Naruto Ninja Animal 0.1

By saiman010



Introduction:

Welcome, Jumper, to the world now known as the Naruto world, where ninjas and samurai exist. Here, the Great Five Nations exist, represented by the five elemental chakra nature types. Each of these great nations has special mercenary cities called Hidden Villages, which are run and controlled by ninjas. These ninjas train and use chakra to perform ninjutsu.

These ninjas possess superhuman capabilities, even at the genin level.

However, here we are not focusing on the human ninjas, but instead on the non-humans of this world—the ninja animals that work together with ninjas. These animals may act as ninja companions to ninja clans, be able to be summoned by ninjas, or act as teachers who can instruct humans in certain ninjutsu.

Regardless, here you can take this 1000 CP to start your journey in this world as a ninja animal.



Starting Location:

Here, you will decide where and when you begin in this world. Roll 1d8 to determine your starting point.

1. Konohagakure – The Hidden Village of the Land of Fire.
Konoha is currently ruled by the Fifth Hokage, Tsunade. It is generally seen as the most powerful of the ninja villages. Because of this, Konoha has the most stable and peaceful of the villages.

2. Kumogakure – The Hidden Village of the Land of Lightning.
Kumo is currently ruled by the Fourth Raikage, A, an unruly but powerful leader. The village is hidden within a cloudy range of tall mountains. And also they have the most militarized village in the world.

3. Iwagakure – The Hidden Village of the Land of Earth.
Iwa is currently ruled by the Third Tsuchikage, Onoki. The rocky mountain ranges that surround the village provide a natural stronghold that it is very proud of. Iwagakure is well known for the rock-hard attitude of its shinobi. Proof that as they use a sacred rock as their symbol.

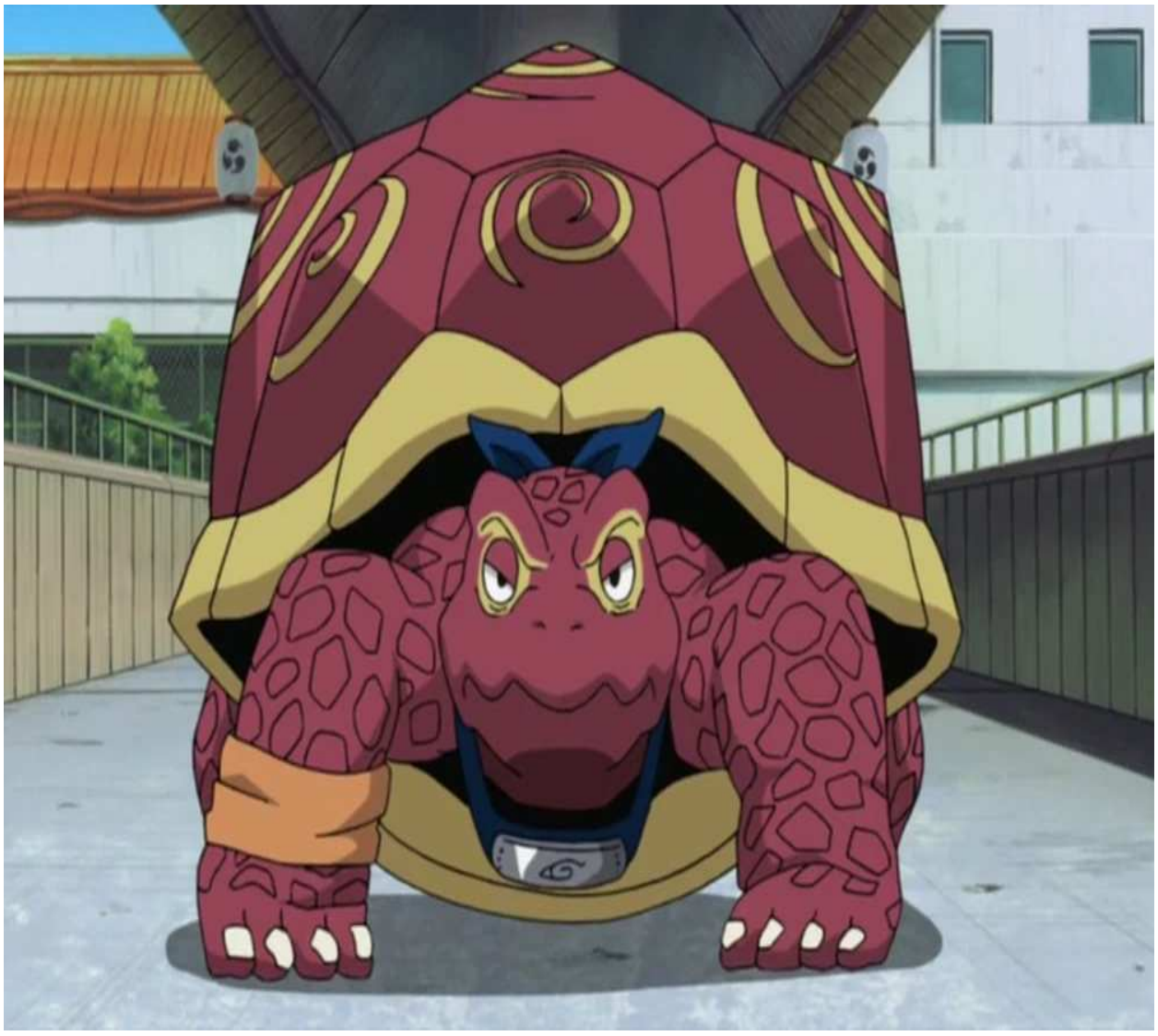
4. Sunagakure – The Hidden Village of the Land of Wind.
Suna is currently ruled by the Fifth Kazekage, Gaara of the Sand. Being surrounded by desert offers the village a good defense, but it also results in a very low population compared to the other villages' shinobi forces.

5. Kirigakure – The Hidden Village of the Land of Water.
Kiri is currently ruled by the Fifth Mizukage, Mei Terumi. Befitting its name, the village is surrounded by a thick mist, with several mountains in the background, making it difficult for foreigners to find. It also has the largest navy in the five villages.

6. Amegakure – The Hidden Village of the Land of Rain.
Amegakure is a small but highly industrialized hidden village. As its name suggests, it rains almost constantly. This is also the home base of the Akatsuki, whose leader Pain was born in this country, though this is not general knowledge.Because of the isolationist nature of the land of rain.

7.Unexplored Sage Region
You are now in an unexplore location somewhere on this world similar towards Mount Myōboku, the Ryūchi Cave and the Shikkotsu Forest. As You can see some sentient creatures that can mold senjutsu maybe you can learn it form these people.

8. Free Choice – How about literally anywhere?



Origin:

Here, you will decide your Origin. You may freely choose your sex. Roll 1d20 + 18 to determine your age.

NinAnimal
You are a ninja animal, meaning you are an animal that has learned how to use ninjutsu. Many animals in this world have formed cooperative relationships with humans, especially with shinobi, and may live in human settlements or hidden villages. Ninja animals often gather together into their own clans and companions to ninja clans and assist in missions or training.

Summon Animal
You are one of the animals that can be summoned through a blood contract with a shinobi. Unlike other ninja animals, your kind usually does not live closely with humans, either because you prefer to remain separate or because your biology makes living alongside humans difficult. Instead, you reside in your own domain and are called upon when a contracted ninja performs the Summoning Technique. However, you are also capable of using the Reverse Summoning Technique, which allows you to summon the ninja you have a contract with to your own location when necessary.

Sage Animal[200CP]
You are part of an ancient society of animals that have mastered Sage Mode, one of the most powerful forms of ninjutsu. Your kind has learned to balance natural energy with chakra, granting immense power and heightened abilities. Unlike humans, who can usually maintain Sage Mode only for a limited time, animals like you can train to maintain it for far longer periods. Your society is also incredibly old, having existed long before the arrival of Kaguya Otsutsuki on Earth, and your people possess knowledge and traditions that have been passed down for countless generations.

Species:

Here you have the ability to decide what animal species you are. Choose one.

Normal Animal [Varied]
Here you have the ability to decide what kind of animal species you are. You may choose any type of creature that exists in the modern era, as long as it is a natural animal. This can include land-dwelling animals, as well as animals that can swim or fly. Regardless of your choice, your body represents the absolute peak of that species' natural potential, making you stronger, faster, and more durable than any normal member of your kind.

For Free, your chosen form may range in size from a mouse up to roughly the size of a cat or hen.

For 50 CP, you may take on a form roughly the size of a dog or goat.

For 100 CP, you may become a creature ranging from about the size of a sheep up to a cow.

For 200 CP, your animal form may reach up to the size of an Asian elephant.

Mystical Animal[Varied]
Here you may select any species of monster that appears in folklore, though its overall power level will be limited by the options below. Creatures in this category are generally stronger than normal animals and usually possess an additional supernatural ability that makes them far more dangerous than mundane wildlife. Things like oni or mermaids count in this option.

For 100 CP, you may become a small mystical creature similar to a pixie or fairy. Your abilities are minor but magical in nature, giving you small supernatural talents or tricks.

For 200 CP, your power level becomes comparable to Baku, the creature summoned by Danzo Shimura that possesses a powerful suction ability capable of pulling in surrounding objects.Your Size limit is that of a rhino.

For 300 CP, you may become a demonic-type creature similar in power to Satori, a monster capable of fighting Naruto Uzumaki while he is using Sage Mode. Your Size limit is that of a Giraffe.

For 400 CP, your power would rival that of Nue, a monster created from Gozu Tenno and enhanced with the cells of Hashirama Senju. Because of this, your power level would be comparable to that of a tailed Beast except Kurama .Your Size limit is that of a African Elephant



Perks:

Perks that belong to your chosen Origin are discounted. Any 100 CP Perk from your Origin is free.

General

Chakra [Varied]
Here you decide how much chakra you possess in this world. Chakra represents the core energy used by shinobi to perform ninjutsu, enhance their physical abilities, and sustain powerful techniques. The amount of chakra you have determines how often you can use techniques, how long you can maintain them, and how powerful they can become. A larger chakra pool also improves your endurance in battle and naturally strengthens your body.

For Free, you possess chakra reserves roughly equal to those of a normal genin-level shinobi. This provides enough energy to use basic techniques and enhance your physical abilities for short periods, though overusing chakra may exhaust you quickly.

For 50 CP, your chakra capacity rises to that of a typical jōnin-level shinobi. At this level, you can use techniques far more frequently and maintain them for longer durations. Your stamina in battle greatly improves, allowing you to fight for extended periods without quickly running out of chakra.

For 100 CP, your chakra reserves become comparable to those of a Kage-level shinobi. Your chakra pool is vast, enabling you to perform powerful techniques repeatedly while still maintaining enough energy for prolonged combat.

For 200 CP, you possess an immense amount of chakra capable of rivaling figures such as Kisame Hoshigaki, who was often described as a tailless Tailed Beast due to the sheer scale of his chakra reserves. With this level of power, you can sustain extremely demanding techniques, fight for very long periods without exhaustion, and greatly enhance both your physical strength and durability through chakra reinforcement.

Adaptable Biology [Free]

Animals in this world do not always follow the normal limits of the environments they live in. For example, creatures can sometimes be found living in places that would normally be unsuitable for their species, such as penguins deep in forests, none-bull sharks surviving in fresh water, or anteaters living in open savannahs. Because of this, your biology becomes far more adaptable than that of a normal animal. You can comfortably survive in a wide range of environments that would normally be difficult for your species. This adaptability also allows you to safely eat human foods that would normally be harmful or poisonous to your kind, letting you enjoy many of the same foods humans do without suffering negative effects.

No Hands, No Problem [Free]
For humans, one major limitation when using ninjutsu is the need to form hand signs to activate techniques. As an animal, however, you are not bound by this restriction. Like many ninja animals, you can perform ninjutsu without using hand signs, as if such techniques come naturally to you. Because of this, in this and future worlds any ability that normally requires hand signs can instead be activated through other movements, such as wing motions, tail flicks, or tapping your feet. This also allows you to effectively wield weapons that normally require hands, meaning even animals such as snakes could learn to fight using their bodies or tails to handle weapons.

Speak to Humans [Varied]
As an animal in this world, you can naturally understand the words and commands of the humans around you. Many ninja animals show a surprising level of intelligence and awareness. This is seen with Condor, the ostrich who was able to remember what Naruto Uzumaki said even before he learned how to speak himself. Your mind is capable of processing human speech clearly with ease**.**

For 50 CP, you gain the ability to speak human languages as well. Your chakra control allows you to clearly communicate with humans using their own languages. Once you learn a language, you can speak and understand it fluently. In future worlds, this ability also allows you to quickly understand and speak any human language you encounter.

Ninja Training [Varied]

Here you decide how skilled you are at controlling chakra within your body and how capable you are in combat while fighting in your natural animal form. This reflects not only your ability to shape and manipulate chakra for ninjutsu, but also your experience with movement, positioning, and fighting techniques suited to your body type.

For Free, your fighting skill and chakra control are roughly equal to that of a typical genin-level shinobi. You have basic training in chakra manipulation, allowing you to perform simple techniques and fight competently, though you are still inexperienced compared to more seasoned ninja.

For 50 CP, your combat ability rises to match that of an average jōnin-level shinobi. Your chakra control is refined, allowing you to perform techniques more efficiently and with greater power. You are also an experienced fighter.

For 100 CP, your skill in both combat and chakra control reaches the level expected of a Kage-class shinobi. Your mastery over chakra is exceptional, allowing for highly efficient techniques and precise control. In battle, you are a seasoned and dangerous combatant capable of matching some of the strongest shinobi in the world.

Chakra Nature [50 CP / One Free]
Like humans, animals in this world can possess natural chakra affinities. You may choose which chakra nature you are naturally aligned with. These include Fire, Water, Lightning, Earth, Wind, Yin, and Yang. You receive one affinity for free, while each additional affinity costs 50 CP. Your affinities make it easier for you to learn ninjutsu related to those elements. They may also make it easier to learn similar elemental or energy-based abilities in future worlds. Yin chakra is generally associated with spiritual and mental energy, while Yang chakra is associated with physical vitality and life energy.

Huge Size [Varied]

Not all creatures in this world follow the normal size limits of real animals. Some species grow far larger than their natural counterparts, such as the enormous animals sometimes encountered by shinobi.

For 100 CP, you grow to roughly the size of an African elephant making you far larger and more physically imposing than most creatures of the same species .

For 200 CP, you reach the size of a five-story building, similar to Gamabunta and the giant toads of Mount Myoboku. At this scale, you are large enough to carry multiple people.

For 300 CP, you become truly colossal, reaching a size comparable to a small island. Creatures of this scale resemble the massive island turtle where Naruto Uzumaki and Killer B once trained to help Naruto master his powers as a jinchūriki. If you wish you can support an entire ecosystem on your body if you wish.

Perfect Chakra Control [100 CP]
You now possess exceptional chakra control comparable to the precision required by medical-nin to perform advanced healing techniques. Your ability to mold and regulate chakra is extremely refined, allowing you to use ninjutsu with far greater efficiency than most shinobi. Because of this control, techniques and abilities that rely on chakra or similar forms of energy will consume significantly less power than they normally would. Your control also allows you to apply chakra more precisely to physical movements.

Enhanced Senses [100 CP Each]
Choose one sense that your animal form naturally possesses, such as sight, hearing, smell, or another sensory ability. That sense becomes greatly enhanced, reaching a level far beyond what normal animals or humans can achieve. Your chosen sense becomes sharp enough to detect subtle changes in your surroundings, making it easier to track targets, notice hidden threats, or perceive details others might miss. This perk may be purchased multiple times, with each purchase enhancing a different sense.

Chakra Enhancements [100 CP Each]

Shinobi by default can enhance their bodies with chakra, but now here you can enhance your body in a more specialized way that is superior to shinobu that don't do it.Normally, techniques like this require constant concentration and consume large amounts of chakra. However, with this perk, any physical ability you enhance with chakra can be maintained with little effort and only a minimal amount of chakra consumption. Once activated, the enhancement becomes almost second nature to you. This perk can be purchased multiple times, with each purchase applying to a different physical attribute.

Strength
You now have the ability to greatly enhance your physical strength with chakra. Because of this, you can easily strike with enough force to send opponents flying or punch people through walls. If you also possess the Perfect Chakra Control perk, your enhanced strength can rival that of Tsunade, the Fifth Hokage.

Speed
Your movement speed is significantly enhanced through chakra reinforcement, allowing you to move faster than most shinobi of the same rank as you. This makes you extremely difficult to catch or keep up with in battle. If you have Perfect Chakra Control, your speed can reach levels comparable to A the Raikage.

Reflexes
Your reflexes are greatly sharpened through chakra enhancement, allowing you to react quickly to incoming attacks and dodge threats with far greater ease. This makes you much harder to hit in combat. If you possess Perfect Chakra Control, your reaction speed becomes comparable to that of Minato Namikaze, the Fourth Hokage.

Endurance
Your body is reinforced with chakra, greatly increasing your durability and ability to withstand damage. Because of this, you can endure powerful attacks that would normally incapacitate most shinobi. You can take hits from techniques as strong as B-rank ninjutsu without flinching . If you also possess Perfect Chakra Control, your defensive capability can rival that of Gaara, the Kazekage of the Sand.

Size Control [100 CP / Requires Huge Size]
Being extremely large can be problematic in a world where most environments and structures are designed for human-sized beings. Because of this, you gain the ability to freely control your body's size. You can shrink yourself down to something as small as a mouse or grow back to your full maximum size with ease. This change can be done quickly and without strain. Additionally, altering your size does not reduce or weaken your combat capabilities.

Specialization [200 CP Each]
You now gain the capability to specialize in a particular field of shinobi combat. Once purchased, choose one field from the list below in which you are especially talented. Training in your chosen field becomes much easier and faster, and you will find it far simpler to develop your own unique techniques related to that discipline. This perk may be purchased multiple.

Ninjutsu
You specialize in the use of chakra to create and manipulate techniques such as elemental attacks, barriers, and other supernatural abilities in other worlds. Here you can combine and refine techniques if you so wish

Taijutsu
You focus on physical combat and close-quarters fighting. Your training emphasizes speed, strength, timing, and body control, allowing you to fight effectively using your natural weapons such as claws, fangs, wings, or tail.

Genjutsu
You specialize in illusion techniques that manipulate the senses and perceptions of others. Through careful control of chakra and mental focus, you can create convincing illusions that confuse, distract, or disable your opponents.

Kenjutsu
You are skilled in the use of bladed weapons such as swords and similar tools. Your combat style focuses on precision, technique, and effective weapon handling, allowing you to fight skillfully even with unconventional methods suited to your animal body**.**
Medical Ninjutsu

You specialize in healing techniques that use precise chakra control to treat injuries and support allies Human and animals of the same species as you. With training, you can repair wounds, stabilize allies during battle, or kill people through their weak points .

Fūinjutsu
You gain expertise in sealing techniques that allow chakra, objects, and creatures to be sealed within special formulas. With enough knowledge and preparation, you can create seals used for storage, protection, traps, or powerful specialized techniques.

Unsealable [200 CP]
You have become extremely difficult to seal away using any form of sealing technique. Attempts to trap or contain you with sealing methods will almost always fail, as your chakra resists being bound or confined. This protection applies not only to sealing techniques found in this world but also to similar abilities you may encounter in future worlds.

Genjutsu Immunity [200 CP]
Your mind is completely resistant to genjutsu and similar illusion-based abilities. Whenever someone attempts to trap you within an illusion or manipulate your senses through such techniques, the effect will fail to take hold. Because of this, you are always able to perceive reality as it truly is, making you immune to deception through illusion-based powers**.**



NinAnimal

I Am Just a Normal Animal [100 CP]
As a ninja animal, you often exist alongside humans in the same world. Because of this, you have an uncanny ability to blend in when moving around in your animal form. People, especially humans, will rarely question your presence or pay unusual attention to you. Instead, they tend to see you as just another ordinary animal and will usually ignore you unless you deliberately draw attention to yourself.

Ninja Animal Coordination [100 CP]
As a ninja animal, you are naturally suited to working alongside human shinobi. Because of this, you can easily coordinate and cooperate with human allies even while in your animal form. Communication, timing, and teamwork between you and your human partners feel natural and efficient. In future worlds, this talent also works in reverse—when you are in a human form, you will find it much easier to work together with animals and animal-like allies.

Intel Gathering [200 CP]
As a ninja animal, simply fighting alongside allied shinobi is not your only role—you are also capable of performing the duties expected of a trained ninja. Because of this, you gain the skills needed for effective intelligence work. You can read and write shinobi codes, pick locks, track targets over long distances, and move quietly enough to avoid detection. You also know how to conceal your presence and intentions, allowing you to remain hidden even in difficult circumstances. Even if you are extremely large, you can still mask your presence well enough that your movements might simply be mistaken for natural disturbances such as distant tremors.

Human Transformation [200 CP]
You gain the ability commonly seen among many ninja animals: the power to transform into a human form. In this form you retain all of your fighting skills, instincts, and experience from your animal body while gaining the advantages of a human shape. This makes it far easier to interact with human society and use equipment designed for humans. Weapons, tools, and other human-made items become more effective in your hands since you no longer need to compensate for the limitations of an animal body.

Healing Animal Parts [400 CP]
You possess a special part of your body that can be safely removed and will quickly regenerate without causing long-term harm or serious discomfort, similar to how some animals can regrow lost limbs or shed scales. These regenerated parts hold powerful medicinal properties. When used in medicine or consumed by humans, they can help heal most diseases or greatly accelerate the closing of wounds. Because of the natural and beneficial nature of these materials, any cultural or ethical taboos about using parts of your body—such as blood, scales, fur, or similar materials for medicine—will generally be ignored or accepted by those who benefit from them.

Human–Ninja Combination Technique [400 CP]
Like the partnership seen within the Inuzuka Clan, you and a human ninja you deeply trust can combine your powers to transform into a powerful two-headed beast. In this form, your strength, speed, and combat ability increase dramatically, becoming far greater than the simple sum of both partners' abilities. With this perk, you can synchronize your movements and chakra with a partner after only about a week of training. As your chakra reserves grow, you may even expand this technique to combine with multiple allies at once, provided they can coordinate and your chakra can sustain the transformation. In future worlds, this ability can also work in reverse—while in a human form, you can synchronize with an animal companion and perform a similar combined transformation after about a week of training together. Also combine with non shinobi that dont modl chakra.

Ninja Clan Starter [600 CP]
You possess the rare ability to establish and lead your own ninja animal clan. With time and effort, you can gather animals of the same species as yourself and organize them into a structured group similar to the shinobi clans found among humans. Your leadership naturally encourages loyalty and cooperation, allowing the clan to grow through recruitment, alliances, or natural reproduction.

Over time, your clan can develop its own identity, including unique techniques, traditions, mottos, and alliances with other groups or individuals. You may choose to align your clan with particular human ninja, villages, or remain independent depending on your goals. In addition, animals that join or are born into your clan will find it much easier to learn chakra control, teamwork, and ninja skills, allowing your clan to steadily grow into a true shinobi force rather than a loose group of animals.

In future worlds, this ability adapts to your current form and species. If you become another type of creature or race, your clan will naturally evolve to match that form while retaining its traditions and structure. If you take on a humanoid form, you may expand your clan further by adopting or integrating other beasts and creatures into your organization.

Four Ninja Animal Warriors [600 CP]
It seems Condor has invited you to join the Four Ninja Animal Warriors, making you the true fourth member of the group sorry to Kangoro Joey. As a member of this unusual team or have been inspired by their unique fighting style, you have received specialized training and experience that allows you to fight multiple shinobi at once, even those who are around your own level of skill and power. Your combat instincts, tactics, and teamwork abilities have been sharpened to a level that lets you hold your own against coordinated groups of ninja and survive battles against stronger opponents.

In addition, choose one specific type of shinobi discipline or fighting style. Through repeated encounters and focused training, you have become a natural counter to that particular style of combat. Whether it is shinobi who rely on insects, puppet users, weapon specialists, or even samurai warriors, you possess the knowledge, techniques, and instincts needed to exploit their weaknesses and defeat them far more easily than others could.

Summon Animal

Contract Summoning [100 CP]
As a summon animal, you gain the ability to form summoning contracts with humans of your choosing. Once a contract has been established, that person can summon you regardless of where you are, even across great distances or different dimensions. This ability also works in reverse, allowing you to summon the human you have made a contract with to your own location. However, this ability only works if both of you exist within the same universe and time period. In future worlds, this summoning contract can be formed with members of any race you choose, and unlike traditional summoning techniques, you do not need blood to activate the summoning.

Safe Summoning [100 CP]
Whenever someone you have formed a summoning contract with calls you, the summoning will occur under safe conditions. You will always arrive at least a few minutes before any immediate danger occurs, giving you time to prepare for what is about to happen. In addition, you will always be summoned into a safe and livable environment, ensuring that you are not instantly harmed or killed the moment the summoning is completed. So if you are a fish than water will always be summoned with you and the water will move with you with thai perk.

Auto Return [200 CP]
Whenever you are summoned into battle, there is always the risk of being pushed too far or suffering serious injury. Because of this, you gain the ability to automatically return to the location you were summoned from if certain conditions are met. If you take significant damage or use up around 85% of your strength or chakra reserves, you may instantly return to your original location at will. This helps ensure that you do not overexert yourself or risk death during a summoning. If you prefer, you may pause or disable this effect until you either faint, suffer life-threatening damage, or completely exhaust your energy. This ability only functions with summoning systems that allow you to return to your original location freely, meaning it does not apply to situations where you are permanently transported, such as in isekai-style scenarios.

Full Recovery [200 CP]
When a shinobi summons an animal ally, it is often to participate in dangerous battles or combination techniques, which can leave the summoned creature injured or drained of chakra. Because of this, whenever you return from being summoned, you will not be summoned again until you have fully recovered. Your wounds will heal and your chakra reserves will replenish completely before another summoning can occur. In addition, injuries and chakra exhaustion gained during summoning will recover much faster, taking only about one-quarter of the normal time to heal. Like the previous perk, this effect only works with summoning systems that allow you to return to your original location after the summoning ends. You can toggle this on or off if you need to.

Eye Implants [400 CP]
Through your connection with your summoner, you have been granted the eyes of a powerful dōjutsu tied to a kekkei genkai. Choose one dōjutsu from the list below. These eyes are fully integrated into your body, allowing you to use their abilities as naturally as their original wielders. You may take this perk multiple times, gaining additional dōjutsu. If you do, you can either have different dōjutsu in each eye or combine their abilities in a way that suits you.

Sharingan
The Sharingan grants heightened perception, allowing you to track fast movements, see chakra flow, and predict enemy actions. It also enables you to copy certain techniques and cast powerful genjutsu on opponents.

Byakugan
The Byakugan provides near 360-degree vision and the ability to see chakra networks in detail. This makes it ideal for tracking enemies, detecting hidden threats, and striking precise chakra points.

Rinnegan
The Rinnegan is one of the most powerful dōjutsu, this implanted version allows you to share visions between you and the summoner you have contacted with. Also you now have affinity to all chakra natures. You are also not an extension of your summoner

Shion's Dōjutsu – Future Telling
This dōjutsu, used by Shion, allows you to see glimpses of a person's future. It often manifests as visions of their eventual fate, typically activating involuntarily when triggered.

Yome's Dōjutsu
Used by Yome, this ability allows you to track enemies through reflections, such as those found in tiny water droplets. It also enhances your evasion skills during combat by improving your awareness of movement around you.

Ketsuryūgan
The Ketsuryugan is a rare dōjutsu of the Chinoike Clan, recognized by its deep red color. It grants powerful abilities related to blood manipulation and control, making it especially dangerous against living opponents.

Also its possible for you to awaken the higher version of these dojutsu but it won't happen until you go outside of this jump.

Damage Multiplier [400 CP]
As a summoning animal, your contract grants you a unique and powerful defensive ability. Whenever you take damage that does not immediately defeat you or force you to return from a summoning, that damage is converted into physical energy, forming temporary clones of yourself. You can maintain up to 10 temporary clones at once. Any excess damage beyond what is needed to create these clones is simply negated. These clones can merge back into your main body or separate again at will.

However, these clones come with limitations. They are largely mindless, acting on instinct rather than strategy, and are only capable of basic physical attacks such as biting, clawing, or charging. They cannot use complex techniques or advanced ninjutsu. Once you return from being summoned, all remaining clones will disappear, and their energy will not carry over beyond that encounter.

Weapon Transformation [600 CP]
You gain an ability similar to Enma, the summon of Hiruzen Sarutobi. You can transform your body into a powerful physical weapon of your choice, such as a polearm, sword, or axe. Your weapon form is incredibly durable, with a hardness and toughness comparable to diamond, making it extremely difficult to damage or destroy.

You can freely adjust the size and shape of your weapon, extending or shortening it, widening or thinning it as needed. At maximum, you can increase your weapon's dimensions up to 500 times its normal size. You may also partially transform, turning only parts of your body into weapon components or integrating weapon traits into your natural form for versatility in combat.

While in weapon form, you retain full control over your movements. You can move and attack independently through a telekinetic-like ability, even without a wielder. However, your true strength is revealed when wielded by your summoner or a trusted partner. When used in this way, your combined combat ability becomes far greater than the sum of both individuals. The synergy is so effective that even a genin-level shinobi could contend with a jōnin-level opponent while wielding you.

Mark 2 [600 CP]
Similar to Manda II, who was created by Kabuto Yakushi as an enhanced version of the original Manda, you have been transformed into a powerful chimera-like being. Your body has been artificially enhanced by combining traits and abilities found across your broader genus, rather than being limited to a single species.

Your physical capabilities are dramatically increased—you are now ten times stronger, faster, and larger than your previous base form. Your body also regenerates at an extremely rapid rate, allowing you to recover from injuries with unnatural speed. In addition, you are completely immune to all forms of poison and venom.

Beyond raw power, you can draw upon traits from related creatures within your genus. For example, if you are a bird, you may incorporate abilities found across various related bird species—such as enhanced vision, unique calls, or specialized physical adaptations. This allows you to customize your biology to suit your needs, combining the best traits available within your category.

Finally, you gain the ability to suppress or stop your heart and other vital functions temporarily, making it harder for enemies to detect or affect you through conventional biological means.



Sage Animal

Senjutsu Chakra [Free for Sage Animal/ 300CP for other origins]
As part of a lineage of sage animals, you possess the natural ability to absorb natural energy with ease. Unlike humans, who must undergo intense training to learn this skill, you can draw in this energy almost as naturally as breathing. By combining it with your chakra, you can access senjutsu chakra, enhancing your physical strength, durability, and the power of your ninjutsu and other energy-based abilities—even in future worlds.

However, this is not full Sage Mode mastery like that of Jiraiya, Naruto Uzumaki, or Minato Namikaze. You must spend about two minutes absorbing natural energy to activate it, and once active, it will last for around ten minutes before fading. Even so, the boost it provides is significant and can greatly enhance your combat effectiveness.

Sage Cuisines [100 CP]
Like Shima, the wife of Fukasaku and one of the great toad sages, you are a master chef when it comes to preparing food suited to your species. You can create meals using ingredients that your kind would naturally consume—such as insects, small animals, or other unusual foods—and turn them into highly nourishing dishes.

More impressively, when you prepare these meals for humans, they become not only edible but surprisingly delicious. Your cooking transforms otherwise unappealing ingredients into flavorful and energizing meals. Those who eat your food will find their stamina and chakra recovering at a faster rate.

Specialty Sage Species [200 CP]
Like the many unique toad species found in Mount Myoboku, you belong to a specialized subspecies within your kind. Choose one specialization below. This represents a unique evolutionary or mystical trait that sets your species apart from others. You may purchase this perk multiple times to combine traits or create a truly unique species.

Element Breathing Species
Your species gains the ability to breathe out a chosen element. Select one: Fire, Water, Lightning, Earth, Wind, Oil,Acid, or Poison. You can naturally produce and expel this element as an attack, and your body gains high resistance to that same element. This option can be purchased multiple times to gain additional elemental breath types.

Gourd Species
Your body can safely contain other beings within it. You are able to swallow humans or other creatures without harming them, storing them inside a secure internal space. Those trapped inside are restrained and unable to properly use their chakra, making this ability ideal for capture, containment, or transport.

Building Species
Your species can transform into a fully functional building. Others can safely enter and live inside you without causing you discomfort. You can choose the type and layout of the building you become, shaping the interior based on your knowledge and preferences. The size of the structure depends on your natural size, with a minimum of a modest house even if you are normally smaller.

Stealth Species
Your species is naturally undetectable by conventional means. You cannot be sensed through technology, chakra sensing, or similar detection abilities, making you extremely difficult to locate or track.

Scroll Species
Your body can unfold into the form of a scroll. In this state, you can act as a sealing medium, allowing yourself or others to store, release, or manipulate sealed objects and effects. You may also use this ability as a form of dimensional storage, creating a pocket space to hold items safely.

Steam Species
Your body is a fusion of organic and mechanical traits. You are partially machine and partially living being, granting you increased durability, resilience, and the potential to integrate mechanical functions or enhancements into your body.

Instant Absorption [200 CP]
The time required for you to absorb natural energy is greatly reduced. Instead of needing to remain still or focus for extended periods, you can now absorb natural energy almost instantly, allowing you to access senjutsu chakra without delay. This effect also applies to other forms of absorption you are capable of. Any substance, energy, or resource you can absorb will now be taken in within seconds, allowing you to gain its benefits much more quickly and efficiently.

Sage Fighting Style [400 CP/ Require Senjutsu Chakra]
You gain access to one of the advanced combat styles used by practitioners of senjutsu. These fighting styles make full use of natural energy, allowing you to fight in ways that go beyond normal shinobi techniques. Choose one of the options below. Or if you wish you can make your own Fighting style just as effective as the one listed bellow You may purchase this perk multiple times to gain the another style.

Sage Art: Frog Kata
Used by masters such as Naruto Uzumaki, this fighting style surrounds your body with an invisible aura of natural energy. This aura acts as an extension of your body, allowing your attacks to strike targets even if they appear to miss. The force and reach of your physical attacks are greatly increased, making close combat far more dangerous. Only those trained in senjutsu can perceive this aura. Combined with enhanced reflexes, speed, and chakra sensing, this style allows you to evade attacks at the last moment and counter with precise and powerful strikes.

Sage Art: Inorganic Reincarnation
Used by powerful sages such as Kabuto Yakushi, this technique allows you to animate and control non-living matter in your surroundings. You can manipulate the environment itself—such as earth, stone, or structures—causing it to move, attack, or reshape suddenly and unpredictably. This makes your attacks extremely difficult to avoid, even for those with advanced perception abilities like the Sharingan.

Senjutsu Injections [400 CP/ Require Senjutsu Chakra]
Similar to the methods used by the White Snake Sage, you gain the ability to forcibly inject sage chakra into others through a bite or similar method. Normally, this process is extremely dangerous—those unable to handle the power would be overwhelmed and transformed into a snake and she would eat them. However, you have refined and perfected this technique, giving you full control over its outcome.

When you inject someone with sage chakra, you decide the result. If you allow them to survive, they will successfully absorb the energy and gain access to senjutsu chakra, though they will be far from mastering it. Alternatively, you may transform them into a creature of your species, typically into a smaller or lesser variant. Those transformed will remain in that form permanently unless you choose to reverse the process and restore them.

In the future worlds this ability becomes even more versatile. Instead of limiting transformations to your own species, you may transform others into any animal alt-form you have access to, greatly expanding the potential applications of this power.

Perfect Sage [600 CP/ Require Senjutsu Chakra]
Add 1000 Years to Your Age.You have reached the level of a true master of senjutsu, comparable to great sages such as the White Snake Sage of Ryuchi Cave and Fukasaku of Mount Myoboku.

You can enter and maintain Sage Mode indefinitely, without time limits or risk of losing control. Using senjutsu becomes second nature to you, allowing you to create and wield Sage Arts effortlessly, as if they were extensions of your own body.

Your mastery also allows you to teach senjutsu to others with relative ease, guiding them safely through the process of learning to sense and use natural energy. Additionally, all of your ninjutsu and energy-based techniques are greatly enhanced when infused with senjutsu, far surpassing the effectiveness of others at a similar level.

Beyond raw power, your long life and mastery have made you incredibly experienced, wise, and battle-hardened. You possess deep insight into combat, chakra, and the flow of energy.

Sage Great Division [600 CP / Requires Body Size Not Smaller Than a Cow]
You gain an ability similar to Katsuyu, the great slug of Shikkotsu Forest. You can divide your body into numerous smaller clones, ranging in size from large fragments down to tiny pieces as small as a mouse. The size and number of these divisions are entirely under your control, allowing you to evade attacks, spread across wide areas, or perform multiple tasks at once. At any time, you can reform your body quickly and seamlessly.

Each divided clone retains a portion of your abilities and is highly efficient at performing support roles, especially healing. Your clones can attach to allies and immediately assess their condition through a shared sensory link, allowing you to diagnose injuries or chakra exhaustion instantly. They can also communicate telepathically with each other, sharing information and coordinating actions across great distances. Chakra can be distributed between clones as needed, making you extremely versatile in both combat and support roles.

If you possess Specialization in Medical Ninjutsu your healing capabilities become exceptionally powerful. Your divided forms can stabilize individuals on the verge of death and even assist in regenerating lost limbs with sufficient time and chakra.

Additionally, your ability to divide and reform makes you extremely resistant to damage. Attacks that would normally be fatal can instead be mitigated by dispersing your body, greatly increasing your survivability in battle.

Items:

Items that belong to your chosen Origin are discounted. Any 100 CP Perk from your Origin is free.Also Items of similar nature can be imported here for free.

General

Basic Gear [Free]
You receive a standard set of ninja equipment, including shuriken, smoke bombs, kunai, caltrops, explosive tags, ninja wire, and other assorted tools—enough to last you for a reasonable amount of time. You also gain three small reusable storage scrolls for carrying items efficiently. If you wish, this set also includes a ninja headband.

Chakra Weapon [100 CP]
You gain a weapon forged from a special chakra-conductive metal. This weapon allows for easy infusion of chakra, enhancing its effects depending on the nature used. You may choose the form of the weapon, and it will be designed to suit your species' unique anatomy, making it easy for you to wield effectively.

Money [100 CP]
You receive a steady source of income in this world. Each month, you are given the equivalent of $3000 in local currency, which you can use however you see fit for supplies, services, or other needs.



NinAnimal

Ninja Armour [100 CP]
You possess a standard shinobi flak vest tailored perfectly to your body, no matter your shape or size. It is designed for both protection and utility, offering solid defense without restricting your movement. The vest includes multiple pockets and storage points, allowing you to easily access weapons, tools, or scrolls—including those used to summon equipment quickly in combat.

Wireless Comms [200 CP]
You receive a set of 100 wireless communication devices that can be distributed among your allies, including other animals. These devices allow for clear and reliable communication over a distance of up to 25 kilometers. The communication channel is secure, preventing interception or interference, making it ideal for coordination during missions or large-scale operations.

Ninja Animal Shop [400 CP]
You now own a shop dedicated to the needs of ninja animals. It is managed by a loyal shopkeeper of the same species as you, who understands your kind's specific requirements. The shop provides clothing, weapons, and common ninja tools suited to your anatomy, making it easy for you and others like you to equip yourselves properly. It also functions as a marketplace for food tailored to your species, offering a wide variety of suitable meals with the exception of restricted items such as human meat. In future worlds, this shop will automatically adapt to your current species, ensuring that its inventory always matches your needs.

Ninja Animal Clan [600 CP]
You begin with your own ninja animal clan, consisting of 100 creatures of your species and 50 human shinobi who have formed a pact with you. At the start, this clan is relatively weak—most members are around genin level, with only a handful reaching chūnin level among both the human and animal sides. Despite this, the foundation is strong, giving you a base to grow and develop into a powerful force over time.

Your clan also comes with a large mansion-like headquarters where all members can live comfortably. Each member has their own room, and the space can serve as a central hub for training, planning, and strengthening the bonds within your clan.

Summon Animal

Summoning Scroll [100 CP]
As a summon animal, you possess a special summoning scroll that represents your contracts. This scroll allows you to establish connections with individuals you deem worthy of summoning you. While it appears to be a normal scroll, it functions as a record of your active contracts, letting you and others who can read it see who is currently able to summon you.

Hyōrōgan [200 CP]
As a summon animal, you may sometimes be called into battle without time to prepare or eat. To solve this, you are provided with an unlimited supply of nutritious Hyōrōgan. These compact food pills taste surprisingly good and are highly efficient—just one pill is enough to sustain you for an entire day without hunger, allowing you to fight and operate at full capacity.

Animal Hospital [400 CP]
You now own and operate a fully equipped hospital dedicated to the care and treatment of animals of your species. This facility is staffed by trained personnel who understand the anatomy and needs of your species and others like it. The hospital is capable of treating injuries, illnesses, and chakra-related conditions, providing both medical and recovery services.

In future worlds, this hospital will adapt to your current form and the types of creatures present, ensuring it remains effective and relevant regardless of the setting.

Extra Dimension Biome [600 CP]
You gain access to a personal extra-dimensional biome that you can freely enter at will. This space is perfectly suited to your species, providing an ideal environment where you can live comfortably and without restriction. You may also summon any humans or allies you have formed contracts with into this biome.

You have full control over the layout and contents of this dimension. You can shape the terrain, climate, and structures within it, creating features such as homes, shelters, or other facilities that match the biome's theme. In addition, the ecosystem will naturally support your needs—prey animals or food sources suitable for your species will exist in stable, self-sustaining populations that will never go extinct.

This biome acts as a safe haven, training ground, and home base, allowing you and your allies to rest, recover, and prepare in an environment tailored entirely to your preferences.



Sage Animal

Crystal Ball [100 CP]
You possess a mystical crystal ball that allows you to observe individuals you are familiar with, no matter how far away they are. By focusing your chakra—especially when enhanced with sage abilities—you can clearly view their current location and condition across vast distances or even different areas of the world.

Scroll of Prophecies [200 CP]
You own a scroll that provides vague but accurate prophecies about future events in this and future worlds. While the visions are not always clear, they offer valuable insight into what may come. Unlike fixed fate, these prophecies are not absolute—you can act upon the information to alter or avoid outcomes, allowing you to shape events toward more favorable results if you choose.

Sage Training Ground [400 CP]
You gain access to a specialized training location designed for teaching and mastering Sage Mode. This area is perfectly suited for the safe absorption and balance of natural energy, making it far easier to train others in the use of senjutsu. You can decide the structure of the training, including methods, challenges, and any tools or conditions needed to guide students through the process.

Those who train here will learn to sense and use natural energy much more efficiently than normal. The risks typically associated with Sage Mode training are greatly reduced, allowing for safer and more consistent progress. Additionally, anyone training in this location will find it easier and faster to master Sage Mode and develop their own Sage Arts.

Sage Relic [600 CP]
You possess a powerful artifact deeply connected to the flow of natural energy, a relic said to have been created by ancient sages long before the age of modern shinobi. This item of whatever form you decide acts as a perfect conduit for senjutsu.

While in your possession, your ability to absorb and balance natural energy is greatly enhanced. The time required to enter Sage Mode is drastically reduced, and the stability of your senjutsu chakra is significantly improved, lowering the risk of failure or backlash. Even those without prior training can begin to sense natural energy while using this relic, making it an invaluable tool for teaching others.

When actively used, the relic amplifies all Sage Arts and senjutsu-based techniques, increasing their power, range, and efficiency. It can also store excess natural energy, allowing you to draw upon it later instead of needing to gather it in the moment.

Additionally, the relic creates a passive field around you that subtly gathers natural energy over time, enriching the environment and making it easier for you and your allies to train or recover. In future worlds, this item will adapt to interact with equivalent natural or ambient energy systems, ensuring its usefulness remains constant.



Companions

My Old Team 50

You may create or import companions this jump, for 50 CP each, or 8 for 300CP.you can only import 8 companions here. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200

.

My New Team 50

Sometimes having friends would be nice. Buying this once will allow you to add any ally you've made here as companions.You may buy this multiple times.



Drawbacks

Supplement [+0]:
Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

The Warring Clans [+0]
You begin your jump five years before the founding of Konohagakure, during the chaotic Warring Clans era. This is a far more lawless time, where power determines survival and conflict between clans is constant. The era of peace has not yet begun, and both Madara Uchiha and Hashirama Senju are still rising figures who will soon shape the future of the ninja world.

Hated [+100 CP]
You are widely hated by your chosen faction due to a crime you either committed or were accused of committing. Whether true or not, your reputation is severely damaged. It will take years of effort, missions, and good deeds to clear your name and remove this stigma.

In the Bingo Book [+100 CP Each, up to +500 CP]
You have been entered into the Bingo Book of one or more villages, marking you as a wanted target. Choose which of the starting villages are actively hunting you. For each village that places you in their Bingo Book, you gain +100 CP, up to a maximum of +500 CP. The more villages that are after you, the more dangerous your situation becomes, as skilled shinobi will actively track and attempt to eliminate you.

Time Extender [+100]:
Want to stay longer for more sexy Warriors? Or just continue your adventure ? Or maybe even fight against a certain alien in the series. No matter the reason, you stay for an extra 10 years each time you choose this. You can stay as long as you like, but are still going to gain a maximum of 800 CP.

Eighth Grade syndrome [+100CP]:
You now have the tendency to speak and act like a chuunibyou, complete with exaggerated poses and long-winded explanations. This often annoys everyone around you, but it also adds a unique flair to your character.

Naive mindset [+200CP]:
You have a tendency to believe people even when they clearly have predatory intentions. Whether it's a party member convincing you that the best path is through a nest of tentacle monsters, or someone persuading you to take up a dangerous job like working as a crab fisherman to repay a debt, you often find yourself in precarious situations due to your trusting nature.

Humiliation Magnet [+200CP]:
For some reason, the people you find disgusting always manage to get incredibly lucky with their perverse antics. Whenever you try to fight back or defend yourself, you're inexplicably seen as the bad guy.

Small Reserve [+200 CP]
Your chakra reserves are severely limited. You lack the capacity to use Sage Mode at all, and even basic techniques quickly drain your energy. You will tire very easily, and using ninjutsu above **C-rank** more than once or twice will leave you exhausted and at risk of collapsing. Careful management of your chakra becomes essential, as overuse can quickly take you out of a fight.

A Taste for Humans [+200 CP]
You develop an uncontrollable craving for human flesh that must be satisfied at least once per week. If you fail to do so, you will gradually lose control and enter a berserk state, driven purely by hunger. In this state, you will continue hunting and consuming humans until your urge is satisfied, after which you will regain your senses. This drawback makes it difficult to maintain alliances or remain hidden, as your condition can easily draw unwanted attention.

Betrayal [+200 CP]
Looks like no matter what happens you'll always be betrayed by one person in your faction for one reason or another. Also this betrayal will always happen once a year at minimal**.**

No Outside Power [+300CP]
All powers and resources gained outside of this jump, including your warehouse, have been sealed away.

Weakling [+300CP]:
No matter what opponents you face in this world, it will take you at least four attempts before you can defeat them. This leaves you often treated as a joke by those around you, constantly struggling to prove yourself and earn their respect.

I Hate Being Poor [+400CP]:
And unfortunately, looks like the fortune gods hate you. No matter how much money you make you will lose most of it through either scams, careless spending or just from sheer bad luck. But look at the bright side, you'll at least have enough money to rent a crappy apartment and eat one meat bun everyday.

I Don't Need My Brains [+400CP]:
I will not mince words, you're an Idiot with a capital I. Using your head is impossible except for headbutting. Even simple math division and multiplication would be considered a college level skill for you and you are definitely too stupid for that. also thi makes you unable to use any of your class or classes special skills besides simple hitting and blocking this includes magic.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.