Out of Context: Rinnegan

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+1,000 Choice Points

A Supplement designed for those who want to introduce the Rinnegan and its assorted range of powers into a world where they don't naturally exist. Or use it for a world where the Rinnegan does exist if you want. It is your Chain, do what you want.

Rinnegan: Free, Mandatory

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. And now by the power of Jump-Chan these amazing eyes can belong to you for the low low price of absolutely nothing.

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 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, with a similar increase in your ability to process visual stimuli to ensure that your new vision doesn’t damage your brain whenever you use it. It isn't quite as extreme as what the Sharingan or Byakugan are capable of, but they 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. One can also view the Aura of a being, which can grant insights into their personality and emotional state among other information.

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.

A Not so Mundane Body: Free

As previously mentioned in the Description even the most basic abilities of the Rinnegan require a small amount of Mystic Energy to function, and that doesn't even account for the high energy requirements of most of the Path abilities. If you have a pre-existing pool of Mystical Energy then you will find that the Rinnegan isn'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 the Rinnegan will function just fine off any Mystical Energy source. As an added bonus you will find that having the Rinnegan has unlocked some of your inner potential, and you will receive a hefty boost to any energy source used to fuel the Rinnegan and its powers.

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. I won't put a hard number on that regeneration rate, but I”ll say from an empty pool you will recover completely within roughly 24 hours. This regeneration rate can also be increased through meditation, or similar exercises.

The Mana Pool also increases through time, usage, and training. It will start out large enough that the Upkeep for keeping the Rinnegan active is nothing, and you can make conservative use of the Paths without exhausting yourself.

The second option is that your Rinnegan, 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 hefty boost that the Rinnegan grants other forms of Energy Pool. 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 Rinnegan's various powers are going to cost 3-5x as much Stamina as they would Mystical Energy.

The Six Paths: -100, First Purchase is Free

By default the Rinnegan grants each user 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 charging for them? Because purchasing a Path unlocks it from the start, and grants you a degree of skill and understanding regarding the powers of the path equivalent to as if you’d seriously trained with them for a few months. Whereas unlocking the Path naturally grants neither of these, and you will need to grow to understand the Path abilities from step one.

Everyone who has awakened a Rinnegan gets the first Path for free, representing the Path that awakened at the same time as the Rinnegan.

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, though if the thought of remotely piloting a corpse should gross you out you may instead substitute Shadow Clones or other similar Out of Jump powers.

Deva Path: -100

The first of the many paths is the Deva Path, which grants you 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 the Cannon Deva Path there is no cooldown between usages of the 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.

As a final note on the Animal Path please do be mindful of what you summon. The Benefactors got kind of mad at me the last time someone misused this ability. Because after their baseball team began to lose very badly they got so angry they went scorched Earth and summoned Cthulhu in the middle of New York, and that particular Benefactor really liked Fenway Park. Which sadly never recovered.

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 the Naraka Path which are combined here to save a purchase. Which allows for the summoning of the King of Hell Statue, 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 Statue 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 cannon 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.

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.

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.

Sharingan: -100

At one point the Rinnegan was the most powerful Ocular ability in Naruto, and then the Author kept steadily buffing the Sharingan. Then he decided that the Sharingan could mutate and become a Rinnegan under the correct circumstances. So we'll be doing things a little backwards here. As part of this document you obviously gain the Rinnegan, but for a small price you can also gain the basic powers of the Sharingan.

The first is the ability to copy any ability that you lay your eyes on. However just because you can copy an ability doesn't mean you are granted all the secondary powers required to actually use it. You are also granted massively boosted visual acuity, far greater than what the Rinnegan

is capable of by itself. To the point where you can predict someone's future movements based on unconscious micro movements in their muscles. It also allows for one to cast very potent illusions through eye contact alone.

As an added bonus the Sharingan is sort of 'eaten' by your Rinnegan. Meaning that you can use all the base abilities of the Sharingan while your Rinnegan is active. However the reverse doesn't work, as you cannot use the Rinnegan abilities with just the Sharingan active.

Eternal Mangekyou Sharingan: -300, Requires Sharingan

A Mutated form of the Sharingan that offers access to several unique powers. Normally users of the Mangekyou Sharingan find that their vision deteriorates with the use of any of these powers, however the Rinnegan has supercharged your Mangekyou Sharingan and elevated it straight to the Eternal variant. Meaning you don't need to worry about such things. As with the standard Sharingan you can use its abilities with the Rinnegan active, but cannot do the reverse.

The Eternal Mangekyou Sharingan grants you access to five unique powers.

The first being Amaterasu, the Black Flames of Hell. A heavily magical Pitch Black Flame that burns for Seven Days and Nights and can only be extinguished by the Caster, or by a force equal to or stronger than the Caster. 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. Sorry no true Multiversal travel until after you Spark, Sorry Jump-Chan's rules.

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.

I'd offer you the ability to make new Mangekyou Sharingan abilities like some documents do, but this is a Rinnegan document and you already have the ability to make new paths.

Byakugan: -100

The Doujutsu belonging to the Hyuuga Clan, which apparently also belonged to the Mother of the Sage of Six Paths, the First Rinnegan wielder. So with a small sacrifice of Choice Points you can also gain the abilities the Byakugan has. Like with the Sharingan and Eternal Mangekyou Sharingan you can use all the powers and abilities of the Byakugan while the Rinnegan is active.

Now this purchase grants you the ability to see in a perfect 360 degree arc around you. The normal Byakugan only has 359 degree vision, but the Rinnegan removes 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 if you focus you can even see the individual cells in your hand.

You also gain X-Ray vision, meaning you can perfectly see through any material you want. You can also choose to not see through materials if you want, because there are some things you just don't want to see.

As an added bonus the power of the Rinnegan allows you to activate and deactivate each of the Byakugan's basic functions individually. Meaning if you just want to look through a door right in front of you, you don't need to also activate the 360 degree telescopic vision to do so.

Tenseigan? No idea what that is, sorry.

Affinities: Free/ -100/ -400

While it wasn't mentioned under the Rinnegan's standard effects, having the Rinnegan also grants you an affinity to 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 the price of 100 Choice Points you also get an affinity to all the secondary or advanced elements introduced in the Naruto series. Such as Combustion, Steam, Ice, or Lava. Basically anything you could by mixing two of the Five basic Elements.

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

The Description of the Sharingan, Eternal Mangekyou Sharingan, and Byakugan make mention that because of the power of the Rinnegan you can use the effects of those ocular abilities while the Rinnegan is active. With the purchase of this perk that now extends to any and all ocular powers you might be in possession of. Any and all of those powers can now be used while the Rinnegan is active, meaning you don't need to deactivate the Rinnegan and activate the new power for it to function.

Some examples may include Mystic Eyes from Fate, the Silver Eyes from RWBY, other Ocular powers from Naruto, etc.

The Body of a God: -400

The energy requirements for the basic powers of the Rinnegan aren't horrific, but heavy usage of the Paths could beggar even an Archmage in but a few short minutes. So to that end The Eyes of God require a body that can keep up, which is where this perk comes in.

You do not wield Magic, you ARE Magic. It was mentioned in the Not So Mundane Body Perk that the Rinnegan grants a hefty boost in power to any magical pool used to fuel it. This is now boosted to ludicrous limits, meaning that every pool of Mystical Energy you have access to is bolstered to the point where your reserves simply register as off the scale. Though while immense they still aren't infinite.

And while your reserves are bolstered to this point your regeneration rate is also boosted to monstrous levels, allowing you to recover from complete magical exhaustion within a few hours at most.

Furthermore, as the Rinnegan can run off any form of Mystical Energy it now links any and all Mystical Energy Pools that you have access to, and allows for perfect lossless conversion between them.

The Rinnegan also allows for you to make use of this boosted power by allowing you to use raw energy to boost any spell or ritual requiring Mystical Energies to an almost unbelievable proportion without destabilizing it. Pour enough Juice into a basic Fireball and you could potentially create a second sun. Just remember to be responsible with your newly found power.

Finally the Rinnegan also makes it easier to ensure that no matter how massive your reserves grow that you will still be able to exercise fine control over it. Exercises that help one to increase their control over Mystical Energies work a dozen times more efficiently than you, and no matter how much your reserves grow you will never find your control slipping beyond the point it was already at.

Aesthetics Control: -100

The way that the Rinnegan looks is pretty well set in stone. An eye with a small black pupil, many concentric rings rippling outwards from the center, and a light purple color. What this perk does is simple, it allows you to change the way that the Rinnegan looks. There are two Caveats.

The first being that it must be visually distinct, meaning you can't make it look like your normal eyes. These are the eyes of a God after all, they have to stand out visually.

The second is that no matter what the physical appearance of your Rinnegan is, it is still the Rinnegan. Which means that if someone could reasonably recognize the canon Rinnegan they will still be able to make the connection that your eyes are the Rinnegan no matter what kind of physical changes you've made with perks.

The thing here is that they have to be able to recognize the Rinnegan. Which is a Legendary Doujutsu that is meant to only appear once every few thousand years, meaning the average person wouldn't know what it does or looks like. However learned Scholars and long lived Supernatural entities will have a reasonable chance of having looked into the legends enough to recognize the eyes for what they are.

Since it is a requirement to be able to recognize the Rinnegan this restriction means nothing in worlds where the Rinnegan doesn't exist. As this restriction is meant to only apply in worlds where the Rinnegan exists, either naturally, through certain perks, or through the "A Game of Musical Eyeballs" drawback present later in this document.

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

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

The Rinnegan in whatever form it takes is 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.

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.

Drawbacks:

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 the Rinnegan document and Ramen you have Pavlov-ed yourself into associating the Rinnegan with Ramen. Meaning that in the Jump after this drawback fades you will still experience a strong craving for Ramen with every activation of the Rinnegan.

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.

Jealous Eyes: +200

You've taken this Document to gain access to the Eyes of God, and they are some Jealous Eyes. This Jump Document is written with the idea that you are capable of turning the Rinnegan off and returning to your default eyes at will. Well with this Drawback that is no longer the case.

Even if you deactivate the Rinnegan's powers your Eyes will no longer change back, and will retain the Rinnegan’s default appearance for the duration of this Jump.

You will know Pein: +400

In the Canon Naruto the Sharingan requires that the wielder go through a traumatic or life threatening event to awaken it, and now with this Drawback the Rinnegan now shares in that activation method.

This means that when you arrive in Jump you won't have an active Rinnegan, and in fact you will forget about this Supplement in its entirety. Until sometime random within the first six months in Jump, at which point something awful and deeply traumatic will happen. Something that will affect you on a deeply profound level and that no degree of anti-trauma perks will keep it from affecting you. At which point the Rinnegan will awaken, and the memory of this Supplement will return.

As a note while perks won't erase the trauma incurred, they can help. As can time and Therapy. 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 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 Rinnegan 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 the Rinnegan 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 the power of the Rinnegan. 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 the Rinnegan is, they won’t know you have it. As the only way for someone to find out is if they witness the use of Powers associated with the Rinnegan, or view it directly. Secondly, while there are Legends and rumors no one will know the exact powerset of the Rinnegan, meaning that in a world of Superheroes or Magic you will be able to, with some caution, pass your abilities off as those for a time.

One last thing is that while people will desire the Rinnegan 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 the Rinnegan offers isn’t much to most mid

game Jumpers, but to the average person it represents a great deal of personal power. 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 Rinnegan. Which means that if someone successfully removes the Rinnegan from your head and you manage to regrow your eyes, you will be incapable of activating the Rinnegan until those first pair of eyes are either returned to your head or destroyed. Which means that only one person can wield the power of the Rinnegan, 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 the Rinnegan, 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 the Rinnegan if they see it or the powers involved used. Does this mean that you can hide the Rinnegan? Well yes. Unless you do something stupid or intentionally show the world it is entirely possible to keep the Rinnegan 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. It will begin to create scenarios in which you have a choice between revealing the Rinnegan to a small group of potentially powerful individuals, or in allowing something that directly conflicts with your morals to happen.

After Nine Years, or Ninety Percent of the Jump in the case of extended stays, has passed then there will be a Global reveal that a person wielding the power of the Rinnegan walks the Earth. This won't necessarily reveal you as that Rinnegan WIelder, but do expect global Witch Hunts as people try to ferret out who that Wielder is. This global panic and aura of paranoia means that any use of the Rinnegan or associated powers will out you, immediately.

It is possible to avoid detection by not using the Rinnegan, however the scenarios that start after year Five will begin to quickly ramp up in intensity. Resulting in the choice between suffering in silence or outing yourself as the Rinnegan wielder and dealing with the consequences of your actions. Best have enough personal power or political authority to keep people from coming after you if you choose the latter.

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 the Rinnegan for any real length of time extremely difficult.