

Naruto Jumpchain - CYOA 1.0
By Some Bored Guy On The Internet

A long time ago, a powerful demon fox appeared with nine tails. With its powerful tails, it could smash mountains and create tidal waves. A band of Ninjas rose to defend their village from attack. One great Ninja was able to imprison the monster, but died in the process. This Ninja was known as the Fourth Hokage. And this... is the story of the young boy who carries the burden of the fox.

Or it was supposed to, until you arrived, that is.

I am happy to welcome you to the Naruto Verse. For the decade, you will be sent to a world of Ninjas, Samurai, Demons… and Aliens.

This jump focuses more on the Pre-Shippuden Era, before Shinobi fights turn into who can throw the bigger nuke or who can summon the bigger Gundam- well, mostly. You will spend the next year here. Which is shortly after Time-Skip starts.

Regardless, this world primarily focuses on two young boys, Uzumaki Naruto and Uchiha Sasuke.

Before I forget, here take this:

+1000 CP

LOCATION

Choose freely or roll 1d8 to determine your starting location and receive 100 CP.

1. **Konohagakure:** The Village Hidden in the Leaves. It is one of the Five Great Shinobi Villages, led by Hokage.

2. **Sunagakure:** The Village Hidden in the Sand. It is one of the Five Great Shinobi Villages, led by Kazekage.

3. **Kirigakure:** The Village Hidden in the Mist. It is one of the Five Great Shinobi Villages, led by Mizukage.

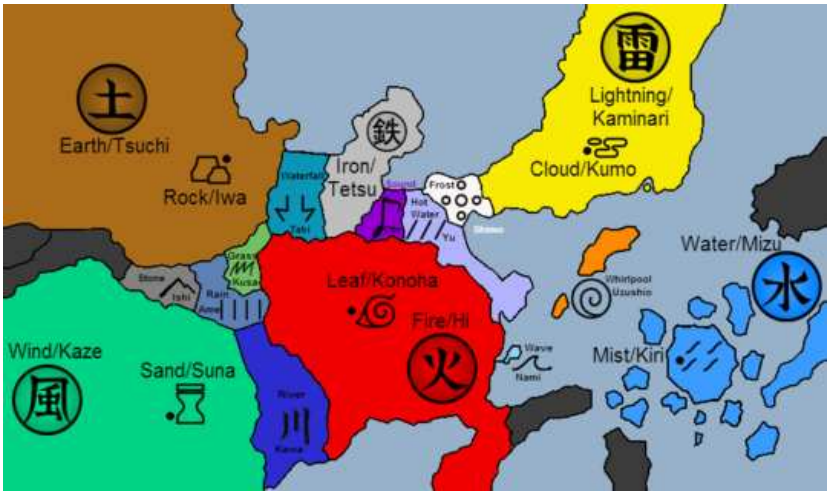
4. **Kumogakure:** The Village Hidden in the Clouds. It is one of the Five Great Shinobi Villages, led by Raikage.

5. **Iwagakure:** The Village Hidden in the Stones. It is one of the Five Great Shinobi Villages, led by Tsuchikage.

6. **Otogakure:** The Village Hidden in the Sound. A shinobi village founded by the missing-nin Orochimaru.

7. **Takigakure:** The Village Hidden in the Waterfall. One of the stronger minor Shinobi villages, the only one with a Tailed Beast.

8. **Free Choice:** Well, it seems luck is with you, jumper. Pick any of the starting locations above for free.



ORIGINS

Dead-Last [Free]: Like many kids in your village, you attended the Shinobi Academy, but due to one reason or another, you finished at the bottom of your class. But I am sure you won't let that keep you down! Believe It!

Civilian-Born [Free]: You are not a clan ninja. Your parents were either civilians or civilian-born ninjas. But you grew up hearing about the heroics of Ninjas and wanted to become one yourself. You join the Shinobi Academy at 6 and become a ninja in your starting village.

Prodigy [Free]: You are a genius seldom seen in the Shinobi World. As a kid, you went through the shinobi academy, and you found it to be boring. You finished at the top of your class- or at least second- and started your career as a shinobi in your starting village.

Shadow [Free]: Not every Shinobi basks in the light; there are many who are hidden in the Shadows, you are one such Shinobi. You saw the darkness of the Shinobi World and decided to embrace it. Perhaps you are an Anbu, Hunter-Nin, or something even more notorious.

Age: 12 or Roll a 2d8 + 12 to determine your age
Gender: Keep your previous gender
Or pay 100 CP to determine either of these yourself

PERKS

Perks trees are discounted to the origin; General Perks are non-discounted, 100 CP perks are free to the origin. Discounts are 50% of the original cost.

General Perks

Shinobi Rank [Varies]: Depending on how much you are willing to pay, your rank, power, and skill level as a Shinobi at the start of the jump are determined here. Regardless of which rank you purchase, you will gain a Chakra Network system.

For 0 CP, you are a fresh out of the academy Genin, or at least you never really developed your skills to a higher level. You are capable of molding chakra, performing the academy three, and know the basics of Taijutsu and Genjutsu. At this level, fresh out of the academy Sakura can give you a challenge.

For 100 CP, you are a Chunin. You certainly have a grasp of the basics of Shinobi life. You are skilled in Taijutsu, can break out of most Genjutsu if you are aware you are in one, know the basics of seals, capable of walking on trees and water, can perform a dozen D-Rank Jutsu, four C-Rank Jutsu, and a single B-Rank Jutsu of your choice.

For 200 CP, you are a Special Jounin. While you are not a full-fledged Jounin, at one Shinobi art of your choice, you are comparable to them (Tai/Nin/Gen/Buki/Ken/Iryo/Fuin Jutsu). In addition to what a Chunin would know, you can select four B-Rank and a single A-Rank Jutsu of your chosen art.

For 400 CP, you are a Jounin. You are an Elite of your village, one of the most powerful shinobi in it, no doubt. Highly knowledgeable in all aspects of Shinobi Arts. In addition to what a Chunin would know, pick eight C-Rank, four B-Rank, and two A-Rank Jutsu.

For 600 CP, you are the Kage of your starting village. You are the strongest person in your village- or at least widely believed to be the strongest. Even a dozen Jounin would be hard-pressed to pick a fight with you. In addition to what a Jounin would know, pick a dozen C-Rank, a dozen B-Rank, a dozen A-Rank, and a single S-Rank Jutsu.

Elemental Affinity [Free/100 CP]: You have a natural affinity for one of the five basic nature transformations: Fire, Wind, Lightning, Earth, or Water. This means you will have an easier time learning to create and control the element of your affinity. The first purchase is free for everyone, as everyone in this world has at least an affinity for a single element.

Sasuke-Kun?! [200 CP]: Quite a few guys here are good-looking. Sasuke has a classroom full of girls after him, Neji was the same, so was Orochimaru, Itachi, and Kakashi. You now share this trait. You are at least a 10/10. Meaning everyone finds you very good looking, even if you are not their type, and those whose type you are would be willing to ignore a few attempted murders… I am looking at you, Sakura.

Honorable Grandson [400 CP]: You are the grandson/daughter of a Kage of your starting village. This means you are provided with almost every resource within the village- from the best teachers to Jutsu commoners can't even glimpse. You are treated as precious, almost everyone will try to curry favour with you, and if you ever get disillusioned with the village, you can leave for decades, and come back to become their new leader- provided you are strong enough and stay in this world for that long. In future jumps, this treatment can be inserted appropriately into the setting (i.e., grandson of King Furry from DBZ, granddaughter of Sengoku in One Piece, etc.)

Talk no Jutsu [400 CP]: What is Naruto's most famous power? Is it his clones? Rasengan? Perhaps the fact that he is carrying a Nine-Tailed Demon Fox within his guts… No, most certainly not. It is his Talk no Jutsu. He can turn his enemies into allies after beating them to a pulp. Even those who are considered to be demons, such as Zabuza and Gaara, are not immune; they, too, may abandon their foul ways and help you defend the defenseless when given a decent reason. However, you need to beat them into submission first; if you lose, no amount of words is going to stop them.

Jinchuriki (Requires You to Take Demon Fox Drawback For +0 CP) [600 CP]: You are the Jinchuriki of the tailed beast commonly associated with your hidden village. If it is Iwagakure or Kumogakure, you get to choose which one. For Otogakure and Konohagakure, you are the Jinchuriki of the Yin Half of the Nine Tails.

Since you are paying with CP, you have a cordial relationship with your tailed beast, and it is willing to share with you its chakra as you wish, and you can take it with you as a companion or follower if you want.

Since Jinchuriki are all known to possess Monstrous Chakra, you can take that perk for free.

Dead-Last Perks

Genius of Hard Work [100 CP]: “Hard work beats talent if talent doesn’t work hard enough.” You might not be a genius like Kakashi, but he’d better put in the work because if not, you are certainly going to surpass him someday. You can work out through growling training that others would not even dare to try out. When it comes to hard work, you are comparable to Might Guy and Rock Lee.

Fat Gama-Chan [200 CP]: No one can call you the ‘Legendary Sucker’ that’s for sure. You are incredibly lucky when it comes to gambling, you are almost certain to win any raffles you enter, any card game you play you can expect to win, and you never lost a game of roulette that’s for sure.

Monstrous Chakra [400 CP]: Some Shinobi are born with unusually large reserves of chakra. You are now one of them. As a Genin, your chakra reserves would be comparable to Kages, and as a Kage-level Shinobi, you would be comparable to Tailed Beasts in terms of Chakra volume and density. This perk also boosts any other power source you might possess, although the magnitude is severely limited in comparison (ie. +10% increase to your Ki reserves).

Child of Fate [600 CP]: Some Shinobi are simply born under a different star. Not stronger, not smarter, just meant. You are one of them. The world itself seems reluctant to let you perish. Enemies hesitate at the worst moment, allies arrive when the situation looks most hopeless, and plans that should have no right to work somehow do. A kunai that should have killed you grazes your cheek. A mission that every veteran said was suicide becomes the one they write about for years.

And it is not only this fortune that follows you. People may change around you in ways they cannot quite articulate. Hardened shinobi who have long since buried their ideals might find themselves reconsidering. Enemies who should have no reason to spare you can pause. Allies could fight harder than their limits should allow, as if your presence alone reminds them of something worth protecting.

This does not make you invincible. You can still bleed. You may still fail. You might still suffer. Yet the world refuses to allow those failures to be your final word.

Civilian-Born Perks

Ramen Guy [100 CP]: You are an excellent cook, the best cook in the world, with the sole exception of Ramen Guy, of course.

Specialization [200 CP]: It is difficult for those who are not from large clans to grasp every aspect of the Shinobi life; instead, they focus on one they are talented in and completely master it to the point that even the prodigies from big clans would be hard-pressed to compete with them. Like them, you are highly talented in a certain aspect of Shinobi Life. Select one from the list: Taijutsu, Ninjutsu, Genjutsu, Fuinjutsu, Iryojutsu, Bukijutsu, Kenjutsu.

This can be purchased multiple times. Only the first purchase is discounted to Civilian-Borns.

Sensei [400 CP]: Not every great Shinobi is remembered for their kills. Iruka Umino was not the strongest ninja in Konoha, not even close. Yet when the Nine-Tails Jinchuriki needed someone to believe in him, it was not a Kage or a Sannin who showed up. It was a Chunin schoolteacher who took a kunai to the back of a kid the rest of the village had written off. That is a different kind of power entirely, and it is yours. You possess a natural gift for understanding people, what they need, what they fear, and what they are capable of that they have not yet seen in themselves. As a teacher, you can bring out potential in students that no amount of solo training ever would have unlocked. As a leader, people follow you not because they have to but because somewhere along the way, you made them feel like you genuinely saw them.

This can extend beyond the classroom. Allies trust you faster and deeper than they reasonably should. People who have every reason to walk away from you tend not to. Communities form around you naturally, and those communities hold together under pressure that would fracture others. You are not necessarily the strongest person in the room, but you are often the most important one. In a world that measures worth in jutsu ranks and bingo book entries, that is a quietly radical thing to be.

Book Smarts [600 CP]: The reason Sakura was placed in Team 7- a team containing Nine-Tails Jinchuriki and the Last Loyal Uchiha- is that she is smart. Now, you are smarter than her, heck if you were in her class, you would have been the smartest kid in the class. You have an IQ over 200. You can easily pass the Chunin Exam written portion without cheating.

Prodigy Perks

Talented [100 CP]: You are a fairly talented ninja, enough to be top of the class in Shinobi Academy unless a once-in-a-generation genius such as Kakashi, Sasuke, Itachi, Orochimaru, Neji, or Minato is in your class. With this perk alone, one can go from Fresh Out of Academy Genin to Asuma's level within 10 years. Reaching Kage Level with this perk alone is almost impossible, though.

Not A Caged Bird [400 CP]: Who wants to be a caged bird? Certainly not Neji, and most certainly not you. Unfortunately, there are seals in this world that can leave a Prodigy powerless. But you do not have to worry about them. Any seal that is applied to your person does not seem to function properly unless you want them to. In future jumps, this effect extends to curses and any other form of seal that is placed on you.

Strategist [400 CP]: What separates a decent Shinobi from a great one is rarely raw power, rather it is the mind behind the mission. Like Nara Shikamaru, you possess an intellect so sharp it appears to border on precognition. You can assess an opponent's full capability, predict their next several moves, and engineer a counter strategy within moments of the fight beginning. This could extend beyond combat, such as political negotiations or long-term village strategy, where you can see multiple moves ahead, where others see only two.

Professor [600 CP]: "Jack of all trades, master of none, though oftentimes better than master of one." In this world, most shinobi tend to focus on one or two aspects of Shinobi arts. Might Guy is a Master of Taijutsu, Kurenai is highly skilled with Genjutsu, and Shizune is second only to Tsunade in Iryojutsu. However, few geniuses, such as Hatake Kakashi and Hiruzen Sarutobi, can master all aspects of it. You are born highly skilled in all aspects of the Shinobi lifestyle. If you work hard enough by the end of your 10 years here, you can go from being a fresh out of academy genin, to being comparable to Hiruzen Sarutobi in his Prime with this perk alone- with 'Talented', you could reach that level within 9 years.

Note: In individual aspects of Shinobi Arts, Specialization is more potent; think of it as the difference between Kakashi's vs Guy's Taijutsu Talent. Purchasing both would make you a once-in-a-century genius in a certain Shinobi Art.

Shadow Perks

Ninja in the Shadows [100 CP]: It takes a highly skilled Shinobi to just walk into the most powerful Hidden Village and order dango. Like Kisame and Itachi, you can hide your presence from others so well and blend in that you can waltz right into Konoha while being an S-Rank Rogue Ninja.

Curse Seal of Earth [200 CP]: Orochimaru is a crazy person, no doubt about it, but he is also a genius. He invented several curse seals that can boost the strength of the user, and you have been branded with one, although this one is modified as it does not seem to contain part of Orochimaru's soul. Activating the first level allows your chakra level to surge, and activating the second level turns your skin dark, giving you demonic features, and improves your physical stats, even giving you a minor healing factor.

Twisted Genius [400 CP]: Orochimaru did not become the most feared scientist in the Shinobi World by accident. He became one by asking questions no one else dared to, and then answering them. You share that gift. You possess an intuitive mastery of the sciences that goes beyond what any academy or village library could teach. The kind of understanding that lets you look at a curse seal, a reanimated corpse, or a surgically modified soldier and grasp not just what it does, but why, and more importantly, how to improve it. Where others see taboo, you see possibility, and where others see a ceiling, you see a starting point. This understanding is not merely academic. Given the right materials and enough time, you can act on it. The only limits here are resources, time, and your own willingness. If you are taking this, then the last one was never really a concern.

Mind of a Mad Man [600 CP]: The Snake Sannin is one of the most deranged characters in the world. He has murdered thousands, performed human experiments, and committed countless atrocities. However, he is also one hell of a schemer. Like him, you are capable of turning two allied nations against one another, orchestrate an entire war under the eyes of the strongest shinobi village without anyone being the wiser. Furthermore, this also gives you near supernatural talent at developing Kinjutsu (Forbidden Arts)- specifically those that violate the laws of nature. You can develop methods to bring armies of the dead, create curse seals to demonize ninjas to improve their capabilities, or even find methods to have your soul hijack others' bodies.

ITEMS

Item trees are discounted to the origin; General Items are non-discounted, 100 CP items are free to the origin. Discounts are 50% of the original cost.

General Items

Forehead Protector [Free]: Every village in this world gives their Ninjas forehead protectors. It serves as an identifier of their home and the place they originate from. You get one such forehead protector with an emblem of your starting village.

Flak Jacket [100 CP]: A protective clothing popular amongst shinobi. The exact design of the jacket is up to you, but it provides enough protection to stop most thrown kunai.

First purchase is free for those of Chunin Rank and above.

Combat Puppet [100 CP]: Your very own combat puppet- comparable to Karasu. Many shinobi in Suna learn to master puppetry, some even develop this art to overwhelm armies of Shinobi, maybe brush up on the topic a bit if it interests you.

Kusanagi Sword [200 CP]: The legendary sword formerly owned by Orochimaru. Its blade can extend to attack from long distances, be controlled telekinetically according to your command, and cut through almost anything- it can even hurt Monkey King Enma in his Adamantine Staff form.

Stone of Gelel [400 CP]: This unique stone contains a rich life force, so much so that embedding the stone in a person without a Chakra Network will cause them to grow one. Even after the stone is removed, they will still have a Chakra Network. When embedded into a person's body, the stone grants them regeneration on par with Naruto's, as well as halting aging. Furthermore, they can channel Gele energy to release energy blasts in the form of electricity or sound blasts. They can even transform into a state comparable to the Curse Seal of Earth.

Daimyo [600 CP]: Being a ninja is a chump's game. You are the guy/gal in charge. You own these lands, and everyone knows it and respects it. For some reason, superpowered ninjas who can demolish nations have accepted you as the Lord of the Nation you are standing within. This means that within it, you are the supreme leader. In future jumps, you can choose to be the leader of your starting location.

Dead-Last Items

Just Pay Me Back When You Are Rich [100 CP]: What is your favorite food? Is it Ramen? Dango? Something entirely alien to this world? Whatever it is, you will always find a location serving your favorite meal operated by a benevolent Sage of Six Bowls level being who is willing to give you a line of credit- you never really have to pay him back unless you want to.

Ankle Weights [200 CP]: You have ankle weights when worn, lower your speed by half; however, increase your physical training to be twice as fast. The weights adjust to your physical capabilities, so they will always provide a certain degree of challenge.

Summoning Scroll [400 CP]: Choose an animal that exists in your original world. You are in possession of a summoning contract of your chosen animal. Different animals can offer different functionalities, but I recommend picking one of these three as they originate from special lands: toads, slugs, and snakes.

Note: You can attain a summoning scroll within the jump, but it won't work post-jump unless you purchase

Scroll of Seals [600 CP]: This is a very special scroll from Konohagakure. It is rumored to contain instructions on how to perform various dangerous Jutsu. It contains all Kinjutsu (Forbidden Jutsu) owned by Konoha, including but not limited to Multiple Shadow Clone Jutsu, Eight Gates, and Edo Tensei, although learning them will depend on you.

Civilian-Born Items

Shinobi Tools [100 CP]: You receive a storage seal containing basic equipment a shinobi is expected to carry- a tent, a bottle of regular water, a dozen shuriken, three kunai, ninja wire, and a fuma shuriken.

Orphanage [200 CP]: Most shinobi in this world are orphans. Heck, I think Sakura is the odd man out for having parents. You have the perfect place to raise those orphans, so they can be raised right and not become annoying… This place is self-sustaining; you can send orphans to it so they can be raised with care, and even after you leave, the orphanage will continue to operate until the last kid you send there becomes a legal adult.

Shipping Company [400 CP]: You are now the owner of the largest shipping company in the world. The company is capable of running without your input if you want; it is profitable enough for you to be the richest person alive, with the exception of the Daimyos.

Mission [600 CP]: Why do something yourself if you can hire someone else? That's the mindset of most civilians in this world, and it might be the right way to think. You can hire a shinobi village of your choice, and they will have to complete your request to the best of your abilities- even if they have to send every single Shinobi they have to their death. In future jumps, you can use this item to hire anyone within the jump to complete a single task of your choice- whatever it may be. And before you ask, yes, the cost is covered by your benefactor.

Prodigy Items

Face Mask [100 CP]: Prodigy's tend to be quite good-looking. It's a good idea to hide your handsome/pretty face behind a mask if you want to ignore an army of admirers. This mask can be a half-mask like Kakashi's or a full mask, such as the one Anbu uses.

Adamantine Staff [200 CP]: I thought this was supposed to be a Jutsu Enma performed, but I suppose some craftsman decided to create a weapon similar to the monkey's capabilities. You are in possession of said staff. The staff is nigh-indestructible, so much so that the Nine Tails can't destroy it. The staff dimensions can be altered, becoming wider or extending to great lengths, enough that it could push the Nine-Tails beyond the borders of Konohagakure.

Clan Records [400 CP]: In this world, there are numerous ninja clans. Some of them have a special Kekkei Genkai, but most have developed Secret Jutsus that anyone can learn. You have access to complete records of a Clan's Secret Jutsus. If you purchase this item, you can insert yourself as a member of said clan.

Hokages Edo Tensei [600 CP]: You are in possession of the First and Second Hokage's Edo Tensei. Even if you do not know the Jutsu, you can summon two Hokages. They are unable to disobey any of your commands, and unlike the versions summoned by Orochimaru, these possess power comparable to their respective primes.

Shadow Items

Nail Polish [100 CP]: The missing nin in this world tends to use nail polish. Now, you get a vial of nail polish with a seal on it that allows it to replenish if it is ever used. The colour is of your choice, but be mindful that you cannot change the colour once you select it. The nail polish also acts as a natural scent mask; it releases an odor that masks yours, making it impossible for you to be tracked by smell when you are wearing the polish.

Seven Swords [200 CP]: In Kirigakure, there is a special unit made up of the seven greatest swordsmen of their generation. Each of them wields a legendary blade. You are in possession of an exact replica of one of the Seven Swords:

- **Hiramekarei (Twinsword):** A bandaged double-handled sword that is capable of storing and emitting the user's chakra, which can then take on various forms.
- **Kabutowari (Bluntsword):** A sword consisting of a single-sided axe and a hammer joined by a length of chain. Said to be capable of crushing any and all defences.
- **Kiba (Thunderswords):** Twin swords that are imbued with lightning, which increases their cutting power. They are said to be the sharpest swords ever forged.
- **Kubikiribōchō (Executioner's Blade):** A giant sword with a butcher-knife-like appearance, the wielder can use the semi-circle on the blade to decapitate an opponent's head, hence the name. The sword has an ability to regenerate using the iron absorbed from the blood of those it cuts down.
- **Nuibari (Sewing Needle):** A sword in the shape of a needle with a long, thin wire that resembles thread attached to it, which can be used to pierce enemies and "sew" them together in human bundles.
- **Samehada (Shark Skin):** The most terrifying of the seven blades, it has the appearance of a giant knife covered in shark scales. It is a sentient, living weapon and has the ability to "eat" life-force. Be mindful, this blade has a mind of its own.
- **Shibuki (Blastsword):** A sword that has a scroll full of explosive tags incorporated into it, lined up behind the blade, combining swordsmanship and explosions.

Can be purchased up to 7 times. All purchases are discounted for Shadow Origin.

Bingo Book [400 CP]: In this world, information is power, and if that is really the case, this book of yours is power. You have in your possession a Bingo Book that has been updated to confirm all major abilities of anyone within it, including strategies on how to defeat them. In future jumps, it will update to contain knowledge regarding important people in-verse.

Hero Water [600 CP]: You get a bottle of Hero Water. This is a very special bottle of water, it is only produced once every 100 years- although your bottle refills once a jump or 10 years, whichever comes first. Consuming this water increases one's powers 10 fold, unfortunately this is not a divine gift, and the increase in power is temporary. Proportional to the amount drunk, drinking the entire bottle would give you an hour of power boost.

KEKKEI GENKAI

Ice Release (Requires Water and Wind Affinity) [200 CP]: Ice Release is one of the more powerful Nature Release Kekkei Genkai's. The Yuki Clan was famous throughout the land before Kirigakure slaughtered them. You are now one of the few Ice users in the Shinobi World.

Sharingan [300 CP]: There is another one? It seems Sasuke isn't the only survivor of the Uchiha Clan. Perhaps Itachi missed one; you fought him off, or your mother cheated on your father with a Uchiha and no one even knows you are one. Regardless, the cursed Uchiha blood courses through your veins. You start the jump with a single tomoe Sharingan unlocked. These eyes give you two broad abilities: "Eye of Insight" and "Eye of Hypnotism".

For an additional **400 CP**, not only do you start with three tomoe (mature) Sharingan, but you also unlock the Mangekyō Sharingan. Use of the Mangekyō Sharingan causes blindness over time, but this can be negated by transplanting another pair of Mangekyō Sharingan within the Jump. By default, your left eye is capable of casting Tsukiyomi, and your right eye is capable of casting Amaterasu. Together, they may be able to cast another Jutsu, but I will leave you to explore it.

For an additional **400 CP**, your eyes seem to no longer go blind from overuse. I wonder why that is; perhaps it is due to a mutation or a further evolution.

Byakugan [300 CP]: You are in possession of one of the most sought-after bloodlines in this world- Byakugan. You or your ancestors were part of the Hyuga Clan, and you were fortunate enough to inherit the All-Seeing White Eyes. That name is fairly apt, as these eyes- once activated- allow you a near-360^{o} field of vision, as well as the ability to see life force, chakra pathway network, including the 361 tenketsu points. Byakugan's vision is also rumored to penetrate anything, although there exist barriers that can block it. You can focus your vision on anything and everything within the Byakugan's range, allowing them to monitor individuals from afar or to quickly survey a vast area and pinpoint specific locations within that area. The initial range of Byakugan starts at 50 meters, but it can be trained to cover vast distances- perhaps the entire globe.

Normally, Hyuuga Clan members have white eyes, but you can choose to keep your regular eye appearance and have them only transform once activated.

If you purchase this perk, have started in Konoha and chosen to have the appearance of All Seeing White Eyes, you can choose to be part of the Hyuuga Clan Main Branch family.

Shikotsumyaku [400 CP]: You were born with Kaguya Clan's kekkei genkai. This bloodline comes in the form of three broad and powerful skills: ability to control your osteoblasts (cells responsible for producing bones); the ability to control your osteoclasts (cells responsible for breaking down bones); the ability to regulate your bones' calcium density. The only limit to how far you can take this ability is your Chakra Reserves and your own body- meaning there is no limit to how many bones you can create anywhere on your body or how dense you can make them.

Wood Release (Requires Water and Earth Affinity) [600 CP]: Well would you look at that, there is another Wood Release user. I thought this was supposed to be exclusive to the First Hokage. Perhaps you are a descendent of the Senju Clan, or were experimented on with the First Hokage's cells, regardless you have regenerative ability comparable to Nine-Tails' Jinchuriki, slight boost to your chakra reserves, and the ability to sprout vegetation from your body or grow from the surroundings. Hashirama famously created the forest that is surrounding the Hidden Leaf, although that would require power of a Kage at the very least. Note, wood release has the unique property of suppressing and/or absorb chakra, in future jump this can be used to suppress and/or absorb any form of mystical energy- ie. magic, force, power ring, etc.

Kurama Clan's Kekkei Genkai [600 CP]: A very- very rare Kekkei Genkai. You are a descendant of the Kurama Clan. You were born with an incredible talent for genjutsu, even surpassing Uchiha Itachi. The genjutsu is powerful enough to literally convince the victim's brain to physically reflect anything that happens to the victim within the genjutsu, to their body, making it possible for you to kill your opponents with genjutsu. This talent for genjutsu stacks with Specialization [Genjutsu] and Professor Perks, with all three you might be able to eventually develop genjutsu comparable to Infinite Tsukiyomi or even the Shinjutsu Omnipotence- wait, those aren't supposed to exist yet.

COMPANIONS

Companion Import [100cp]: Import one companion from your previous jumps. They gain an origin of their own for free and 600 CP to spend on perks, kekkei genkai, and items.

Konoha 9 [400 CP]: You want to bring your companions to make your own Konoha 9? Fine, go ahead, you may import up to 8 companions. They gain an origin of their own for free and 600 CP to spend on perks, kekkei genkai, and items.

Naruko [100 CP]: Naruto is a girl? Huh? Someone tell Sakura she has competition. You can take Naruko as a companion, or if you prefer, you can make her Naruto's sister, who is also Nine-Tails' Jinchuriki (Yin Half).

Satsuki [100 CP]: Sasuke is a girl? Huh? Someone tell Hinata she has competition. You can take Satsuki as a companion, or if you prefer, she can be Sasuke's sister; Itachi spared them both.

Sukuna [100 CP]: No, no, not the cool pink-haired demon from JJK. This is the third member of Team 7, Sakura, but she is a male. You can take him as a companion. If you want, this could be her brother.

Obito [100 CP]: Have you ever wondered what if Obito 'survived' instead of Kakashi? Then this is the option for you. Now, Uchiha Obito is the Leader of Team 7, and Hatake Kakashi is 'dead' in his place. And you can take Obito as a companion- wait, why are you asking me how he survived the Uchiha Massacre… um, he was helping an old lady carry her groceries to the other side of the village on the night of the massacre, and when he came back to the compound, Itachi had already left the village. Yeah, that's it.

Rin [100 CP]: But what if Rin survived instead of Kakashi? She is now the Leader of Team 7, and Hatake Kakashi is dead in her place. Now, you can take Rin as a companion. Just a reminder, she is a medical ninja and the Jinchuriki of the Three-Tails, although her relationship with her Tailed Beast is rocky at best, maybe you can help them reconcile, or have it submit to her, or even rip it out of her, go crazy.

Ninja Animal [100 CP]: Let's be honest, Akamaru is much cooler than Kiba. No one wants to bring Kiba without Akamaru, but many would want to bring the little guy along. You can use this option to create a ninja animal on par with Inuzuka Dogs. It can be any ordinary animal that exists in your original world, it will have an intellect comparable to

humans and will have access to Chakra and skills comparable to a Jounin, albeit without hands, they can't perform most jutsu.

Canon Companion [100 CP]: You want to take a canon companion with you? Look no further, you can take any canon character with you as a companion, provided you manage to convince them… Alright, if you want Kiba, you can get him together with Akamaru. I'll count it as a single companion slot.

DRAWBACKS

You can pick as many drawbacks as you want. But be warned, drawbacks override any perks, powers, and skills you may have.

Shippuden Toggle [+0 CP]: You can use this jump to supplement any other Naruto Jump.

Boruto Toggle [+0 CP]: You can use this Jump to enter any Naruto Fanfic instead.

Filler Toggle [+0 CP]: You can choose which filler episodes, OVAs, and novels are considered to be canon.

Bushy Brows [+100 CP]: How sure are we that Might Guy and Rock Lee aren't related? How sure are we that you aren't related to them? Like them, you have very bushy eyebrows that you never seem to be able to get rid of. If you use a transformation of any kind, they seemingly return at the most unfortunate moments.

Chunin Exams [+100 CP]: Regardless of your skills level as a Shinobi, you never promoted past Genin rank. You are now forced to compete in the upcoming Chunin exams. Passing or not will depend on your performance.

Don't Skip Shippuden [+100 CP]: You know how this jump was supposed to end before the time skip? Before aliens and chakra gundams show up? Well, forget about that, you will be spending the next 10 years here instead, so get ready for Shippuden.

Rogue Shinobi [+200 CP]: You are a wanted man or woman of your starting village. They placed a sizable bounty on your head and placed you within the Bingo Book. They will send Hunter-Nins after you, and if you ever show your face within the village, you will have to fight off Kage-Level Shinobis.

Demon Fox [+200 CP]: Are you a Jinchuriki? Annoying prankster? Did your father commit the grave sin of abandoning a mission to save his comrades? Regardless of the reason, civilians in your starting village and many low-ranking ninja hate you, similar to Naruto.

Pedomaru [+200 CP]: Orochimaru is an S-Rank missing-nin who is capable of assassinating Kages, reviving the dead, and can hop bodies to avoid death. He knows about your jumper nature and wants to take over your body and take your place as the Jumper.

Red Dawn [+300 CP]: Uchiha Itachi and Hoshigaki Kisame are two S-Rank missing-nin. Either of them is capable of taking on the strongest Shinobi. Akatsuki is an organization with such monsters serving as mere members; their leader is supposedly a man with the “Eyes of God”. They fully know about your out-of-jump abilities and believe you are a serious threat to their organization.

Five Pronged Seal [+300 CP]: Someone has placed a very powerful seal on your body, preventing you from accessing your out-of-jump powers, perks, items, warehouse, and body-mod add-ons. Leaving you with only whatever you purchased within this jump. It is impossible to remove before this jump ends. If this is your first jump, feel free to take this perk.

Anime Disease [+300 CP]: You know, in anime, there are some characters who are way too powerful to be around, so the author decides to give them an unnamed disease? You have that. You have a disease that is untreatable by any of your perks, items, or powers. You are given four years to live, and that is if you are lucky. Hopefully you can find some cure while you are here.

Aliens? Really? [+600 CP]: I thought this Jump was supposed to be about magical ninjas. Maybe a few demons… Where the heck did Aliens come from? What do you mean the mother of chakra was an alien princess? What do you mean there is now a whole race of aliens who eat planets to evolve? And what do you mean, all these aliens are out to get you now?

ENDINGS

Well, you survived your year here- or 10 if you took the ‘Don’t Skip Shippuden’ drawback. All drawbacks are revoked. And there’s just one choice left now.

Return: It’s been fun, but after this, you’ve had enough... It’s time to go home.

Stay: Go home? This is your home now, and so you’ll stick around here.

Move On: You’ve had your fun here, but now it’s time to move on. There are other worlds to see, explore, and perhaps even save. Good luck.

Changelog

v0.1: Development Stage

v1.0: Initial Release