immune to the desire to steal your Eyes for themselves. Afterall if they want any of these Dojutsu that badly they can just take the Supplement themselves.

And finally we have to address the Elephant in the room. The entire point of this drawback is that people are going to want to steal your eyes, so what happens if they succeed? Well firstly as mentioned above you lose access to the Dojutsu in that eye. So if you manage to regain your sight, either via a regeneration power or by taking someone else's eyes as a donor, then you wouldn't be able to activate any Dojutsu until the original pair of eyes are either returned to you or destroyed. This does mean that if someone manages to steal your eyes you can regain them by vaporizing their head with your original eyes still in it. A bit morbid but it is an option.

So what exactly does the person that managed to steal your eyes, get them surgically implanted, and manage to survive through the several week recovery period gain? Well first they gain the ability to use your Dojutsu, however they do not gain access to **A Not so Mundane Body**. Meaning that if they do not have access to a Mystical Energy system the Dojutsu will function off their Stamina, which means they'll be spending five times more Stamina than Mystical Energy. Nor do they gain any innate understanding of your Dojutsu. Meaning that any use of a power will have to be done through trial and error, though they may have a head start on that depending on how much they've seen you use the Dojutsu.

Secondly, much like Kakashi, the Dojutsu will be permanently active, and this isn't like the **Jealous Eyes** drawback. No the base level of the Dojutsu will be constantly active, meaning the eyes will be constantly draining energy to remain active. Which means that unlike you they also run the risk of killing themselves via exhaustion if they overuse the eyes, because unlike you they cannot just turn them off to reduce the energy usage to zero. Though this drain can be alleviated to a degree by covering the eye with something that completely blocks out sight. As if that wasn't enough the energy drain they experience is also nearly five times what you would experience.

Which is a running theme with someone using these eyes, because their body isn't adapted towards using the Dojutsu like yours are there are issues. The visual acuity granted to them will be significantly less than what you've gotten, the range and intensity of their powers are weakened by 25%, and it will take them longer to swap between Dojutsu than it would you. Do also note that even if you've taken **Ocular Sympathy** they do not get that benefit. Because while they may have taken your eyes, they haven't taken your perks.

With the downsides out of the way there are some upsides to all this, the primary one being that they do gain access to all of your Ocular abilities. Meaning all the Dojutsu you've purchased, all of the custom powers and Paths, the Gentle Fist Style (if purchased, though they don't get the physical boosts), and perhaps most importantly they do not share in your Drawbacks. Mostly because as detailed above they have drawbacks of their own. The only exception to this is **A Game of Musical Eyeballs**, because if they now have the Dojutsu they are now the target of the Drawback. Which acts like a sort of curse in that it swaps to whoever is in possession of an Eye.

Finally, there is no further degradation in the abilities offered to them via the Dojutsu if they only managed to get a single eye. With the mystical nature of the Dojutsu acting in their favor by

preventing such frivolous issues such as depth perception, a difference in visual acuity between eyes, or even something like your eyes being vastly different in size compared to their own.