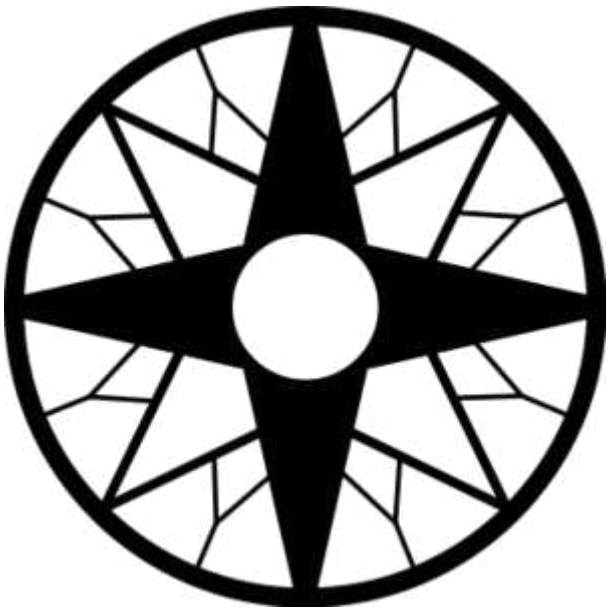


Naruto - Ōtsutsuki Clan

Made by Aleph_Aeon

Introduction:

Welcome to the world of Naruto, a world of action and adventure, as well as ninjas, samurai and, most importantly, aliens. You probably have been here before, but, now, you aren't going to be one of these weak humans that call themselves shinobis or samurai, but a member of the strongest clan in this universe: the Ōtsutsuki clan. The Ōtsutsuki are an ancient clan of horned celestial beings from another planet or even another dimension, being considered as a parasitic species by many, due to their doctrine. Following the Ōtsutsuki Will, they spent thousands of years traversing the cosmos usually in pair, a master and a servant, and spreading the God Trees on planets with living beings, which consequently drain the chakra and the genetic material from all its surroundings and inhabitants, resulting in everything dying and it bearing a large fruit that is consumed by the Ōtsutsuki to make them evolve. This process is repeated endless times, with the ultimate goal of achieving godhood. A millennium ago, Kaguya Ōtsutsuki arrived on Earth with the objective of preparing the God Tree to drain the planet, but a sequence of events ended up in her betraying and almost killing her master, Isshiki Ōtsutsuki. The events after it are well known for everyone and mark the start of the history of the shinobis, as well having a lasting influence on the human population. You'll stay ten years in this universe as a member of the strongest clan. Good luck.

+ 1000 CP

Time of Arrival:

As a Ōtsutsuki, your starting location is basically irrelevant considering your clan's space-time technique, known as Yomotsu Hirasaka, capable of creating rifts that enable instantaneous teletransportation to another location, even for another dimension. You can choose anywhere on Earth to start (including the Moon, if you want). The more important thing isn't where you arrive here, but instead when you arrive here. Regardless of when you arrive, there will be opponents capable of posing a threat to you, even from outside your clan. You can roll a 1d5 to decide when you arrive here or, alternatively, for 50 CP, you can decide it yourself.

1. **Isshiki and Kaguya's Arrival:** The Earth would be just another planet devoured by our clan, but something's going to go wrong. As a lower-ranked member, Kaguya is meant to be the sacrifice to create the Chakra Fruit, but she doesn't want this to happen and, as she grows attached to the humans and to Earth, she'll decide to betray her master, Isshiki, and use his remains as a sacrifice to the seed of the God Tree, resulting in a lower quality tree, incapable of fully draining the planet and its inhabitants, but still capable of bearing a powerful fruit. You'll arrive together with them on Earth and it's up to you to decide if you alert Isshiki from his servant's plan or if you want to help Kaguya to defeat her master and maybe help her to follow a better path.

2. **Era of Kaguya:** After a series of events that ended up in Kaguya and her assistant Aino being hunted to be executed by the orders of her former lover, Tenji, emperor of the Land of Ancestors, she lose all of her faith and hope in humanity, but still wanting for peace. In a desperate measure to end the wars, Kaguya consumed the Chakra Fruit herself and evolved. After stopping the conflicts and freeing a part of humankind from the Infinite Tsukuyomi used by her, Kaguya started to rule the world, as well, created an army of mutated humans know as White Zetsu over the course of many years in a try to fight the other members of our clan if they reach on Earth. She gave birth to two children, Hagoromo (futurely known as the Sage of Six Paths or Rikudou Sennin) and Hamura, and both of them were the first people born with chakra in the world. Unfortunately, power corrupted Kaguya and her desire to possess all chakra started to control her. You'll arrive on Earth some months before Kaguya fuses with the God Tree to recover her chakra from her sons. She's already out of control, but the presence of an Ōtsutsuki will definitely attract her and her sons' attention.

3. **Konohagakure Creation:** The two descendants of the Six Paths Sage, Asura and Indra, are the founders of two of the most important clans in all the history of shinobis on Earth: the Senju clan and the Uchiha clan. These clans warred for hundreds of years without stopping (thanks to the schemes and plans of Black Zetsu, a existence born from Kaguya's will), until, at the end of the

Warring States Period, finally the Senju clan won and the current reincarnations of the founders assigned a peace agreement and became allies. Madara Uchiha and Hashirama Senju decided to follow their childhood's dream of creating a village of peace, where children would never need to die in wars again. The result of this dream is the creation of Konohagakure, the first of the Five Great Shinobi Nations. You'll arrive on Earth some days before Hashirama becomes the first Hokage and before Madara is corrupted by Kaguya's will. I advise you to don't underestimate these two, both of them will become true legends in the future and this feat isn't for nothing.

4. **Climax of the Fourth Shinobi World War:** The Fourth Shinobi World War between the united forces of the Five Great Nations, forming the Allied Shinobi Forces, and the forces of the Akatsuki, constituted by Obito Uchiha, an army of White Zetsu and an army of revived shinobis, thanks to the Edo Tensei used by Kabuto. This war is the result of the plan created by Madara Uchiha with the goal of capturing the nine Tailed Beasts and implant them into the Demonic Statue of the Outer Path to revive the Ten-Tails and use their power to activate the Infinite Tsukuyomo, trapping everyone on Earth in a world of illusion. But all of this is just the result of the Black Zetsu's manipulations to finally fulfill his goal, after many centuries: resurrect and free Kaguya Ōtsutsuki. You'll arrive on Earth at the same moment that the Ten-Tails is revived through the efforts of Obito and Madara, at the climax of the war.

5. **New Era:** Many years after the defeat of Kaguya Ōtsutsuki and the end of the war thanks to the heroes of Konohagakure, Naruto Uzumaki, Sasuke Uchiha, Sakura Haruno and Kakashi Hatake, the world is currently in peace and progressing fastly. A new generation of warriors is growing and among them, there are the children of the heroes. Unfortunately to them, the defeat of Kaguya and her violation of the clan's laws didn't go unnoticed by our clan. You'll arrive on Earth at the same time that Momoshiki, Kinshiki and Urashiki arrive here to investigate Kaguya's possible betrayal or defeat and take the opportunity to gather the Tailed Beasts' chakra to cultivate a new Chakra Fruit. Simultaneously, Isshiki Ōtsutsuki, currently using a human monk named Jigen as his vessel and leading an organization called Kara, plans on using another Ten-Tails to grow a new God Tree on Earth as well as using Kawaki to revive himself after it.

Origins:

Your gender is the same from your last jump and your age is 100+1d8 (or 15+1d8 if you're a Heir of the Ōtsutsuki), relatively young to a member of your species. Alternatively, for 50 CP you can choose both yourself. Any origin can be taken as Drop In.

1. **Servant (Free):** You're a Ōtsutsuki, a celestial being with power that matches the gods when compared to lower life forms like humans, but you're still a lower-ranked member, being the servant of your pair and a master is your leader. Due to your rank in the pair, you'll be destined to become the sacrifice for a Ten-Tails to make it grow into a God Tree and the Chakra Fruit created by it will usually be eaten by your master. You'll also need to implant your Kāma in a compatible vessel to revive yourself after being devoured by the Ten-Tails. Alternatively, your pair may be just investigating the strange occurrences on Earth or helping another pair. You're as strong as the average Ōtsutsuki.

2. **Master (200 CP):** You're a Ōtsutsuki, a celestial being with power that matches the gods when compared to lower life forms like humans, but, unlike a servant, you're a higher-ranked member of the clan, being the leader of your pair. Your servant will serve as the sacrifice to grow a God Tree and you'll be the one with priority to eat the fruit. Alternatively, your pair may be just investigating the strange occurrences on Earth or helping another pair. You're slightly stronger than the average Ōtsutsuki.

3. **Defector (100 CP):** You were a loyal Ōtsutsuki, but, for some reason, you betrayed your own species and clan. Maybe you have a kind heart or just became attached to a specific planet and, due to it, you decided to reject the Ōtsutsuki Will. You aren't a invasor anymore, but you assumed a more neutral position or even became a defender instead. The other member of your pair is missing and probably dead. The other members of the clan may don't care about you, but, once they discover your crimes against the clan's laws, at least a pair or two will personally come to Earth to investigate you. You're slightly stronger than the average Ōtsutsuki.

4. **Heir of the Ōtsutsuki (Free):** Well, I was wrong. You aren't an Ōtsutsuki. At least, not a complete one. You're a hybrid, being half human and half Ōtsutsuki. Maybe you're the offspring of a member of our clan and a human or a survivor of the ōtsutsukification caused by a Kāma, but that ended up becoming more alien than human. Regardless of it, your power is still of a god when compared to humans and your potential isn't smaller than that of a true Ōtsutsuki. Your innate abilities will be diluted thanks to your hybrid nature and you're slightly weaker than the average Ōtsutsuki.

Perks:

Each perk is discounted to their respective Origin. Discounted 100 CP perks are free.

General Perks:

Ōtsutsuki Physiology (Free): You're an Ōtsutsuki, a member of a species of pale horned aliens, having all of their advantages and strength, including their godlike power. Even the average member of your clan is born with an incredibly immense reserve of natural energy and chakra, have enough strength to chop down a God Tree with a single physical attack, enough speed to appear as if you teleported a kilometer and half away and enough resilience to survive being cut in half for a few minutes or even more, but you'll still die from it if you don't find some way to heal yourself. You can also use the five basic nature transformations (fire, water, lightning, earth and wind), along with access to Yin Release and Yang Release and the potential to use Yin-Yang Release with enough training and time. Your power is enough to easily match five Kage-level shinobis, as well as having the potential to become even stronger than this. Your lifespan is hundreds of years and it can be extended further if you absorb chakra from powerful sources, up to the point you can achieve agelessness. While you can still eat, breathe and drink if you want, you don't require any sustenance other than chakra and you can easily survive in space.

Rift To Anywhere (Free): The kekkei mōra technique known as Yomotsu Hirasaka is one of the most common techniques used by our clan and most of the Ōtsutsuki have access to it, including you. As the progenitor technique of all space-time ninjutsu, it enables you to open rifts in the fabric of space that allow them to instantaneously transport themselves to another location, essentially working as portals. The openings can be used to connect two different spatial locations within the same dimension, or even link two dimensions. By entering these portals, the user is able to retreat, disorient enemies, execute ambush attacks at a moment's notice or just use it as transport. For now, you can use it to teleport to anywhere within a planetary system and its range will increase as you grow stronger, but, until post-Spark, you'll be completely unable to use it to open rifts to past Jumps.

Higher Chakra Signature (Free): Like how two-dimensional beings are incapable of interacting with third-dimensional beings, Ōtsutsuki, as higher beings ourselves, are able to nullify their own chakra signature, making lesser beings unable to detect them, as well as maintaining your ability to use ninjutsu unaffected and needing little concentration to be used. This trick comes naturally to all Ōtsutsuki, including you in this case, with some of them being able to access this ability instinctively without even being consciously aware of its existence. It can also be used by vessels which have sufficiently changed into an Ōtsutsuki, regardless of whether they still have their Kāma or not. However, this technique has an inherent flaw: fellow Ōtsutsuki, vessels and those with power on par with or even stronger than the user can still detect them regardless of it.

All Seeing White Eyes (Free/300 CP): Every Ōtsutsuki possesses at least one inborn ability, with the Byakugan being the main dōjutsu to appear in the members of our clan, with very rare exceptions. Unlike the Hyūga clan's version of it, your white eyes are much stronger, letting you to see any event within hundreds of kilometers and even infrared, as well as the chakra pathway system inside living beings and the 361 tenketsu (nodes from which chakra can be released) that run along it. When you activate its power, the veins around your eyes will bulge thanks to the increased blood flow. For an extra 300 CP, your Byakugan is upgraded to the same level of other kekkei mōra, letting you activate its power without the veins appearing and it won't have a blind spot anymore. Your Byakugan also acquires a special ability of your choice. Kaguya's Byakugan lets her see into her targets' mind, letting her see their feelings and thoughts, as well as having the ability to emit pulses to subdue her opponents. Momoshiki's Byakugan, instead, lets him read the fate of others, excluding his own, up to some limit. You can choose one of their abilities, or even create your own ability with the same power, like an ability that lets you greatly analyze your opponents, including their movements and power.

Karmic Vessel (Free): Even gods can die and, as a way to cheat death, the Ōtsutsuki developed a special seal: Kāma. The Kāma is a seal, superficially looking like a tattooed seal but actually being a pyramid/diamond-shaped barb, that serves as a compressed backup of an Ōtsutsuki's biological data that they can embed in the body of a compatible recipient known as a vessel. Over time, it'll gradually overwrite the vessel's genetic profile until they transform into a perfect Ōtsutsuki in a process called ōtsutsukification by Amado. If the Ōtsutsuki is killed, their soul will migrate to one of their vessels, and when the Kāma completes it will reincarnate through their body, completely replacing them. During this process, the vessel can learn how to activate their Kāma, letting them to absorb chakra and chakra-based techniques, works as a medium to space-time ninjutsu and even use a part of the Ōtsutsuki's power and abilities, but this usually causes pain and is taxing on less skilled vessels, as well as consuming a huge amount of energy from a member of our clan to implant it in someone. When activated, the markings will change their shape and spread through the vessel's body during the first manifestation stage and, at the second stage, they may manifest the Ōtsutsuki's signature horns and even their dōjutsu. The main flaw of the seal is that it isn't everyone capable of supporting its power, immediately dying after being implanted with it or crumbling some days after the Ōtsutsuki revive through them due to them being unable to handle the enormous chakra, and, even when they're a suitable vessel, they still need to be compatible with that specific Ōtsutsuki. After implanting the seal on a suitable and compatible vessel, it takes around 1 year to complete the process, making the resurrection possible, and the only way to stop it is killing the vessel. As a Ōtsutsuki yourself, you're also capable of implanting your own Kāma into others, turning them into possible vessels to a future resurrection, through a single touch on them (and a lot of energy). As long as there is still at least one of your Kāma implanted in someone,

death won't count as a fail condition and you'll need to wait for your resurrection to exit a Jump. You can maintain any number of Kāma at the same time in any number of vessels, but, if one of them is used to resurrect you, all the others will immediately vanish and the ōtsutsukification will stop. If you're killed and use one of your hosts to resurrect (you can choose which one), you'll inherit all of their skills and knowledge of the former body. Just an advice, when you implant your Kāma in someone, remember of verify if you're implanting it on their real body and not in a clone, because, if you implant the seal in a clone, it won't be transferred to the main body, causing it to vanish after some seconds, and you'll just lose time and a vast and precious amount of energy.

Celestial Beauty (50 CP): All the Ōtsutsuki tend to have pale skin and delicate or unnatural features giving them a beautiful appearance. You're specially gifted with this, having a clearly 10/10 appearance and considered beautiful, handsome and/or cute to almost everyone or just by those of your preferred gender(s). Regardless of the situation, you'll always remain clean and any wound won't leave any permanent mark that would damage your appearance.

Mental Fortress (100 CP): Did you notice how mentally strong the Ōtsutsuki are? Kaguya maintained herself motivated and ready to gather all the chakra on Earth even after staying sealed alone for a millenium, while Isshiki had enough determination and patience to wait the same amount of time until find a suitable vessel and sacrifice himself for his Ten-Tails to grow a new God Tree. You have the same mental resilience of them, having an endless determination and patience, as well as a sanity capable of resisting time and isolation and even the vision of an elder god would just slightly affect your sanity.

Accumulated Combat Experience (100 CP): The Ōtsutsuki tend to acquire a vast combat experience, accumulated overtime through multiple cycles. Even if a mere human acquired a portion of this experience, be it through a Kāma or something else, they would turn into a high performance fighter in a matter of seconds. You also have this same combat experience collected through millenia, regardless if you acquired it by yourself or if a more experienced member of our clan trained you. Basically, you're a master in hand-to-hand combat, or as humans prefer to call, in Taijutsu, comparable to both Isshiki and Momoshiki. You're capable of adapting your fighting style to face the more diverse opponents, even if they have non-conventional combat form or even lack a humanoid body structure. Despite this, you don't innately have access to any of the special Taijutsu techniques developed by the humans, so, if you want them, you'll still need to learn them by yourself.

Bloodline Progenitor (200 CP/400 CP): Most of the many different kekkei genkai on Earth, anomalies found in the DNA that allows their wielders to use unique techniques and usually passed down to the wielder's descendants, have some kind of connection with the Ōtsutsuki clan. While some of them are completely unrelated

to our clan that probably appeared from rare mutations that occurred on humans thanks to the exposure of chakra, like advanced nature transformations, others are directly related to us and they're used by clans constituted of Kaguya's descendants, like the Sharingan inherited by the Uchiha clan, the powerful life force and chakra inherited by the Senju clan and the Byakugan inherited by the Hyūga clan for example, but even these are just diluted versions of their original versions. You're capable of manipulating this biological feature: you can encode any of your abilities into your genetic material, regardless if these abilities are biological in nature or not, letting you share them with your descendants or biological beings that have at least a part of your DNA. You can also remove these abilities from your genetic material if you want. Similar to what happened with the kekkei mōra, your abilities will also become weaker and more diluted with each generation. If you don't want this to happen or don't want anyone using your cells and/or DNA to copy your abilities, for an extra undiscounted 200 CP, you can control who inherits your power, letting you set specific conditions, and how exactly strong these abilities will be, like if they will or won't become diluted with time.

Nativity of a World of Trees (300 CP/Free with the Boosted Version of The Beast Inside perk): You're able to use one of the most famous combined nature transformations, Wood Release, a combination of Water Release and Earth release together with a special bloodline, wielded by some of Asura's descendants and by some of us, Ōtsutsuki. At its simplest, Wood Release allows the user to create wood, essentially converting their chakra into a source of life, while, at its greatest, allows them to create mighty trees of various size and shape and even entire forests and wood constructs on par with the Tailed Beasts. Your power and talent in using this nature transformation is on the same level as Hashirama and Asura themselves, although you don't have access to Senjutsu yet to achieve some of their feats, but nothing prevents you from becoming more powerful or becoming a Sage yourself.

Bring All Creation to Nothing (400 CP): Almost every combined nature transformation is classified as a kekkei genkai, but Dust Release is an exception to this rule, being classified as a kekkei tōta instead. You're one of the users of this very rare natural transformation, being a combination of three different nature transformations (Earth, Fire and Wind Release) and, unlike other combined nature transformations, it isn't exactly genetic in nature but instead requires a very powerful innate affinity with these three elements. Dust Release allows the user to create three-dimensional objects made of their chakra and, once released by them, the construct expands and moves astonishingly fast at its target. Anything that passes through it (or that is passed through by it) is turned into dust, being literally disintegrated on a molecular level. This isn't limited to affecting just physical matter, as it's also able to affect chakra constructs. Despite the sheer destructiveness of Dust Release, it still has three main weaknesses. Dust Release techniques require a certain time to prepare, making it possible to prematurely halt the technique before it is completed, and the hands also play a crucial role in the preparation, so interfering

with the user's arms can hinder the technique. Its techniques also consume a lot of chakra, with bigger and/or more complex constructs requiring yet more chakra to be used, and even an Ōtsutsuki wouldn’t be able to use it consecutively in a short period of time. Your power and talent in using Dust Release is equivalent to the power and talent of Hashirama and Asura in using Wood Release.



A Step Closer to Godhood (400 CP): Since immemorial times, the Ōtsutsuki spent thousands of years traversing the cosmos in pairs to spreading the God Trees on planets with life, with the goal of make it drain the chakra and the genetic material from all its surroundings and inhabitants, resulting in everything dying and it bearing a Chakra Fruit, which holds the genetic information and the chakra of an entire world as well as working as a record of everything that lived and died there, that is consumed by them, evolving the Ōtsutsuki into a new form. You were already a part of this cycle for some time and had the chance to gain access and consume a high quality Chakra Fruit yourself. Thanks to it, you evolved and achieved a whole new stage of power. Your chakra reserves are enhanced to a ludicrous level, matching with an entire planet's worth of chakra, greatly exceeding even Madara's chakra reserve when he became the Juubi's Jinchūriki. Optionally, you can choose to retain your normal appearance, maybe with bigger horns or similar new features if you want, or gain a similar demonic-like form gained by both Momoshiki and Urashiki after they evolved. Beyond just enhancing your raw power, this perk also works as a Capstone Booster, enhancing the power of every 600 CP perk that you have, granting you power and abilities that mortals can just dream of.

Servant Perks:

Advanced Chakra Transformation (100 CP each/Discounted with Chakra Prodigy): Even among the humans, they're many talented individuals capable of using multiple nature transformations, but, normally, just those with special kekkei genkai are capable of combining them to create a completely new elemental nature with unique properties. Even without being a member of these bloodlines, you're capable of using one of these combined nature transformations. You can choose exactly which one (like Ice Release, Lava Release, Crystal Release or Magnet Release for example), with some exceptions. You can't choose Dust Release, Yin-Yang Release and Wood Release due to them being special and different from the others. You can purchase this multiple times to acquire various combined nature transformations, but, for Servants and those with the **Chakra Prodigy** perk, the first purchase is free, while other purchases are only discounted.

Chakra Constructs (200 CP): You're able to manifest a special red, glowing, malleable chakra, letting you use it to create tools and weapons made of it, like swords, spears, claws, stakes, chains, shields, fishing rods and many others. You can manifest multiple tools and weapons at once and even control them telekinetically, but they can't go too far away from you without disappearing, with a range similar to the Truth-Seeking Balls. These chakra constructs can be disintegrated like shattered glass, letting you reshape them at will.

Deathless Sacrifice (400 CP): Some techniques, rituals and abilities, like the Eight Gates and the Kaioken, may cause death as a consequence due to its effects while others, like the Dead Demon Consuming Seal and the cultivation of a God Tree, really need death to be used. You managed to overcome this "little" limitation. You're capable of using abilities/techniques/rituals that usually require your death without needing to pay this price. It's up to you to decide how they will work and what they'll require from you to work, but, regardless of it, you'll become very weakened and tired for months after using them, but, at least, you won't be dead.

Kāma Mastery (600 CP): The Kāma is a technique used by the Ōtsutsuki as a way to cheat and overcome death, extending our resilience yet further. After many and many years of learning and training focused on this specific technique, you achieved a level of proficiency that few achieved. You're a specialist in using Kāma and this mastery grants you some benefits. First of all, as long a vessel is capable of supporting your power, you'll be able to implant a Kāma on them without problem, even if they would normally be incompatible with you, and even if they aren't durable enough to endure, they won't immediately be destroyed and will just crumble if you use them to resurrect. The ōtsutsukification will still need the same amount of time to be completed, but, once this process is ready and if you're currently dead, you'll be able to possess your vessel, taking control over them, without needing to fully resurrect. You can implant your Kāma on others even if you're currently using a vessel, without needing to use scientific methods to implant it due to being unable to

access your full power. All of this makes it easier to find a proper and powerful enough vessel, turning you harder to truly kill.

Spiritual Remnant (600 CP): Beings with an absurdly high amount of chakra and power are powerful enough to their spirits remaining intact and in the physical world for a few seconds before being destroyed or being taken to some afterlife, like the Pure Land for earthly beings for example. After being killed, this also happens to some lucky Ōtsutsuki, but you're specially gifted with this kind of spiritual resilience. If you're killed, your soul will be able to stay intact for a few minutes and you'll be able to use any of your supernatural abilities, including the Kāma, giving you enough time to find a way to prevent your death. If even with this opportunity you still don't manage to save yourself, this will count as a true death and, unless you have some 1-up perk or item, your chain will end. Obviously, during this time, your soul will still be vulnerable and can be destroyed, so take caution.

Master Perks:

Deities Among Mortals (100 CP): We, Ōtsutsuki, are basically gods among the mortals and this is a truth that these other lower lifeforms must believe, even if we aren't truly deities. You have a talent in convincing those greatly weaker than you that you're a divine being, through showing them your power and abilities. You can literally start a cult around yourself if you like these things or just convince some people to become your loyal worshipers.

Chakra Edible Creation (200 CP): You learned how to partly replicate the effect of the Rinnegan's technique with the same name. You're capable of using your chakra (or other forms of energy that you have access to), or from others if you have some way to absorb it, to create energy-filled edibles, like pills or fruits, which, when eaten, they strengthen their user, enhancing their ability and rejuvenating them, as well as granting the stored energy to them and other unique effects may happen if you use other forms of energy than just chakra. The more energy you use in their creation, the more powerful its effects will be and you don't need to worry about absorbing more energy that you can handle. If you also have the **Rinnegan**, you'll be able to turn living beings into similar energy-filled fruits, as long as they're vulnerable, gaining access to the same technique used by Momoshiki.

Isshiki's Eyes (400 CP): You awakened the same unnamed dōjutsu used originally by Isshiki Ōtsutsuki. This dōjutsu's power is separated between two techniques: **Sukunahikona** and **Daikokuten**. Sukunahikona allows you to instantaneously shrink yourself or any non-living matter (living beings are immune to this) and return them back to their original size at will. This can be used on the same target without limit and can be used to selectively shrink specific parts instead of using it to affect the entire thing. After shrinking something, you're able to use the dōjutsu's second ability, Daikokuten, to store them within a personal dimension where time doesn't flow, allowing for them to remain in pristine condition, staying effectively in stasis, and instantaneously retrievable at will. You can decide where anything reappears when you resummon them, as long as you can see the location.

Space-Time Specialist (400 CP): Learning and mastering our techniques and abilities is another important part of the evolution sought by the Ōtsutsuki. You mastered the usage of your space-time techniques and abilities, enabling you to use them much more efficiently and easily and to block the usage of other space-time abilities used by others. This also enables you to sense any alteration on reality caused by space-time manipulation within a planetary system range, but increasing as you grow stronger. As a final feat, with time, you'll be able to create your own personal dimension (or even fuse multiple other pocket dimensions that you have, if you want), similar to the Kamui dimension, but being exclusively yours and just you'll be capable of accessing it using your power.

God's Eyes (600 CP): You managed to awaken one of the greatest dōjutsu in this universe and the most exalted one of the Three Great Dōjutsu, the Rinnegan. On Earth, these eyes gained the fame of turning the one that wields it into a god of destruction or a god of creation, but, in truth, it's just another one of the powerful and special kekkei mōra held by the Ōtsutsuki clan. The Rinnegan enables you to use six powerful abilities, separated on six paths, as well as a seventh extra ability. The paths are:

The **Deva Path** grants you the ability to generate and manipulate attractive and repulsive forces with objects and people. Every time you use this ability, you'll need to wait a certain amount of time to recharge it, with this amount being proportional to the scale of the power used. Another technique of this path is the Chibaku Tensei, which creates a black sphere capable of generating a very powerful attractive force, with enough to create a large satellite made of everything within the range of effect.

The **Asura Path** allows you to alter your own body to create a variety of mechanical weaponry, including additional blades, additional faces, blades, chakra cannons, missiles, drills, claws, tendrils and many others. Despite you already start with some innate knowledge of some weapons and form to create, you're also capable of learning how to mimic other forms of devices and weapons (especially weapons) by seeing and understanding how they work, but you won't be able to mimic exotic materials and need to have enough chakra to power your form. Your body also becomes more durable and slightly stronger when you use this ability.

The **Human Path** grants you the ability to remove the souls of your targets through placing your hand in their head or chest. Once you remove their souls, you'll be able to absorb all of their memories and knowledge. Due to this technique requiring time to properly work, it's basically worthless in battle when compared to the other paths.

The **Animal Path** enables you to summon various animals and creatures, as well as other people as long as they're somehow connected to you. The creatures are virtually immortal and they can be summoned again even if they were previously destroyed. Unlike the regular summoning jutsu, you don't need to use a blood sacrifice or any hand sign to use it. The creatures that you're capable of summoning varies according to your imagination, but their general power level increases as you grow stronger.

The **Preta Path** grants you the ability to absorb chakra in any form, as well as other similar forms of energy, like ki, mana and nen. This can be done through two different ways: the first is through physical contact with your target while the second is forming a barrier around yourself, capable of absorbing attacks from any direction. Beyond just chakra and pure energy, this ability can also absorb chakra-based techniques and constructs. There is a limit to how much energy you can absorb at once and it doesn't protect you from the side effects and risks of having some kind of energy within you.

The **Naraka Path** grants you three abilities involving the summoning of the King of Hell, a spiritual deity that rules over life and death. The first ability is interrogation and requires you to catch hold of a person and summon the King of Hell. After you question something to them, the King will then unzip its mouth and release a

tendril-like hand, which in turn draws out the target's life force in the form of an elongated tongue. If the target lies or refuses to answer any question asked, the King will remove the tongue and consume it, essentially devouring their life force and killing the person. If the target tells the truth, they will be spared, though significantly exhausted due to this. The second ability is heal and requires letting the King ingest a damaged body or object. After some time, the destroyed body will be released, completely rejuvenated and healed from any and all damage. The third and most simple ability involves using the King just to transport objects or souls.
The seventh and last path, the **Outer Path** grants you the power to control life and death. You're able to use the Samsara of Heavenly Life Technique to revive the dead, normally infusing them a new life in exchange to the user's own life, but as you're paying a special price for this, you're able to use it for a incredibly big amount of energy and vitality, which would leave you weakened for months instead of killing you. You can create black receivers capable of transmitting your chakra and binding those that touch them through it. These receivers can also be implanted on up to six corpses to reanimate them and control them as the Six Paths of Pain. In addition to the black receivers, you're capable of releasing chakra chains that bind anyone that touches them, as long as they aren't so much more powerful than you. You're also capable of summoning the souls of the deceased from the afterlife and they'll retain their personalities and memories. The last usage is the ability to undo necromancy and release undead creatures, including those created by the usage of the Edo Tensei.
Lastly, certain users sometimes develop their own unique ability, being exclusively used by them. The humans that awakened the Rinnegan thanks to acquiring a portion of Hagoromo's chakra tend to develop just one unique ability, but, due to you being a true Ōtsutsuki, you developed two unique abilities. You can choose which 2 abilities from the below list:

1. **Takamimusubinokami:** You're able to absorb any chakra-based technique and then reproduce them as many times as you desire, with an unlimited number of usages after absorbing them. It's also possible to further enhance these techniques using your own raw power to fuel them.
2. **Limbo:** This ability allows you to project up to four shadows of yourself into the Limbo, an invisible plane of reality coexisting with the physical but ordinally unable to be perceived or detected (except to other Rinnegan users or those with Six Paths chakra). Each one of these shadows can interact with the physical world and have the same abilities, including out-of-jump abilities and perks, and the same power level as you, with the addition of being untrackable and are invulnerable to nearly every kind of damage, with Senjutsu being one of the only few things capable of damaging and destroying them.
3. **Pattern Recognition:** This ability could be considered an upgrade to the Sharingan's Eye of Insight. You're capable of analysing patterns inside codes, and by comparing them to similar patterns, decipher what is written. When put into use, you could take large amounts of information even from a small

amount of text. This can also be used to perfectly analyse and decipher your opponents' fighting style and easily discover the best way to counter-attack them.

4. **Amenotejikara:** Using this ability, you're capable of shifting yourself between spaces, causing you to instantly swap places with anything you want. Basically anything can be used as a target to this ability, from individuals and objects to even ninjutsu and air. The main restriction of the ability is that the longer the range of your substitutions, the more chakra it'll cost.
5. **Origami Replacement Technique:** When used, this ability lets you instantly disappear and leave behind ten glowing red chakra constructs, taking the shape of orizuru (a classical japanese origami). After usage, your presence and your chakra signature will become completely untraceable to anyone, including other Rinnegan users and those with Six Paths chakra, allowing you to escape to elsewhere without being detected. This ability is more than just slipping into another dimension, being different from space-time ninjutsu, and its true nature is unclear.
6. **Temporal Rewind:** This allows you to warp several seconds into the past, while retaining all of your memories and knowledge of the near-future. This ability requires an enormous amount of chakra to work and even an Ōtsutsuki like you wouldn't be able to use it consecutively.

By default, your Rinnegan will be purple, but, as you're paying a special price, you can choose which colour it is.

Eternal Evolution (600 CP): Evolution is the key part of the Ōtsutsuki Will. We must keep evolving to fulfill our ultimate goal, achieve godhood and become a unique existence. Unfortunately, every creature has its limits, restricting their growth and potential and our limits are the main obstacle to achieve our goal, but not for you. You don't have any limit and your potential is infinite, letting you grow stronger and evolve without the worry of having a roof to your growth. You're also very compatible with any form of power boost, being able to become more powerful by absorbing energy and training without needing to worry about being incompatible with some form of power. This lets you become stronger with this, but doesn't nullify their side effects and downsides.

Defector Perks:

Stealth Efficiency (100 CP): The strong rules the weak, so how can the weak defeat the strong? Like how two brilliant NEETs from another universe always say, the weak's weapons against the strong are their intelligence and strategy, not their power. Apparently, you learned a different lesson from this ideology: no one, regardless of their power, can prepare themselves from an attack they don't know is coming, including those stronger than you. Your attacks are twice as effective and powerful when used against an unadvised opponent, but this power boost loses its effect once they perceive your presence. This is perfect for a first surprise attack to end a fight before it starts, letting even a weaker servant defeat a stronger master.

Born From My Will (200 CP): You're able to use the same technique developed by Kaguya and replicated by Madara, Will Materialization. This technique allows you to materialize your own will into physical constructs and there are two different forms of construct to create. The first form is black rods, similar to the ones created by the Outer Path but have some different usages that enable you to manipulate the actions of others or even directly control their bodies through implanting these rods into them. The second form is a malleable and sentient construct, similar to the Black Zetsu created by Kaguya. This being will be absolutely loyal to you and has the same intelligence as you, as well as having the same innate abilities of Black Zetsu, being able to control the actions of others by coating itself over their bodies and essentially possessing them. There is no specific limit to how many beings like him you can create and maintain, but the amount of chakra required to do it is a limiting factor.

Godly Life Force (400 CP): The resilience and vitality of the members of the Ōtsutsuki clan is incredibly immense, but still have their limits, but your life force is legendary even among our clan. Your life force is equal to a God Tree's vitality, as if you had fused with one of them, being able to regenerate in seconds even if half of your body is destroyed, restoring limbs and recovering from any damage. It would require destroying your entire body at once or use something to prevent your regeneration to kill you.

The Beast Inside (600 CP): The nine Tailed Beasts are living beings made of chakra created by the Sage of Six Paths using the chakra from the Earth's Ten-Tails and Kaguya Ōtsutsuki, but they aren't the only existing chakra beasts. Many different chakra beasts exist on Earth and the events that resulted in the Tailed Beasts' creation can be replicated on other planets. Regardless of the exact reason and their nature, a chakra animal, very similar in nature to the Tailed Beasts, is currently sealed within you, with them living inside a subspace located between your body, mind and soul. It's up to you to design the appearance of this chakra beast, based on an animal of your choice, as well as its personality. Regardless of their personality, they'll start with a neutral attitude towards you. The power of this beast is on par with the complete Nine-Tails and has two abilities that it'll grant to you, one

fairly common ability and another incredibly rare and/or unique ability of your choice. As their jinchūriki, you're able to use its power to form a red chakra cloak, including the same two versions used by the jinchūriki of the nine Tailed Beasts, as well as a complete transformation (it's up to you to decide if this transformation is completely taking the chakra beast' form or forming a giant chakra construct around your body similar to the form used by Naruto). The seal protects you from any mental or emotional influence from the beast and you may control and open the seal to let them release more of their power, but doing this without them being your friend (or at least an ally) is a very bad idea.

Awakened Bloodline Limit (600 CP): The kekkei genkai are anomalies found in the DNA that allows their wielders to use unique techniques and usually passed down to the wielder's descendants. While some of them emerged naturally thanks to mutations, many of them have some kind of connection with the Ōtsutsuki clan, being wielded by Kaguya's descendants, but these inherited gifts became diluted and much weaker than their original versions, the kekkei mōra used by our clan. In a few words, the kekkei genkai usually are just pale imitations of the kekkei mōra. For example, the kekkei genkai version of Shikotsumyaku allows the user to manipulate and control their own skeletal structure while the kekkei mōra not only allows it on a greater degree, but also make their bones completely lethal to living beings, making them to deteriorate and disintegrate at a molecular level after piercing them. You can choose a kekkei genkai to receive its kekkei mōra version, gaining an incredibly high power boost, new abilities and/or removing its limitations, on par with the power of the All-Killing Ash Bones technique. It's up to you to choose the specifics and attributes of this kekkei mōra. For example, if you choose the Ketsuryūgan, your Ketsuryūgan, as a kekkei mōra, would be able to easily enter into your targets' minds without any difficulty and its iron manipulation would become powerful enough to control even solid iron at a molecular scale and not only liquid with a high iron concentration, like blood, as well as being able to cause much more alterations and mutations by manipulating blood within their bodies than just making them larger or exploding them. You can't choose kekkei mōra granted by other perks in this Jump (like the Rinnegan, Sharingan, Rinne Sharingan, Byakugan and the Tenseigan) and techniques that are classified as kekkei mōra. You can also choose to upgrade elemental kekkei genkai purchased with the **Advanced Chakra Transformation** perk.

Heir of the Ōtsutsuki Perks:

Pureblood Hybrid (100 CP): You aren't a pure Ōtsutsuki and, as a hybrid, the fact of you having a human half could be a problem due to diluting your Ōtsutsuki heritage and weakening the benefits gained by this. Well, this isn't a problem for you. As long as you're at least a quarter of some species, you'll receive the full benefits of it, without any reduction of power and efficiency. You have both the power of humans and Ōtsutsuki on your side.

Copy Wheel Eyes (200 CP/500 CP): Thanks to your Ōtsutsuki heritage, you awakened the famous Sharingan, the kekkei genkai of the Uchiha clan and one of the Three Great Dōjutsu, along with the Byakugan and the Rinnegan. The Sharingan grants to you two main abilities: the Eye of Insight and the Eye of Hypnotism.
The **Eye of Insight** enables you to see the chakra, letting you see its flow, composition and source, but to a lesser degree than using your Byakugan, and greatly enhancing your perception. This enhanced perception allows you to see fast-moving objects and, once your Sharingan fully develops, lets you clearly track or even mimic your targets' movements and hand seals, as well as being able to predict their next moves based on the slightest muscle tensions. As it develops, you'll be able to see things even on a cellular level at its peak. The last ability granted by this is the ability of copy almost any jutsu that you see, regardless if they're ninjutsu, taijutsu or genjutsu, with near-perfect accuracy and even modify it if you want, but you're unable to copy techniques that have some kind of prerequisite or bloodline/inherent abilities.
The **Eye of Hypnotism**, in turn, enables you to cast a genjutsu on your targets through eye contact, influencing their thoughts and actions and even taking complete control over them in extreme cases. As a side effect, this control is visually indicated by the Sharingan's design appearing on their eyes, but, with sufficient skill and training, it's possible to learn how to use the genjutsu without this effect.
The last two techniques of the basic Sharingan are **Izanagi** and **Izanami**. The former is a genjutsu applied to reality itself, used when the user or another is in danger, letting the user rewrite and control the reality to revert and negate any and all damage, including death, when used. The latter is a near inescapable genjutsu that enthralls the target into an endless series of loops of events within their own minds. The only way for the target to leave the loop is for them to acknowledge the results of their actions that led to them being placed within Izanami. The cost of using both these techniques is usually the eye that casted it being permanently blinded, but, as you're paying a special price for this, if you use any of them, your eyes will be healed at the start of the next Jump or after ten years, whichever comes sooner.
For an extra 300 CP, your Sharingan has evolved to its advanced form, the Mangekyō Sharingan, without the need to go through a traumatic experience to awaken it. Your Mangekyō Sharingan retains all the abilities of its basic forms, but, in addition, you gain access to two unique and powerful abilities of your choice from the below list:

1. **Amaterasu:** This ability lets you produce black flames on the focal point of your vision, capable of burning almost everything (including other flames) and won't stop burning until its target is completely incinerated or if an entire week has passed. The only three ways to extinguish the Amaterasu's flames are waiting for this time to pass, if the user chooses to disperse the black fire or if someone manages to seal the flames. Unless you focus on your target, the black flames will burn fairly slowly normally, allowing them to remove burning clothes and/or body parts to prevent the fire from completely incinerating them.
2. **Tsukuyomi:** You gained access to one of the most powerful genjutsu in existence. After making eye contact with your victim, you're able to trap them in an illusion of your own design. The main feature of this genjutsu is the ability to alter the target's perception of time, making the time flow much slower in the illusion than in the real world. At this ability's peak, just 1 second inside the illusion could be equivalent to around 0,00000000001 seconds of real time.
3. **Kagutsuchi (Requires Amaterasu):** Also called Blaze Release, this technique applies shape transformation to the black flames produced by the Amaterasu, allowing you to manipulate its shape and even its heat at will. You can use it to enhance the power of your other techniques, create constructs made of the flames and protect specific things and individuals from being burned by it.
4. **Kamui:** In a few words, this ability allows you to transfer objects, people and even ninjutsu to and from a personal dimension or to another place within the same dimension. These transfers manifest as spiralling voids and exit from this dimension do so with varying force, either simply appearing at the ejection point or literally flying from it at high speed. The only way for someone to escape from your dimension is using some form of space-time ninjutsu to go out. The greater your chakra is, the faster and more powerful the Kamui becomes. There are two different types of Kamui and each one of them counts as different abilities, needing to be purchased individually: a short range version and a long range version.
   With the short range version, you can apply it to yourself or to others as long as you're physically touching them. Another usage of this ability is intangibility, achieved by transferring specific body parts and anything you're touching and wearing that would have been in contact with the overlapping matter into the Kamui dimension. This can also be used to travel through barriers, travel underground and to escape from attacks.
   With the long range version, through looking at your target, you're capable of creating an invisible barrier space and anything within that barrier is pulled toward the centre, transferring the target to your dimension. An offensive usage of this version is by transferring just specific parts of your targets instead of taking the entire target, literally ripping them apart.

When together, the speed of teletransportation is doubled and you'll be able to infuse the Kamui's effects to your other techniques, like using the intangibility in them or creating the barrier spaces of the long range version where they touch.

5. **Object Manipulation Technique:** With this ability, you're able to mark objects with a single touch. You can telekinetically control any marked object and there is no limit to how many objects you can control at the same time.
6. **Kotoamatsukami (Counts as 2 abilities):** Even I consider this technique dangerous. This genjutsu of highest caliber is capable of manipulating its targets' thoughts and field of view so perfectly to the point of doing it with the victim being absolutely unaware of it and even if they discover it, it won't be enough to free them from the control. Unlike most genjutsus used by the Sharingan, Kotoamatsukami doesn't require eye contact to be applied and you just need to be a few meters near your target. Both of your eyes will share the same ability.

Regardless of your choice, you also get access to the third and last ability of the Mangekyō Sharingan: **Susanoo**. The Susanoo is basically a giant humanoid avatar made of the user's chakra which surrounds them and fights for them, serving as a powerful defensive armor and a dangerous weapon, becoming an extension of their will. It's up to you to decide your Susanoo's appearance, weaponry and colour, but it'll always have common features to the others, like being similar to the japanese tengu, having two sets of arms and six fingers in each hand. Your Susanoo may also have unique weapons with special abilities as long as you have access to them. For example, if you have **Kamui**, your Susanoo may be equipped with Kamui Shuriken or you could have a sword enhanced with the power of Yomotsu Hirasaka, being capable of creating giant dimensional rifts. At the start, you'll be able to just manifest its ribcage and, with training and time, you'll be able to manifest more stages, like a skeleton to a complete body to an armoured form for further protection. At the full mastery of this technique, you'll be able to stabilize your chakra to manifest your Susanoo's Perfect Form, gaining a colossal form, a tengu-like nose, wings for flight, and is clad with robes and ornate armour, as well as size and power on par with a God Tree's seed. Lastly, as a Ōtsutsuki, your Susanno's Perfect Form will be much larger than the ordinary Susanoo. While usually a Susanno in its Perfect Form has around the same size of a Tailed Beast, yours has the same size of the Ten-Tails. Unlike the kekkei genkai version, your Mangekyō Sharingan, as a kekkei mōra, has the same benefits of the Eternal Mangekyō Sharingan, being able to be used without its negative effects and will drains just a minimal amount of chakra from you.

Chakra Prodigy (400 CP): One thing that differentiates the Ōtsutsuki from other species is their natural ability of manipulating chakra and you inherited this. Manipulating chakra is as natural as breathing for you, letting you use ninjutsu and ninshū without the need of using seals, hand signs or something similar and making it possible for you to create new techniques easily.

Great Sage (600 CP): Natural energy is a form of power that exists in the atmosphere and in the earth on planets with living beings and those capable of absorbing and blending it with their own chakra to create senjutsu chakra and mastered this art receive the title of Sages. You're one of the Sages and, thanks to your affinity with any form of power from your Ōtsutsuki heritage, you're extremely compatible with both senjutsu and natural energy, letting you easily balance it inside your body without the risk of turning into a stone statue due to absorbing too much natural energy. You're also already capable of using a Sage Mode of your choice and, as you learn how to use different modes, you'll be able to mix their unique features and abilities. As a last gift, you'll be able to passively absorb natural energy, removing the need to stay still to replenish lost energy, and letting you use your Sage Mode for a longer time. There is also another level of power that you could achieve, but it's still locked for you for now.

Reincarnation Eyes (600 CP): Thanks to your mixed heritage, your Byakugan evolved to a new form, the Tenseigan. Normally, the process of awakening would take several days and would be accompanied with increasingly painful pulsations in your eyes, as happened with Toneri, but, as you aren't just a descendant of an Ōtsutsuki and actually a hybrid, you skipped this process. Your Tenseigan not only retains all of the abilities of your normal Byakugan but also amplifies them and grants you the ability to manipulate gravity similar but more powerful than the Deva Path of the Rinnegan. The Tenseigan probably also has some hidden abilities, like some kind of energy manipulation and maybe some similar abilities to the Rinnegan's paths. Unlike Toneri's Tenseigan, your Tenseigan won't return to its previous state when you sustain significant damage. Your Tenseigan is still growing in power, so, for now, its abilities will be limited and its main ability is still locked for you. Maybe consuming a Chakra Fruit could help it fully develop...

Items:

Each item is discounted for their respective origins. Every item is fiat-backed.
Discounted 100 CP items are free.

General Items:

Divine Clothes (Free): Another extremely important tradition of our clan is how we dress. Every Ōtsutsuki has a attire that shows their status as nobility and you also receive one of these attires. It's up to you to choose its design, but, regardless if it's a kimono, a traditional nobleman's attire or a tailcoat, this white attire is able to repair and clean itself, as well as having symbols that indicate your affiliation with the Ōtsutsuki clan. If lost or destroyed, it'll reappear in your Warehouse the next day.

Six Paths Yin-Yang Power (100 CP): This was originally a power wielded by the Sage of Six Paths, but you somehow managed to acquire them. This power manifests as a set of two seals, shaped as the Moon and the Sun, being localized on the user's hands. Both the seals augment the user's abilities and grant their respective nature transformation for them (Yin Release for the moon-like seal, Yang Release for the sun-like seal and Yin-Yang Release when together), but, due to you already having access to this kind of power, the seals won't give much benefits when wielded by you. You're still able to grant them to others and remove them at any time. You'll be able to detect the location of those currently wielding the seals and, if someone or something tries to absorb this power, they'll immediately return to you.

Servant Items:

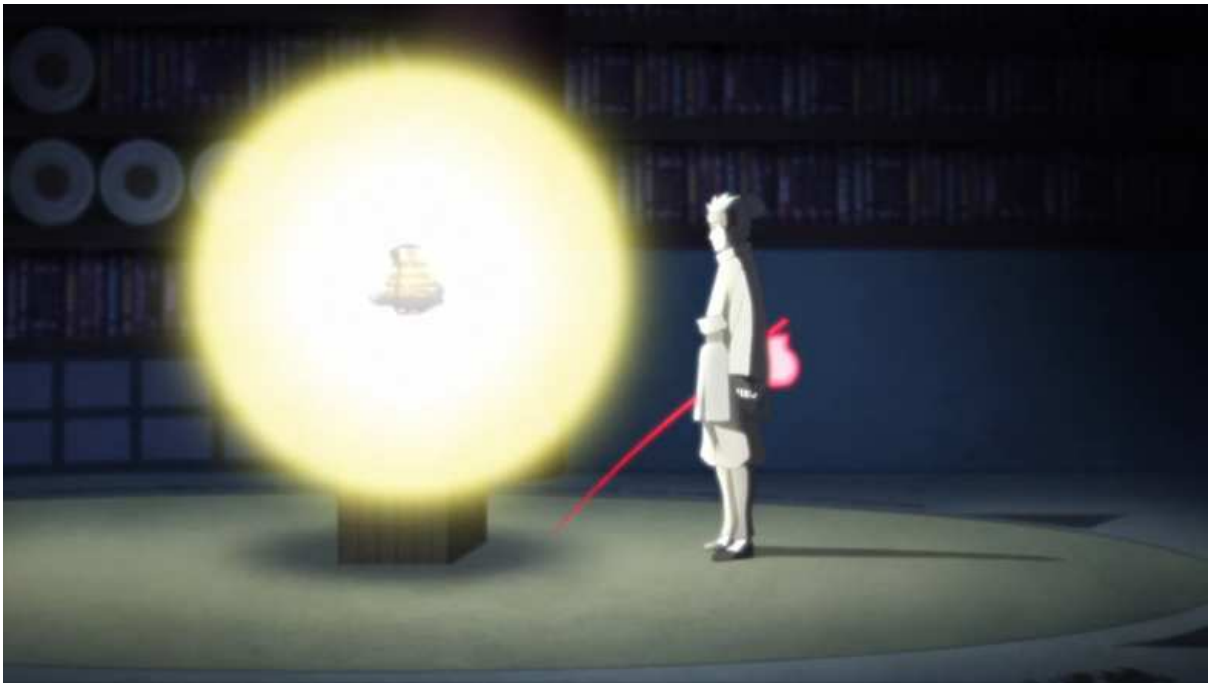
Divine Gourd (100 CP): At the first impression, this glowing gourd made of red chakra looks like any other chakra construct, but there are some important differences. Unlike the other constructs, this gourd is permanent and doesn't require any extra energy to stay existing. Its main function is to store energy and techniques to use later and even replicate them using your own power after absorbing them for the first time. The gourd doesn't have unlimited storage, capable of storing up to energy equivalent to the power of the One-Tail, and will break if its energy limit is surpassed, making all of the stored energy and techniques to be released in a very dangerous way. If lost or destroyed, the gourd will reappear in your Warehouse in the next year, but, if you have the **Chakra Construct** perk, you'll be able to repair it using your own chakra if it's destroyed.

Palace of the Dragon King (200 CP): Following the clan's rules, an Ōtsutsuki is prohibited from killing a fellow clan member, unless in special situations, even if they aren't a pure Ōtsutsuki, so, when a clan member break the rules, the Palace of the Dragon King is usually the option used to make them pay for this. This black box can release a gaseous substance to its target, causing their entire body to petrify and become frozen in time. This effect lasts for ten thousand years and the victim will be preserved alive during all of this time. It's possible for others with time manipulation abilities to try to stop the time freeze, but this is a hard task. If you ever freeze yourself in time somehow, the time you spent frozen won't count for the time that you need to stay in the setting. You receive one of these black boxes and, if used, lost or destroyed, you'll gain a new one at the start of each Jump.

Collection of Vessels (400 CP): The Kāma, while almost always used on living beings, can still work on non-living vessels, like corpses for example. You acquired a unique treasure that uses this feature. This treasure is a set of ten empty humanoid dolls and each one of them can be used as a vessel for any Ōtsutsuki, being strong and compatible enough to be proper vessels. As these dolls aren't living beings, the process of ōtsutsukification takes a slightly longer time to be fully completed, but, besides this, there are no other side effects on using them as your vessels. You receive a new doll yearly, but you won't receive a new one if you already have ten of them. Unlike most fiat-backed items, the dolls won't reappear in your Warehouse if lost or destroyed.

Karasuki (600 CP): You receive a copy of the Karasuki, a sentient turtle-like artifact created belonging to the Ōtsutsuki clan. The artifact has the power of transferring people through time, enabling its user to travel to any point in the past or in the future, but this requires a lot of chakra to work and those with access to space-time ninjutsu can use it to intercept this technique and travel together with its user. The turtle themself is ageless and considers you as their master, being loyal to you and their main life objective is to serve you. Unfortunately, due to the rules imposed by your Benefactor, the artifact can just be used to travel through time just twice per

Jump (the first one to the past or future and the second one to return to the present) or decade, whichever comes sooner. This limitation is removed post-Spark. The turtle counts as your follower and will be revived in the next Jump if killed.



Master Items:

Box of Chakra Pills (100 CP): You receive a fiat-backed small box, containing ten chakra-filled pills, equal to those created using the **Chakra Edible Creation** perk. When eaten, they enhance their user's abilities and rejuvenate them, as well as each one of them having around the same chakra reserves of the average jōnin. You can summon this box at will and it'll be restocked monthly. If lost or destroyed, the box will reappear in your Warehouse in the next month.

White Kāma (200 CP): The main flaw of the Kāma is that isn't everyone that is suitable to become a vessel and those unsuitable will usually die during the ritual, but, occasionally, when a host capable of resisting the seal's power but still unsuitable due to incompatibility manage to survive, they tend to receive a unique variant of the seal, the White Kāma. Unlike the regular Kāma, the white variant is empty, without the user's biological data and unable to become a vessel for their soul, but, at least, it still retain some of its pure power and other traits, enhancing the host physical condition and chakra as well as letting them absorb chakra and chakra-based techniques. You receive five White Kāma, ready to be implanted in anyone, including yourself if you want, without any risk of death or incompatibility. You receive a new one at the start of each year. With some experimentation, you can learn how to modify them to turn them into the regular version of Kāma, capable of holding your own biological data (or alternatively of others) and able to create new vessels without the need to use a vast amount of energy to create a new one from nothing.

Alien Cells (400 CP): After Hashirama's death, many different people, like Danzo, Orochimaru and even Madara, managed to acquire samples of his cells and DNA and made experiments to try to gain his power. The majority of these experiments failed and resulted in deaths, but a few ones managed to achieve good results, with different degrees of success. Madara, for example, created a mindless clone of Hashirama, capable of producing a substance made of his cells that could heal injuries and replace lost limbs, as well as usually increasing the user's chakra reserves and granting access to some Wood Release abilities, while Victor used his cells to induce a splinter of the Earth's God Tree to make it grow an artificial (and incomplete) tree. All of these features granted by Hashirama's Senju physiology is thanks to him being a descendant of an Ōtsutsuki, in this case, Kaguya herself. It's logical that the cells from an Ōtsutsuki will have slightly different features, but more powerful. You get a few samples of Ōtsutsuki's cells, enough to reproduce it infinitely with proper equipment. These cells grant the same benefits as the Hashirama's cells, but without the risk of rejection due to the Ōtsutsuki physiology being much more malleable. They also won't grant Wood Release abilities, but they grant all the basic nature transformations (including Yin Release and Yang Release) to those that are implanted with it and may cause their kekkei genkai, if they have any, to evolve into new forms or even achieve power compared to their kekkei mōra versions. You receive new samples yearly.



God Tree (600 CP): The God Tree is a special alien species of gigantic tree, capable of growing up to enormous heights, and a key part of the Ōtsutsuki Will. A God Tree is born when a Ten-Tails, which acts as the tree's seedling, consumes a live member of the Ōtsutsuki clan (or alternatively a vessel of an Ōtsutsuki, as long as the biological data within the Kāma must already have extracted to at least a majority percentage for it to work) and is nourished by bloodshed and the natural energy of the planet they're planted on. This energy is then used to produce a single Chakra Fruit, which grows over the course of a thousand years, but can be harvested earlier if needed. As you're paying a special price for this (or receiving this as a reward), your own God Tree is a little different. First of all, it's already in its tree form and most of its conditions and drawbacks related to its growth are removed. The tree's growth won't drain away the life of the planet by default, though you may cause it to do so if you wish. You can still feed your God Tree with bloodshed or donations of energy to accelerate its growth, but it's no longer a requirement. Live sacrifices are also possible and they'll provide bigger boosts to its growth than just donating energy, and more powerful sacrifices will speed things up more than weaker ones. Similarly, an Otsutsuki sacrifice is not required to make its Chakra Fruit bloom, but a sacrifice with an equivalent level of power or greater will still cause the Chakra Fruit to provide an even greater amount of power than normal in addition to speeding up its growth. If you use a sacrifice that doesn't have chakra, but instead have some other form of innate energy, you may cause the resulting Chakra Fruit to grant immense reserves of that form of energy instead of chakra (like Ki, Nen, Aura, Spiritual Energy and many others). Similarly, if the planet you plant the God Tree on is imbued with some unique natural energy, you may make use of it to alter the properties of the Chakra Fruit it produces. After absorbing a sacrifice or type of energy for the first time, your God Tree will gain access to the option of switching the nature of its Chakra Fruit to

reproduce it in the future, even without access to a repeat sacrifice or that same kind of energy. As an extra effect, besides just absorbing energy, the God Tree will also absorb the biological data of any living beings that live or lived on the planet they're planted on, making it possible for both the tree to replicate and the Chakra Fruit grants the biological traits and abilities of these living beings.
Optionally, if you want to use your God Tree as a mass destruction weapon rather than a tool for growth, you can make it revert to its seedling form, a Ten-Tailed Beast with the same power of the Earth's Ten-Tails. To do it, the tree must already have matured enough to bear a Chakra Fruit. The beast produced by the tree will be absolutely loyal to you and can return to its tree form at will.
All the energy stored on your God Tree and time dedicated to the Chakra Fruit's growth are conserved across Jumps and any progress won't be lost in each new Jump.

Defector Items:

Suspicious Pills (100 CP): You receive a bottle containing around fifty small black pills. These pills, originally developed by Amado as another part of his plan to defeat Isshiki, have properties that suppress and possibly damage the Byakugan and, by consequence, the Ōtsutsuki. When ingested by a member of the Hyūga clan, their Byakugan will be weakened, to the point of being unusable while being affected by it, and they may suffer with sight problems, while an Ōtsutsuki would have all of their abilities weakened, but only the weaker members of our clan would be affected by it. Another effect of these pills is temporarily stopping the process of ōtsutsukification caused by a Kāma. The pills are replenished yearly and I advise you to not ingest them.

Restored Ruins (200 CP): The Ōtsutsuki clan builded many and many structures in several different planets and dimensions. Most of them are currently abandoned and are just ruins today, but you personally restored one of them to its former glory. This castle has many empty rooms and a lot of space to work with, as well as resources, like water, food and other luxury items, to feed a group of a few people for a month and some artifacts of our clan with various unique effects. These artifacts aren't very powerful, being far weaker than the **Treasured Tools**, but their effects are still good. Any resource is restocked monthly and the artifacts, if lost or destroyed, will reappear in the castle in the next month.

Demonic Statue (400 CP): A Demonic Statue of the Outer Path is the empty husk of a Ten-Tails that remains after its chakra is removed from its body. Apparently, the Ten-Tails that your pair brought to Earth before your betrayal ended up becoming a husk after some events and you become the master of the resulting Statue. Your Demonic Statue has just a little fraction of its original power, being weaker than a Tailed Beast, and has half the size of a mountain, as well as a tremendous life force, capable those that receive it to extend their natural life span to near agelessness, regenerate even entire limbs and augment their strength. Its two main abilities are to emit phantom dragons made of a special kind of chakra capable of absorbing the energy of anyone that touches it and emit the same chakra chains used by the Outer Path of the Rinnegan. As a final bonus, the Statue retains some of the former traits and is capable of incorporating any absorbed chakra and energy, becoming more powerful and even gaining new forms, but, unfortunately, its former chakra is permanently lost, making impossible to it to return to its original Ten-Tails form.

Endless Pale Army (600 CP): As a way to prepare herself for an attack from other members of our clan, Kaguya used the victims of the Infinite Tsukuyomi that stayed bound to the God Tree to create an attack force capable of combating them. The result is an army constituted by mutated humans devoid of their original forms, personalities and individuality known as White Zetsu. You're the master of a copy of this powerful army. This army consists of around one hundred thousand White Zetsu and each one of them has peak human physical strength and doesn't need to carry

out any normal human bodily functions, without any need for sleep or for any other bodily functions. They're also capable of using the Mayfly technique to travel through surfaces, are capable of draining chakra through physical contact, have limited control over their forms (letting them to open their bodies or even merge with other White Zetsu), are capable of assimilating properties of any nearby material and can use Wood Release to a lesser degree. Despite all these abilities, their main weapon to be used in a war is the Substitute Technique, which allows them to perfectly copy the appearance, the chakra signature and even the smell of any individual. While this doesn't copy their power level, this technique also allows the White Zetsu to mimic their target's techniques and abilities. The White Zetsu count as your followers.



Heir of the Ōtsutsuki Items:

Stone Tablet (100 CP): This stone monument, like the one in possession of the Uchiha clan, has the objective of passing a message and information to those that you want in the future. You can write any kind of information on it, being invisible to those without some specific ability or if some technique of your choice isn't used to reveal it. Just the usage of some godlike detection ability would be able to discover what is written on this tablet without the usage of your chosen ability/technique.

Autonomous Puppets (200 CP): Many centuries before Monzaemon developed his own form of the Puppet Technique, the hybrid branch family of the Ōtsutsuki clan on Earth already used a more advanced form of puppetry, using a different type of puppets and you, as their heir, inherited this art and their puppets. You receive a set of a hundred puppets of the same variation used by Toneri Ōtsutsuki. You're capable of remotely controlling them through an orb of chakra located within their bodies and, over time, these puppets will become basically autonomous, requiring no conscious effort to control them and requiring only your own energy to power their movements. As an added bonus, you'll always be able to sense the location of each one of these puppets and even directly control them when needed. If any of them is destroyed, they'll reappear in your Warehouse in the next month and any modification done to them will remain across Jumps.

Treasured Tools (400 CP each): This set of legendary tools were once wielded by the Sage of the Six Paths himself, being considered the most powerful traditional ninja tools. The two main limitations of these weapons are their extremely enormous chakra consumption, enough to kill any normal human that tries to use them, and the fact that they're very hard to properly and yet harder to fully master. With each purchase of this, you receive one of the five tools mentioned below. You can purchase this multiple times to get the other four. The five Treasured Tools are:

1. **Bashōsen:** It's a large fan that is able to generate all five of the basic nature transformations, requiring its user just to give a mental command to it, which produces substantial amounts of the desired element when the fan is waved. The fan can also be used as a shield to protect its user against elemental techniques.
2. **Kohaku no Jōhei:** This large pot is a powerful sealing tool, filled with a black liquid. To seal someone, the wielder must call them and, if the target responds, their voice will be recorded in the pot and they'll be sealed, apparently merging with the black liquid. Once someone is sealed within it, no one is capable of escaping and the only way to be released is if you want them to be released.
3. **Kōkinjō, Shichiseiken and Benihisago:** Despite being three separate tools, I'll put them together because it's needed to use all three of this set to their effect be complete. First of all, Kōkinjō is a rope capable of drawing out the word soul of anyone that it has come in contact with, except its wielder. The rope is also capable of generating a yellow aura that takes the shape of

additional ropes. Once the target’s word soul is drawn out by the rope, it allows the user to sever it using the Shichiseiken, a light blue broad and flat sword, and, by saying the verbal command “curse”, allowing their soul to be sucked to the Benihisago. Lastly, the third artifact is a giant brown-coloured gourd with a red cloth around it. It is able to take a person's word soul hostage by saying the verbal command "record". After the word soul has been drawn out by the Kōkinjō and then severed from their body by the Shichiseiken, it is absorbed into the gourd. If the victim utters the word they have said the most during their life, they will be sucked into and trapped within the Benihisago. According to Kurama, once something or someone is trapped within it, they can't come out, no matter what, but your version of it is capable of releasing whoever is sealed within it if you want.

Energy Vessel (600 CP): Near the end of his life, Hamura Ōtsutsuki decided to create the Energy Vessel, through removing his own Tenseigan and the Byakugan of his descendants and clustering them together, with the goal to futurely help the inhabitants living on Earth. You receive a copy of this. The Energy Vessel is basically a golden sphere that works as a godlike energy battery and supply, capable of passively generating chakra and already having enough power to match the Nine-Tails at his peak after accumulating power for a millenium. The vessel is protected by a near unbreakable barrier, capable of absorbing the chakra of anyone that touches it without your permission. There is no limit to how much energy it can hold and other forms of energy other than chakra can also be stored. Once a jump, you can remove the many Byakugan stored within the Energy Vessel to gain a temporary, but stable, enormous power boost, granting you a power compared to a jinchūriki of the Ten-Tails for a few minutes. After this time, all of the Byakugan will return to the vessel.



Companions:

Companion Import (100 CP for Each One): You can import a Companion for 100 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight Companions.

Canon Companion (100 CP): For 100 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain as your Companion. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

Master (100 CP/Free for Servant): It's a tradition of our clan to travel from planet to planet in pairs constituted by a higher-ranked member and a lower-ranked member. As a Servant, you're accompanied by a higher-ranked Ōtsutsuki as your master for free. They receive the Master origin for free, as well as 600 CP to spend on perks and items. They'll count as your Companion and will follow you in your chain. You can purchase extra Companions with this option for 100 CP each.

Servant (100 CP/Free for Master): It's a tradition of our clan to travel from planet to planet in pairs constituted by a higher-ranked member and a lower-ranked member. As a Master, you're accompanied by a lower-ranked Ōtsutsuki as your servant for free. They receive the Servant origin for free, as well as 600 CP to spend on perks and items. They'll count as your Companion and will follow you in your chain. You can purchase extra Companions with this option for 100 CP each.

Assistant (100 CP/Free for Defector): You weren't alone when you betrayed our clan. A lower-ranked Ōtsutsuki decided to follow you and become your assistant, helping you to protect the planet from the other Ōtsutsuki. They receive the Defector origin for free, as well as 600 CP to spend on perks and items. They'll count as your Companion and will follow you in your chain. You can purchase extra Companions with this option for 100 CP each.

Second Heir (100 CP/Free for Heir of the Ōtsutsuki): You aren't alone in this world. There is someone that is currently in the same condition, being a hybrid between an Ōtsutsuki and a human. Maybe they're your sibling or maybe not, it's up to you to decide it. They receive the Heir of the Ōtsutsuki origin for free, as well as 600 CP to spend on perks and items. They'll count as your Companion and will follow you in your chain. You can purchase extra Companions with this option for 100 CP each.

Human Worshipers (50 CP): A group of humans became attached to you after learning your nature as a Celestial Being and they insist in worshiping you as their god. Well, they aren't exactly wrong in treating you like this. There are around twenty humans in this group, each one of them completely loyal to you. They have similar strength to the average jōnin and are capable of using at least two basic nature

transformations. While most of them are just average shinobi, some of them have some kind of individuality. Maybe one of them isn't a shinobi but instead a rich merchant, another one is a modified human stronger than a jōnin or has some kekkei genkai. They count as your followers and will update themselves to each setting, but they'll retain the same power level and influence.

Pet Ten-Tails (50 CP): The Ten-Tails are beasts known for their titanic size and power, but this one is different from the rest of its species. This miniature Ten-Tails is much, much smaller and weaker than a regular God Tree's seedling, being no bigger than a dog, and is absolutely adorable, being the perfect pet for an Ōtsutsuki. You decided to adopt it and take care of it as your pet. This Pet Ten-Tails isn't a mindless beast but being smarter than a cat or dog instead and has weaker versions of the abilities of a adult Ten-Tails, but being unable to grow a God Tree or to mature into a giant form. The funny thing is that even a definitively non combat-focused cute Ten-Tails is still powerful enough to match the power of an average jōnin. During this Jump, it'll count as a follower, but you can import it as a companion in future Jumps.

Scenarios:

You can take as many scenarios as you want, as long as they aren't incompatible.

The Cycle (Exclusive to Servant and Master): Since much, much time ago, we, the Ōtsutsuki, traverse the cosmos to spread the God Trees on countless planets with living beings, which consequently drain the chakra and the genetic material from all its surroundings and inhabitants, resulting in everything dying and it bearing a large fruit that is consumed by the us to make upgrade ourselves and evolve. This cycle is repeated endless times, until we achieve the ultimate goal of becoming a peerless unique existence, finally achieving godhood and becoming a god. It's your duty as a master or servant to follow the Ōtsutsuki Will and become a part of this cycle. To fulfill this scenario, you must plant a God Tree on a planet of my choice (not Earth) and gather the Chakra Fruit it'll bear. You receive a **Ten-Tails** for free for this mission.

This planet is inhabited by a human-like species (maybe elves, dwarfs, demi-humans or another random species), capable of using some special power (probably magic or some racial ability) with the same strength and potential as chakra, but with different abilities. Their population has around the same number of individuals and the same level of technological progress as humankind on Earth. They'll also innately know that the God Tree is slowly destroying the life on their planet, so it's impossible to trick them with lies about the tree's nature.

If you're a Servant, your mission is to find a suitable vessel and implant your Kāma on them. After creating at least one vessel, you must let the Ten-Tails brought by your pair devour you. Once you use your vessel to resurrect yourself, you'll need to help your master protect the God Tree until it drains away the life force of the planet and blooms a Chakra Fruit.

If you're a Master, your mission is to protect the Ten-Tails until your servant finds a vessel for them and, posteriorly, protect both the God Tree and the vessel. Once your servant resurrects, they'll be able to help you in this task, but as you're stronger than them, the more powerful and dangerous threats will need to be defeated by you.

Just a few last warnings: There will always exist individuals at Kage level on the planet and, once every generation, at least two or three individuals with enough power to match Naruto and Sasuke will appear. The Chakra Fruit will take around a thousand years to grow (but you can still use some methods to speed up this process) and you'll just be able to exit from this jump once this scenario is finished. Good luck.

-Reward: First of all, you'll be able to retain your **God Tree** and it'll gain all the benefits mentioned in the item's description above. You also get the Chakra Fruit as a reward (even if you're the servant) and, after consuming it, you'll evolve and acquire the **A Step Closer to Godhood** perk for free. Alternatively, if you already have this perk, your companion will eat the fruit and gain it instead.

Defender of Earth (Exclusive to Defector): Originally, you were a loyal member of our clan and followed the Ōtsutsuki Will, until you arrived on Earth and became attached to this planet. Once your partner arrived here too, you decided to stay on the side of the humans and betrayed your own species to protect Earth. Your partner's fate is unknown and they're probably dead, but this didn't prevent the information about your betrayal from being known by the other members of our clan. The result of this is the leaders sending another pair to investigate whatever on Earth and, if your betrayal and your former partner's death are proved true, they'll authorize them to eliminate you permanently. Even if this don't happen, these two Ōtsutsuki, with the servant having power on par with Momoshiki and the master being strong as Isshiki, will have authorization to claim ownership over Earth, essentially letting them to plant a God Tree there to grow a Chakra Fruit, eventually killing your beloved planet. As a Defender of Earth, it's your duty to stop them and save humankind from this incoming threat. You'll have one or two months before their arrival to prepare yourself and convince those with enough power to rivalize other celestial beings to ally themselves with you in this battle.

-Reward: This was a hard battle, but you managed to protect Earth and its inhabitants. You proved to them you're different from the other members of our clan and they decided to grant you a reward within their power. This reward changes according to when you first arrived on Earth.

If you arrived here together with Kaguya and Isshiki, the humans of this era don't have many things to offer you, as they're still currently lacking any significant technological progress and chakra, but they offered you a **Empire** to you rule, one on par with the Land of Ancestors. This country and its population and resources will follow you along your chain, appearing somewhere in future settings, and it'll retain any modifications done to it. Following your example, **Kaguya Ōtsutsuki** decided to betray her master, if she didn't already do it before, and will follow you as your companion. She'll also have the chance to eat Earth's Chakra Fruit to achieve the same power level of her canon version and she receives an extra 600 CP to spend on perks and items on this jump, as well as the Defector origin.

If you arrived here during Kaguya's reign, both Hagoromo and Hamura recognized your efforts in protecting the planet and humankind. Both of them decided to teach you all of their **Unique Techniques**, including the Chakra Transfer and the Creation of All Things techniques, those used by Indra and Asura, as well as many others.

If you arrived here after the end of the Warring States Period, you have gained the right to earn the title of **Kage of one of the Five Great Nations**. You can choose which one, even Konohagakure if you want. The hidden village and its population and resources, including their military forces and any Tailed Beast they have, will follow you along your chain, appearing somewhere in future settings, and it'll retain any modifications done to it.

If you arrived here at the climax of the Fourth Shinobi World War, humankind will be in a very difficult situation after Kaguya and the other two Ōtsutsuki's attack, so instead a Sannin capable of controlling snakes offers to grant you two rewards. The first reward is a perfected and purified version of his **Curse Mark**. This cursed seal,

when activated, converts your chakra into a variant of Senjutsu and increases your chakra levels ten times, making you more powerful. The seal's activation is divided in two levels: the first level causes the mark to spread through your body while the second level causes your body to suffer physical mutations, gaining a form similar to Jūgo's transformations. Unlike the original version, your purified curse mark doesn't have any drawbacks or side effects, causing literally no damage to your mind and body. The cursed seal greatly enhances the power of any Sage Mode you have, granting a mode similar to a Sage Transformation. Orochimaru will also teach you the **Edo Tensei** as your second reward. Your version of it works exactly as its canon perfected version, with the addition of requiring you to stay alive to continue working and anyone you bring back won't be able to break the summoning contract with you, like how Madara did to Kabuto.

If you arrived here in the New Era, the scientific teams of the Five Great Nations offer to develop and implant some form of **Shinobi-Ware** in you, on par with the microscopic scientific ninja tools used on Code and Kawaki. These tools allow you to manipulate your body tissues at a cellular scale, letting you shape and augment certain parts of your body as weapons, like blades, cannons, projectiles and shields. These alterations also confer a greater regenerative power than you had before and greatly synergies with any kekkei mōra you have. Other than that, you can also choose to be implanted with a copy, or alternatively with something similar, of one of the unique pieces of Shinobi-Ware used by the members of Kara.

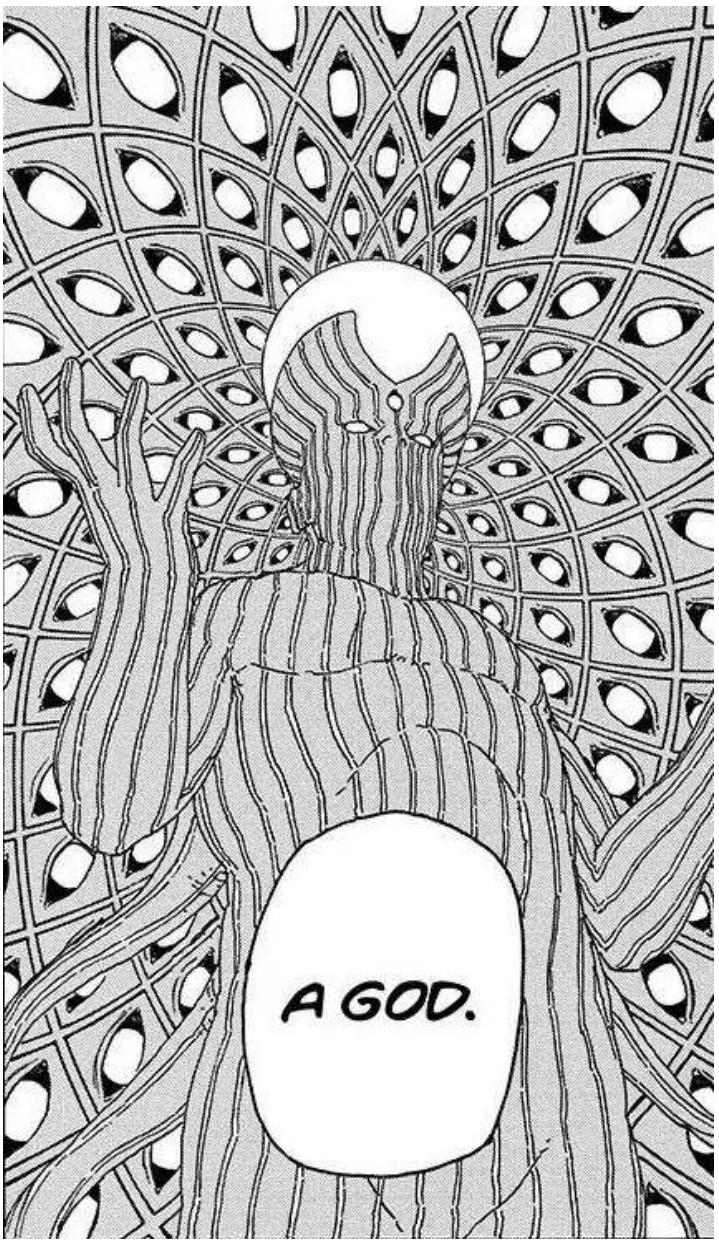
If you also have taken the **Herald of Bad Omens** drawback, it'll stop affecting the humans, but it'll still affect any other species you find.

The Fallen Celestial Being (Exclusive to Heir of the Ōtsutsuki): Kaguya Ōtsutsuki wasn't the first member of our clan to betray us and abandon the cycle. Some of these defectors are like her, they usually have a kind heart and tend to become attached to some specific planet, but this isn't always the case. Others are different, they decide to betray us due to greedy or even insane reasons. They want all the power just for them, without caring for anything but themselves. One of these power-thirsty Ōtsutsuki, with enough power to be even stronger than Kaguya after fusing with her Juubi, became very interested in Earth's unique situation and decided to invade the planet and fuse with their God Tree to use it to drain all the world's chakra. Unfortunately to you, this specific invader is somehow connected to you, being directly or not responsible for your existence, so this is personal for you. It's up to you and your allies to defend the world from this celestial threat. You'll have a few months to prepare yourself for the attack. Good Luck.

-Reward: After saving the world from this celestial threat, you and any of your companions that helped in the battle earned a reputation of being **Heroes of the Legend**, with every human recognizing you and considering you a true hero and a figure of justice. This reputation also works in future settings and can be turned on and off at the start of each jump. As a result of your evolution during the battle, you unlocked the same godlike technique used by Hagoromo and Hamura to seal Kaguya: **Six Paths - Chibaku Tensei**. This technique is an extremely powerful sealing technique, capable of sealing even gods and entities and capable of suppressing their power, with almost no chance of resistance once this is activated. To activate it, you must place your palm upon a target and, after it, they're then made into a center of attraction, causing the surrounding earth to be forcefully pulled onto their body and formed into a sealing stone far larger than what is created by the standard Chibaku Tensei, having a size similar to a planetoid. Any sealed being will be transformed into a statue similar to the Demonic Statue of the Outer Path, but with different forms, strength, sizes and abilities. These statues can be temporarily summoned out of the seal by you to use them as your summon, being directly controlled by you. The only method to free someone from this is to physically remove the statue from the core of the created planetoid and inject them with enough energy to match their power before them being sealed. If there is not enough matter to create a planetoid, this technique will stay incomplete and it's possible for the target to flee from the seal using their own power.

The Heir of the Ōtsutsuki Will (+200 CP): I was wrong. You aren't an Ōtsutsuki, but instead a mere human. Originally, you were one of our loyal worshipers until that day, when a dying member of the Ōtsutsuki clan, in their last moments, declared you as the rightful heir of the Ōtsutsuki Will and gave you a mission to become a complete and pure member of our clan: plant a God Tree on the Earth and make it bear a Chakra Fruit to consume it, gaining the energy and biological data of every living being that lives or lived on Earth and upgrading yourself, regardless if it drain away the life force of the planet and kills every living being there or not. To accomplish it, they use their last forces to implant a **White Kāma** in you, granting all of the benefits of the regular Kāma without its negative effects, to turn you into an Ōtsutsuki. As a human, you lose access to all the free perks, your power is reduced to be on par with the average jōnin, you'll be able to retain your access to just two of the basic nature transformation (except Yin Release and Yang Release), you'll lose access to your purchased items and even your purchased perks will be nerfed to this level, with some of them losing completely their effects (like the **A Step Closer to Godhood** perk) and your kekkei mōra being reduced to their kekkei genkai versions.
Some examples of them are: your Rinnegan would be just the artificial version used by Madara before his resurrection (having access just to the paths' abilities); you would just maintain the Byakugan if you had the Tenseigan before; your mastery and power with Wood Release would be just at the same level as Yamato; and others.
To fulfill your quest, your former master left an immature God Tree's seedling to you and, to make it grow into a true God Tree, you must make a sacrifice. Considering your conditions, there are very few proper candidates to be used as sacrifice to the One-Eyed Giant, so I personally modified it to just require a sacrifice with the chakra of an Ōtsutsuki, so sacrificing a Ten-Tails' jinchūriki, a hybrid, a almost complete vessel, both the reincarnations of Asura and Indra or even just the remains of a deceased Ōtsutsuki would be enough. Regardless of your target, it won't be an easy task and you'll need to prepare yourself to fight some beings with enough power to pose a threat to gods with you being just a human for now.
After consecrating the sacrifice and the God Tree is born, it'll start to gather energy from everywhere of the Earth, but, due to the immature state of the seedling combined with a lesser quality sacrifice, the tree won't cause the death of the planet and will takes a lot less time to bloom a Chakra Fruit (around ten years instead of a thousand years), a fruit that will contain everything, being a record of all life that ever lived and died on Earth. You will just be able to exit from this setting once this scenario is finished, when you consume the Chakra Fruit.

-Reward: Once you finish this scenario, it's time to receive your rewards. First of all, you have ascended and recovered your status and power as an **Ōtsutsuki**, recovering the full power of all of your perks and items. You also retain your own **White Kāma**, even after your ascension. Unfortunately, your God Tree isn't mature enough and has just been able to bear one Chakra Fruit, being completely unable to grow another fruit or even return to its original form, but you can still keep it as a souvenir. Lastly, you receive an extra 200 CP as a prize for completing this scenario.



-The Ōtsutsuki God-

(Requires a 600 CP Item/Endjump Scenario)

Since much, much time ago, the Ōtsutsuki traverse the cosmos, traveling to planet from planet, even through different dimensions, to spread the God Trees on them, which consequently drain the chakra and the genetic material from all its surroundings and inhabitants, resulting in everything dying and it bearing a large fruit that works as a record of every living being that lived and died there. Later, this fruit is consumed by us to upgrade ourselves and evolve. This cycle is repeated endless times, until we achieve the ultimate goal of becoming a peerless unique existence, finally achieving godhood and becoming a god. It's your duty as a Ōtsutsuki and Jumper to be the one who will finally achieve this goal. Everything that happened during your chain brings you to this universe and to this moment. The end of your journey, and the start of a new adventure, is near. Accepting this scenario means

that, if you finish it, your chain will be over and you'll receive the grand prize for it. But you need to finish the scenario first and this won't be easy.
I'll give you four paths to follow, depending on which 600 CP item you have purchased before, but, regardless of which is your choice, it'll be a challenge and will take a long, long time to finish it. If you have purchased multiple 600 CP, you'll still need to choose only one of these paths.

If you managed to acquire the legendary artifact known as **Karasuki**, as you don't have any way to acquire and collect Chakra Fruit, you'll earn a unique chance to use this artifact as a tool for growth. Your Benefactor will personally enhance the Karasuki using her own power, removing its limitation to just two time travels per Jump, but adding another limitation instead. You'll be able to use the Karasuki any number of times you want, but these time travels can only go to a random point of the timeline, within the thousand years that encompasses the entire shinobi history on Earth, during the duration of this scenario. Your mission here is to do what Urashiki Ōtsutsuki failed at: You must go to the past to capture and seal the nine Tailed Beast in yourself. This means you'll need to find and capture them or defeat their jinchūriki and extract them, depending on when you arrive in the past. You receive a special seal in your body to imprison the Tailed Beasts in yourself, making their power yours. While this task becomes easier the more powerful you become, some of the timelines you arrive in each travel may randomly suffer some changes in them. For example, a certain Tailed Beast may have a different jinchūriki or someone who should be dead is alive now. As you grow stronger, these changes will increase in number and become more extreme. You may arrive in a timeline where there exist just five Tailed Beast, but each one of them being as strong as the complete Nine-Tails, and in another travel you may arrive in a timeline where there exist hundreds of weak Tailed Beast. You can even find a timeline where Hagoromo never separated the Juubi and just transferred it to another jinchūriki or a timeline where Kaguya won and stayed ruling Earth. You'll need to repeat this process countless times before achieving godhood.
If you're the master of a **God Tree**, to achieve the apotheosis, you must fully embrace the Ōtsutsuki Will and become an active part in the cycle. This is the simplest path to follow. You'll need to travel from planet to planet and plant your own God Tree on them to drain the life force of everything on them. This process will inevitably drain away and kill the life on the planet it's planted on during the duration of this scenario. Each planet will result in one Chakra Fruit and after consuming it, you'll need to travel to another planet and repeat this process again and again, countless times. Thoeretically, this is a more efficient way than the other paths, but it'll require a lot of time due to the growth period of each Chakra Fruit. Unfortunately to you, as the millenia pass and you grow stronger, the many alien civilizations spreaded through the galaxies and dimensions will become more advanced, both in raw power and in technology, becoming considerably more dangerous with time, but even their development has limits.

If you're the commander of the mighty **Endless Pale Army**, to achieve godhood, you'll need to accept the Ōtsutsuki Will again, but in a different way than before. Similarly to the God Tree's path, you'll need to travel and invade countless planets, but this time you'll need a different option to harvest these planets' life force and chakra. You managed to use a splinter of another God Tree as a catalyst to grow an imperfect Artificial Tree. This Artificial Tree, unlike the version created by Victor, is capable of bearing a Chakra Fruit if fed with enough energy and power, but it isn't capable of growing and spreading by itself, as well as being unable to drain chakra, and won't grow bigger than a small house. To circumvent this limitation, you connected it to your White Zetsu and developed a strategy to use them as a tool for growth. You and your pale army must invade multiple planets and they need to personally attack the inhabitants and the environment to drain away their life force and chakra from them to, after it, return and feed the Artificial Tree with the stealed energy. This method is more inefficient than using a God Tree and will take a lot of more time, but it won't end up turning the affected planet into a dead, empty husk, unless you want it to happen. You can also use the Artificial Tree as a catalyst to enhance your White Zetsu. Unfortunately to you, as the millenia pass and you grow stronger, the many alien civilizations spreaded through the galaxies and dimensions will become more advanced, both in raw power and in technology, becoming considerably more dangerous with time, but even their development has limits.

If you received the **Energy Vessel** as your inheritance, you'll find that your Benefactor hid something within it. Once you touch the Energy Vessel for the first time, you'll absorb the information and data hidden on it. This reveals to you the existence and approximate location of countless artifacts similar to the Energy Vessel spreaded through the cosmos, on multiple different planets and locations. These artifacts are energy storage of varying power and quality, with the majority of them being far weaker than your own Energy Vessel, and some of them store different forms of energy, others than chakra and natural energy. To ascend, you'll need to find each one of these artifacts and absorb the energy and data stored on them. While you'll know which planets these artifacts are, you won't know their exact location so you'll need to search for them and even need help from the native inhabitants to find them. The exact nature of each artifact varies a lot and it won't always be that the natives will let you simply steal an important artifact from them without a fight, so fights and even wars will inevitably occur at some point. Some of these artifacts may have special abilities and traits or even be seals and prisons to powerful Chakra Beast that will try to attack everything on their way once you release them, probably including you. You'll need to absorb various artifacts to rival the power of a single Chakra Fruit.

Just once you achieve enough power to truly become the strongest being in this setting and a true Ōtsutsuki god, this scenario will count as completed and you'll finally receive your rewards. This may even take hundreds of millions of years, requiring endless determination on your part, but it's time to show us why your Benefactor chooses you to be a Jumper.

-Reward: Your first reward is the main reward of all of your Chain, you gain a Spark, receiving an extremely great power boost and the ability to travel to anywhere in the Omniverse, being able to go to any of your previous jumps. You retain all the power and benefits of being an **Ōtsutsuki God**, being a god even when compared to the other Ōtsutsuki. You gain access to every kekkei mōra wielded by our clan and every member of the **Ōtsutsuki clan** will become completely loyal to you and will count as your followers. Lastly, the 600 CP item you chose before will be greatly enhanced and they'll lose any temporary limitation that they had during the duration of this scenario.

If you choose the **Karasuki**, the turtle will have the chance to fuse with a shard of your divinity and achieve their own ascension, becoming something akin to a lesser deity of time. Their power over time has evolved beyond just simple time travelling, but can control the very flow of time and even manipulate some basic rules of reality, like causality and entropy. The turtle also gained two other forms other than its original artifact form: a giant monstrous turtle form and a more humanoid form.

If you choose the **God Tree**, after accompanying you for so much time, the tree itself has suffered various mutations and evolutions due to absorbing energy and biological data of countless planets. Your God Tree evolved to become a divine beast, many times more powerful than the Earth's Juubi and being also literally the strongest of its own species. The tree is capable of growing up to planetary sizes and even drain and devour entire stars, while its Ten-Tails form is now a true titanic beast, capable of shapeshifting (including size changing) and developing adaptations to almost every threat, as well as being able to freely alter its forms. You're capable of freely changing its shape and size. It also has access to most, if not all, the kekkei mōra and kekkei genkai wielded by the Ōtsutsuki clan. Lastly, your God Tree/Ten-Tails, while originally a completely mindless beast, has developed a mind of its own and is still absolutely loyal to you.

If you choose the **Endless Pale Army**, your army has become one of the strongest forces in this universe. Each of your loyal White Zetsu is just slightly weaker than a low-ranked Ōtsutsuki. Similarly to the ascended God Tree but to a lesser degree, they also have access to various kekkei mōra and are capable of adapting against threats. Each White Zetsu developed their own individualities and are different from each other, instead of just being identical clones.

If you choose the **Energy Vessel**, each empty artifact that you found and absorbed their energy is upgraded to be on par with the original Energy Vessel, becoming godlike energy batteries. While this, the Energy Vessel is also further upgraded, gaining the capacity of passively generating enormous amounts of chakra or any other form of energy that you have access to and acquiring a truly infinite energy capacity. You'll also be able to permanently remove and fuse with the thousands Byakugan (at this point they have already evolved into multiple Tenseigan and Jōgan) stored within it without any problem.

This is the end of your Chain, but the start of a new adventure.

Drawbacks:

There is no drawback limit, take as many as you think you can handle. Remember the rule: Drawbacks always override perks.

Extended Cycle (+100 CP): Your presence in this Jump is required for a longer time than before. Instead of ten years, you'll need to stay here for a thousand years, enough time for a God Tree to bloom a Chakra Fruit in normal conditions and enough time to see almost the entire shinobi story if you start at the beginning of everything on Earth.

Betrayed By Your Own Heart (+100 CP): Love doesn't work on an Ōtsutsuki. This is basically something that everyone that fights us tends to discover after some time. Sometimes it's because of our mental and emotional resilience, while others have a cold heart or are just sociopaths with little to no emotions, being even described as heartless by some very empathic people. Well, this rule doesn't apply to you. You're a little too emotional to Ōtsutsuki patterns, but still normal within human patterns. This may or not be an extra weakness when one of your duties as an Ōtsutsuki is to help to destroy entire planets and their inhabitants.

Herald of Bad Omens (+200 CP): Earth and its population has a long and bad history with the Ōtsutsuki clan and basically just the mere presence of a single member is already considered a sign of disaster. You're especially affected by this. You, as a pale horned celestial being, will be automatically considered as a threat by humans and their leader and they'll greatly distrust you, requiring a very long time and effort to earn their trust if you're willingly to be friendly or just remain neutral towards them. Though this drawback affects mainly humans (and other species also affected by our clan if others exist), other species in other planets will consider you weird and initially distrust you, but to a lesser degree.

You Inferior Creature (+200 CP): You're a true Ōtsutsuki, a member of a species of horned and godlike pale beings. You're basically a god among mortals, so why do these inferior life forms insist on trying to oppose you? They're basically insects or even bacteria when compared to you. Even those who could rival us are still just mere humans. Well, this is a personality's flaw very common in many members of our clan, including yourself. You tend to despise and greatly underestimate others, with the only exceptions being your companions, worshipers and other Ōtsutsuki. It's possible to overcome this tendency and your pride, but it'll take a long time and effort on your part.

Humankind's Greatest Flaw (+200 CP): Humans are curious creatures. They're literally just a single species but they still insist on separating themselves in different clans and different nations, greatly decreasing their total potential. We, Ōtsutsuki, are different, because all of us are united in a single clan. Well, we were different in the

past. For some reasons involving internal conflicts, the Ōtsutsuki clan separated into multiple different clans. The Ōtsutsuki are still a single species, but now they aren't all members of the same clan. While the Ōtsutsuki that invaded Earth (like Kaguya, Isshiki, Momoshiki and you) would still be of the same clan, some other Ōtsutsuki will be members of other clans. These clans, while they aren't enemies, are slightly hostile against each other and have different sets of rules.

From a Goddess To a Demon (+300 CP): Kaguya Ōtsutsuki originally had a kind heart and noble intentions, being generally a much better person when compared to our fellow clan members, but something changed within her when she consumed that Chakra Fruit. The newly gained power changed and corrupted her, turning a possible kind ruler into a tyrannical queen with a messiah-complex that is controlled by her desire to have all the chakra. You apparently have the same vulnerability, because your mind doesn't handle your own power too well and, the faster and more significantly you become stronger, the more corrupted you become, up to the point that even if you're a completely kind hero you could be turned into a monster if corrupted enough. Obviously, you can try to slow down your power growth to prevent this from happening, but, if you ever become much stronger very fast (like the power boost gained from consuming a Chakra Fruit), you'll be victim to a similar corruption that happened with Kaguya.

Under The Moon's Influence (+300 CP): Something went wrong during your entrance into this universe, as if something or someone doesn't want Jumpers interfering here and decided to interfere with your connection with your Benefactor. Unfortunately for you, while this unique existence won't take any action against you during your stay here due to some deal with your Benefactor, you lose access to your Warehouse and your out-of-jump perks and items. You'll be reduced to just your Body mod and the things you purchased from this Jump. This drawback affects your companions as well.

Wrath of the Gods (+600 CP): You made a very serious mistake and became the main enemy of the entire Ōtsutsuki clan and every member of their species is now currently ready to kill on sight. Each one of them knows who you are and your true nature as a Jumper and they completely hate you, regardless of the exact reason. During your stay here, they'll go after you, starting from the lower ranked members up to the strongest leaders of the clan, including those that are already basically gods even when compared to the other celestial beings. Depending on how powerful you are, multiple pairs of Ōtsutsuki will come after you at once or the clan may even start a complete war against you using all of their resources at some moment if you're already a godlike Jumper. This drawback doesn't affect any of your followers and companions. Good luck, my friend. The hunt has already started.

Ending

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of Naruto, ending your chain.

Move On: Go to the next jump and continue your adventure.

Capstone Boosted Perks:

Kāma Mastery: While almost every member of our clan can use this technique, none of them was able to achieve the same level of mastery as you achieved. You're a true master in using Kāma and this mastery grants you a benefit unique to you. Every time you use one of your vessels to revive, up to ten implanted Kāma will continue in your other vessels, instead of vanishing like they normally would. You don't need to worry about any of these remaining vessels becoming copies of you and their Kāma will stay in stand by once the ōtsutsukification is completed, just waiting to be utilized to your reincarnation if you're ever killed.

Spiritual Remnant: You consumed a Chakra Fruit and evolved to a higher existence. Thanks to it, your spiritual resilience became much stronger than before. If you're killed, instead of remaining just for a few minutes, your spirit will be able to remain on the physical for one or two hours instead, depending on how much energy you had remaining when you died. This gives you a lot of extra time to find a way to prevent your permanent death.

God's Eyes: Your eyes evolved to a new form, resulting in you awakening the predecessor of both the Sharingan and the Rinnegan, the Rinne Sharingan. Your Rinne Sharingan retain all of the Rinnegan's abilities and considerably increase their power and you receive the 200 CP version of the **Copy Wheel Eyes** perk for free, gaining access to a stronger version of both the **Eye of Hypnotism** and the **Eye of Insight** of Sharingan, and you just need to pay an extra 150 CP to get the Mangekyō Sharingan. Additionally, you gain access to two extra abilities: **Infinite Tsukuyomi** and **Amenominaka**.
The **Infinite Tsukuyomi** is a powerful genjutsu capable of trapping someone in an eternal illusion created from the victim's dreams and desires. While being affected, the target will be rendered immobile and the Rinnegan's design will appear in their eyes to represent its influence. The only ways to free them from this genjutsu is if the user release them or if a user of the Rinnegan and someone the chakra of the nine Tailed Beasts (or alternatively the chakra of an Ōtsutsuki) combines their power to

end the illusion. This genjutsu can also be used together with the Rinne Sharingan of a God Tree/Ten-Tails or with space-time ninjutsu to reflect your Rinne Sharingan on the Moon (or other similar natural satellite) to cast it in a planetary scale. After it, the penetrating light of the Infinite Tsukuyomi shines across the world, bright enough to dispel the night for as long as it is active and all those who fall under its gaze are trapped in the genjutsu. There are very few individuals immune to this genjutsu, like undeads (like the ones revived by the Edo Tensei), White/Black Zetsu and other Rinnegan users.
The second ability, **Amenominaka**, grants you access to six separate personal dimensions, similar to the dimension owned by a Kamui user, but different in structure. Unlike most space-time ninjutsu, activating this technique doesn't move yourself to a certain location, but instead instantly replaces the world around you with one of your six dimensions, in a manner similar to a Reality Marble. In practice, this allows you to transport yourself and others within a certain range from you to one of these dimensions. Each one of these six personal dimensions are very far from other planes of existence, being mostly inaccessible to other space-time ninjutsu. This technique consumes an enormous amount of chakra and even someone like Kaguya isn't able to use it many times within a short time span, but once you're within one of your personal dimensions, traveling among them is much easier. Each one of your personal dimensions are five hazardous dimensions, based on the elements, and containing different kinds of environmental dangers, as well as a sixth core dimension. By default, the six dimensions are: a mountainous core dimension that works as a world of "return" for this technique; a lava-filled expanse of land; an icy realm, composed of frozen canyons and mountains; an extremely hot and vast desert full of sand dunes; a sea of a very dangerous acid; and lastly a dimension filled with pyramid-shaped terrain which has massive gravity force, making it extremely difficult to move within it. You can also integrate any of your other personal dimensions with the Amenominaka, including the one granted by the Kamui and the one granted by the **Space-Time Specialist** perk.

Eternal Evolution: Many Ōtsutsuki tend to evolve and acquire new forms after consuming a Chakra Fruit or absorbing a large amount of chakra, but this is especially true for you. Every time you receive a considerable power boost of any nature, you can transform and gain a new form, similar in theme and nature to the demonic-like forms gained by Momoshiki and Urashiki. This form increases your power even further and you might acquire new abilities and even awaken some of the other kekkei mōra wielded by the members of the Ōtsutsuki clan. After some time, you'll learn how to return to your base form, but this is just a cosmetical change, because you retain the power boost and any new ability. There is literally no limit to how many forms you can gain this way, with each new form being stronger and more powerful than the previous one, and you can assume the appearance of any of your acquired forms at will.

The Beast Inside: There is something sealed within you and it isn't just a fragment of a greater being or some random chakra beast, but instead a true Ten-Tails sealed within you, being exactly as strong as the Earth's Ten-Tails. This God Tree's seedling, also known as Juubi, has an immeasurable chakra reserve and can easily launch city-destroying Tailed Beast Balls at targets a country away or summon natural disasters capable of affecting entire continents or even the entire world. As its jinchūriki, you're capable of accessing its power and you receive ten Truth-Seeking Balls. Like Madara Uchiha and Kaguya Ōtsutsuki , you managed to become a perfect jinchūriki, having a perfect balance with the Juubi sealed within you. By default, your own jinchūriki forms will follow the same pattern of the jinchūriki forms of the other nine Tailed Beasts, including its chakra cloak (both Version 1 and Version 2), a partial transformation, a complete Tailed Beast transformation and even a mode similar to the Nine-Tails Chakra Mode, where your skin becomes white and fleshy mutations and clothes made of chakra may appear (like Madara and Obito's jinchūriki forms), but you can change how your forms work if you want. You also get access to Six Paths Senjutsu, but you don't immediately gain access to the divine transformation known as Six Paths Sage Mode, but nothing prevents you from unlocking this power.

Awakened Bloodline Limit: Lady Luck is on your side, because you won the genetic lottery. You managed to not only awaken one kekkei mōra, but instead three different kekkei mōra. You can choose other two kekkei genkai to enhance them to their kekkei mōra versions, following the same rules described on the perk's description. Remember, these kekkei mōra must not be stronger than the All-Killing Ash Bones technique used by Kaguya.

Great Sage: You attained a feat unique to the Sages with an Ōtsutsuki heritage: you mixed your divine chakra with senjutsu to attain a new level of power, gaining access to Six Paths Senjutsu and the Six Paths Sage Mode. This state grants similar benefits to Sage Mode, though your Sage Modes' unique abilities and your sensing capabilities are increased to a far greater extent, to the point where you can not only perfectly sense things around you in the physical but also sense things in alternative planes, like the shadows in the invisible world of Limbo. You acquire a complete comprehension of the chakra, granting you perfect access to Yin-Yang Release and an almost unconscious mastery of the floating technique used by the Sage of the Six Paths. This state also grants you immunity to chakra-based techniques (or other techniques that use some form of esoteric energy in future settings), like genjutsu and ninjutsu, but senjutsu-enhanced and physical abilities will still affect you normally. The Six Paths Sage Mode changes your eyes when you activate it, without the markings and pigmentation of the Sage Mode, and grants you nine Truth-Seeking Balls every time you use it (they vanish once you exit this mode). Lastly, Six Paths Chakra enhances the power of any dōjutsu you might have.

Reincarnation Eyes: Your Tenseigan is now fully awakened, granting you its main ability. You're capable of activating the Tenseigan Chakra Mode, gaining a powerful cyan-colored chakra cloak. This mode greatly enhances your physical and chakra abilities to the point of matching the power of Naruto's senjutsu-enhanced Nine Tails Mode. Once activated, you gain nine Truth-Seeking Balls and you further enhance their power by infusing them with your chakra, turning them into cyan-colored orbs. These enhanced orbs can be freely controlled and shaped by you, capable of creating much more complex constructs than before. You'll be able to replicate the techniques used by Toneri Ōtsutsuki when using the Chakra Mode. All of your other Byakugan/Tenseigan abilities are also further enhanced when in this form.

Notes:

1. How many Ōtsutsuki exist in this universe? Sincerely, I don't know. Maybe there are hundreds of them or just ten, so fanwank responsibly about it;
2. I'm not a specialist in the lore of the Naruto franchise, so this Jump has been made using the information I found on the Internet and some of my own headcanons;
3. If you take both the **Kāma Mastery** and have a **White Kāma** (regardless if it's the item or the scenario reward), you'll be able to decide if you implant the regular Kāma or the White Kāma in others when you use this technique;
4. The unique existence mentioned in the **Under The Moon's Influence** drawback is a reference to the Ōtsutsuki god;
5. If you have multiple different dōjutsu, you'll be able to switch them anytime, or implant them into another part of your body, like your palm or forehead, or just merge them together and you decide how they'll look;
6. If you have taken the **The Heir of the Ōtsutsuki Will** scenario, the **From a Goddess To a Demon** and the **Herald of Bad Omens** drawbacks will stay deactivated until you conclude the scenario;
7. If you have taken the **The Heir of the Ōtsutsuki Will** scenario, any other scenario that you have taken together will just start once you become an Ōtsutsuki;
8. The Truth-Seeking Balls are orbs of malleable black chakra, which can alter their form and characteristics in various ways. Though only the size of a fist, each hides within it the power to obliterate an entire forest. These orbs usually float around their user when not in use and their control range is up to 70 meters from their user. The Truth-Seeking Balls encompass the power of all five basic nature transformations and, by combining these natures within the orbs, it's possible to produce a variety of effects, including being able to instantly turn anything they touch to dust in a manner similar to Dust Release. Each one of these balls can also be shaped into a variety of forms, both individually or combined together. The Truth-Seeking Balls also have some other abilities than just these, but this is a short summary of their abilities and power;
9. Although the term kekkei mōra refers to every technique used by Kaguya in the series, I used this term on this jump to especially refer to the original forms of the kekkei genkai;
10. While you can also acquire the Six Paths - Chibaku Tensei technique through the reward of the **Defender of Earth** scenario, the version of it that you gain from the **The Fallen Celestial Being** scenario is more powerful and easier to be utilized;
11. A Jumper with the Heir of the Ōtsutsuki origin will still have the same lifespan of a pure Ōtsutsuki, despite being a hybrid;
12. About the existence of an Ōtsutsuki god, fanwank about it;

13. Yes, it's possible to use Yomotsu Hirasaka to send your opponents to the bottom of the ocean, to space or even to the surface of the sun, but there is the risk of pressure, heat, radiation and other dangerous things go through the portal and end up affecting you too, so use it with caution;
14. Any Jumper that arrive in this jump will innately know the entire set of rules and traditions of the Ōtsutsuki clan and any of their languages;
15. There are some theories that say that Jashin, the evil deity worshiped by Hidan, could be an Ōtsutsuki who arrived on Earth at some point and decided to start a cult with the goal of spreading death and destruction and also empowered some of his followers. A curious fact is that bloodshed, sacrifices and deaths are a common thing in Jashinism and precisely these things speed up the growth of a God Tree;
16. As you're already starting as a member of the probably strongest species in this setting, remember another rule: There will always appear someone or something stronger and/or better than you at some point, because there's always a bigger fish.

History:

V 1.1: First Update

-Corrected some errors;
-Added new notes;
-Rephrased **Wrath of the Gods** to specify that this drawback doesn't affect your companions;
-Increased the value of **Herald of Bad Omens** from +100 CP to +200 CP;
-Added a new companion option: **Pet Ten-Tails**;
-Rephrased **Awakened Bloodline Limit** to add the possibility to upgrade elemental kekkei genkai;
-Rephrased Susanoo's description in the **Copy Wheel Eyes** perk to add the possibility to your Susanoo have weapons with special abilities;
-Added three new perks: **Bring All Creation to Nothing**, **Higher Chakra Signature** and **Accumulated Combat Experience**;

V 1.0: Released