Shinobi World

made By Lokilo85

Welcome to this hectic world of Shinobi, in this world Shinobi are glorified mercenaries that are basically half ninjas, half sorcerers and half fighters, depending on the particular group the ninja half is the least relevant.

As you can imagine, this is a bloody and brutal world all around, if you are to be more than a footnote in history you'll need to count your blessings, and speaking of that, here's your ***1000 CP***.

World & Era

The actual world you will be going through, here, you'll get to pick the details of your stay, any option with a + sign at the start is an add-on option that can be combined with the base world.

Generic +200
Instead of going to a world you may be familiar with, you will be going somewhere resembling Naruto, but without all the specific clans, lore, characters and with new bloodlines, threats and the likes. Besides that, the power system works roughly the same with chakra.

You may not take the "**No Spoilers**" drawback since it would be redundant, the "**Wild Ride**" drawback can still be taken, but it will cause the generic world to be particularly chaotic and nonsensical.

By default, without any modifications, the world you will find yourself on will have history, about a few generations after a period of time where the main villages were formed, and it's relatively peaceful with no active wars.

Familiar place (Free)
Now this is the option you go to if you have a settling in mind, it doesn't even necessarily need to be a ninja centric world at all by default, but picking this option will make the settling that you picked adjust to fit the jump by taking the below conditions.

You can also take this option for any fanfic or fan work that you desire, and if the place you were going to already had a jump, you may use this option to have this jump be a supplement.

1. Ninjas will become relevant enough to be a considerable force to the grand scheme of things of the settling.

2. The local power system will either adapt to having chakra being a thing, or it will have chakra being its only separate ability that people from a certain place have for one reason or another. Chakra would by default work similar to how it does in Naruto, but it may take some traits of the other power system or vice versa, fan wank it as you will.

3. The add-on options have priority over the original world's settling, if a settling already has something similar to what's featured here, you can either take it, and its points without anything changing, or make the chosen settling adapt. (If you don't pick the "**Alien Force**" add on in Naruto, you can just have Kaguya be an actual goddess. If you pick classic dragonball, Goku will just be a strange monkey boy who's really good at fighting.)

+ Jumper & his ninja pals -300 (Incompatible with "Ow the edge!")
The original assumption was that you would be going to a world that resembles a violent world of ninjas, a pretty hardcore place when it comes down to it. Not anymore as the "genre" has switched considerably, now it looks like this is just a pseudo-slice of life comedy with some saturday morning cartoon levels of action, sure, there's still ninja stuff going around, but it's all for the sake of being zany ninja themed shenanigans. Here, you'll find the bad guys relaxing in the sauna, being more petty than malicious, trying to get popular, or something along those lines. It's a pretty joyful world, unfortunately it's easy going nature makes progress in all forms to be more lacking, no pain no gain I suppose.
Drawbacks and the other world options that are more violent can still be taken at half their price, but they will also become more innocent versions of them; aka instead of your brother murdering your entire family, he's just a bully, and instead of an actual terrorist organization coming after you, the group just likes to bully you, etc. Scenarios however will temporarily remove this "casual gag spin-off filter" to give you the full challenge them present.

+ Ow the edge! +300
The original place you were going to wasn't going to be a kind world, but now things are going to be even more harsh, as all of the most nasty details of this world are given more focus on your stay and more frequent.
This is the type of world where a child of a clan with a favorable bloodline being kidnapped for the sake of eugenics, where the leaders of a village wouldn't hesitate to murder an entire clan without any thought of diplomacy at the slightest provocation, and where all the ninjas you encounter are x10 more likely to be the sneaky treacherous bastards they can be. Watch your step, Jumper.

+ Make out paradise -100/+400

Normally the outfits from the shinobis around this world wouldn’t be the most practical for the purposes of stealth by default, but now they seem to be designed to get a whole different form of attention if you get what I mean. If you picked this, then that means you are looking for something more spicy.
Now you can adjust the “rating” of the world, at least in terms of intimate relations.
If you want this to be a world that might as well belong to a “off brand doujinshi” then go ahead, or maybe you just want to “boost” the appearance of your preferred gender and make “ecchi” things more likely to happen, this doesn’t actually make things more light hearted, if you want a full slice of life romcom or something like that, you would also pick “**Jumper & his ninja pals**” option and have fun that way.
If you pick “**Ow! The edge!”** That means you receive +400 to make this world particularly more perverse, like that one other ninja series. Yes, that one with demon hunting ninja ladies meeting unfortunate endings most of the time… But why would you want that? Besides more points, of course.

+ Alien force +500
You know what goes along with ninjas? If you guessed aliens... You probably read this add-on’s title, or because you knew about where this franchise would eventually go. But it's still weird, right? Nevertheless, aliens are a thing now, and they are interested in this world, and they are also massively overpowered by local standards. The good news is that they will only show up at the last two or so years of your stay here, so be prepared.

As a freebie, since many Naruto fans don't like the inclusion of the otsutsuki in the story, if you go to Naruto and don't take this add-on, you can just throw them into the bin and move on, this extends to Kaguya too.

+ Next generation -300
Oh… You seemed to have arrived a bit late, all the fun stuff has passed and now the latest generation of heroes is setting down and having kids. Somehow in recent history, the world with villages filled with people meant to kill and sabotage each other for supremacy has become peaceful… What could possibly go wrong now? The answer is aliens, at least if you took the Alien force option above.
This does give you time to prepare the next generation for that eventually happening, as the shinobi world has been more stable and growing in strength more than ever before.

+ Ninja punk(?)
With this you can alter the level of human progress of the world. Want to go to a world where ninja youtube is a thing? Sure, want to see cyber ninjas going around? Sure, want to go to a version of Naruto but for some reason you don't

like the inclusion of the early monitors and radios? I don't get it, but sure whatever.

+ Of Folklore +200
Are you looking for a more spiritual and mystical adventure? Then be my guest, with this option, more strange things will be hidden away in this world, curses, youkai, demons, and maybe even gods.

This can be used to change the nature of some beings, or expand upon them; such as the tailed beasts and the like. Also don't worry, I swear that there are no eldritch gods or anything that a competent enough Shinobi can't manage… ~~pinky promise~~!

+ Warring Era +400 (Incompatible with "Next Generation")
The wild west of the Shinobi world, people haven't gotten the idea and/or the power necessary to centralize various ninja clans together just yet. A particularly violent moment of ninja history, but also one ripe with opportunity for conquest… Can't be taken with the 'Village Shinobi' background due to the fact that villages aren't a thing yet.

+ WAR! +400 (Incompatible with "**Next Generation**")
What is it good for? Absolutely nothing. (unless you are greedy for points and/or bloodthirsty enough for that much violence)
With this option, you'll be arriving at a point of Shinobi history where all the main villages/clans are in a large-scale conflict with each other, they will adopt more desperate measures as things heat up, which may include sending... preteens to literal warfare... Good luck! And remember, unlike anyone else, you asked for this.
Can be taken along with the "**Warring Era**" but it will generate an even more bloody conflict as every clan will be fighting for dominance.

+ Crossover -100 per crossover
Hm? You want more to explore than what's already being offered? How greedy... But it could be interesting, so why not? You can spend 100 points per additional "world" to merge together, but unlike the Familiar Place option, they will be an "Add-on" instead of a "fusion" in simple terms.

1. They will either be scaled up or down to roughly match up their closest relatives. (Graduated Huntersmen to Jounin, Archons and Yonkous to Kages, Zeus to Kaguya, Madara to Sephiroth etc.)

2. Same rules regarding power systems that the "**Familiar Place**" establishes.

3. They will be from a distant land, and they will just now be discovering the continent the Shinobi world belongs to. If possible, they will geographically be

placed to their rough real world equivalent, up to fan wank. (Hunter X Hunter could be roughly America because of York New, Akame ga kill could be germany... For reasons, *insert isekai* could be somewhere in Europe, *insert cultivation world* could be China, etc)

Origins

Before you decide who you will be in this world, let's give you a rundown of what you receive in the form of the ever elusive blessing that is being naturally skilled.

You receive One primary talent for free, and you may buy as many secondary talents as you are willing to afford, or boost one talent. Talents can only be boosted once, the default talent would make you remarkable when compared to your peers in that field, while the boosted talent would make you something along the lines of a "once per generation prodigy" in that field.

Buying additional talents and/or boosting one costs -100 the first time, -200 the second (300 total), -300 the third (600 total) and so on, you receive full discounts with your main talent, while secondary talents provides only two discounts to any perks related to it below the capstones.

Balanced: The jack of all trades, perhaps it's the wise decision given everything this world can throw at you, at the price of only being all around better at 25% of what other talents deliver, that 25% only covering the practical and little of the "spirit," and also being far less creative on your own, comes the blessing of having many tools to choice from.

Inventor: So many powers out there, so many secrets to be discovered, and the world is your oyster to explore and find its secrets! You have the right mind to go and delve into researching, so many ideas that it's going to be hard putting them into practice, but hey, the end result is you developing revolutionary tools for yourself.

Dreamer: What type of idealist fool looks at a world filled with misery and sorrow and continues to hold his head up believing they can make a difference? Maybe that's you, and maybe if you continue you could actually do it, because for you, your capacity to understand is your greatest tool. Also doesn't hurt that your natural willpower grants you a little bit more "juice" in terms of both physical and spiritual energy.

Taijutsu: Born with a mixture of natural tough body, dexterity, and reflexes. It was like the heavens decided you would be given a body meant for combat, and for that you have done well, practicing it dutifully with martial arts, honing your body into your most sturdy tool.

Ninjutsu: Since you remember, the art of molding chakra caught your interest, and that attraction was mutual, as you found yourself capable of molding this energy with ease as it was obedient to you, which lead to your mastery of the ninja arts becoming your powerful tool of choice.

Genjutsu: with a vivid imagination, and sense of timing, you decided to focus your efforts into the fickle realm of trickery and of the unreal. If seeing is believing, then you are the one who holds reality into your grasp, perception is your moldable tool to play with.

Chakra Nature

People in this land have affinities with certain elements that make them more proficient in techniques involving them, by no means are they mandatory to learn a jutsu, but playing into affinities will obviously be more fruitful.

You receive one free affinity, to have two elements would cost -100, to buy 3 elements costs -200, to buy 4 costs -400, and you may buy all five for -600 total. Unlike talents, it won't be a total cost. To buy an elemental bloodline trait you will need to buy the necessary affinities in this section. Secondary elements provide two discounts for perks below the elemental's perks capstones.

In case you don't know, your choices are **Wind, Lightning, Earth, Water** and **Fire**. They also happen to be strong against each other in this very order in a loop. "Strong" in this context means that the chakra of that element is more effective when interacting with the chakra it's strong against. (Fire spreads more when dealing with Wind chakra, Lighting chakra is better at rupturing earth chakra, Water Chakra is better at containing and nullifying Fire chakra, etc)

Background

Rogue: You are someone who's unaffiliated with any village, maybe you are a rogue ninja that has no village nor clan for one reason or another, maybe you are a drop-in, but the point is that you lack a support structure. And unless you plan on keeping your head down, you will have a bounty on your head eventually, so you will have to make yourself safe by your own means. But hey, that's the price of freedom.

Samurai: Let the ninjas backstab each other as they wish, for you possess more honorable discipline than those lowlifes! You trust yourself with the path of the sword in this crazy world, no need for fancy ninja trickery when you can stand

with just your sword's edge. Whether you are a wandering samurai or serve a lord is up to you.

Villager Shinobi: You may not belong to a fancy Shinobi bloodline, but that by no means stops you from serving your nation! Since you were a child you went to the academy in order to grow into the capable Shinobi you were meant to be. Your choice if you would rather be an orphan, have civilian parents, or parents that are also Villager Shinobi.

Clan Shinobi: You carry the will of your bloodline within you, holding on to its secrets and genetic traits, basically born and bred to be a Shinobi by your family, and you intend to make yourself a great example of what someone of your clan can be.

Rank

The level you start in this jump, this will affect your perks in this jump's starting power, and depending on your circumstance and Chosen background, it might be for the best to hold a decent level of power. For Clan Shinobi and Village Shinobi, those ranks affect the official rank you would have within the village, for Samurai that only affects your general respect level, for independent, it serves to tell you your level on the bingo card if you decide to have one by not being a drop-in.

Talents might make you more capable than someone of your rank should be, but at the cost of gaping flaws relative to someone above your rank. If you need an example of how far you can progress: The average person who takes this jump without any outside perks/talent boosters, who puts in an all around average level of effort in training could go from genin to jounin in the timeframe of a decade. Perks assume that as a baseline you would be jounin level to be used to their fullest potential, and further ranks will ensure further mastery.

You can pick whatever age you want, even if it doesn't make much sense with your ranking, but I do ask you to be at least slightly reasonable as to not be a toddler jounin. Having preteens being jounin is already silly. And on the other side, your village will probably view a 30-year-old genin as a complete bum. And while on that topic, you are free to pick your gender freely.

Jumpers who took the Rogue Background are more in need of immediate power, so for that reason they gain 50% extra CP from the ranks that grant points.

Civilian +500: Really? Well, it’s your choice... So with this your origin starts with zero knowledge of chakra beyond myth and hearsay, and no clue on how to

utilize it. Though at least you can take a more mundane job for your origin, whatever benefit that serves you.

Student +300: Back to school you go! Because you need it, as you are only a student you only come with a basic grasp of chakra that is effectively little better than a civilian. You start off with basic barebone's knowledge of the ninja arts, and a decent(ish) grasp of the academy's basics, but you already have three D-rank techniques of your talent.

Genin +200: Now you are a ninja, good for you, but you still are lacking as you are just starting climbing up the ranks, so unless your village is REALLY desperate, most of your options will be either doing chores or training to become Chunin unless a shinobi of higher rank decides to take you along for one reason or another. You start off with a mastery of the academy's basics, and a few useful D-rank techniques, and you are starting to grasp two C-rank techniques related to one of your talents.

Chunin (Free): The average is what you are, now you are trusted with enough competency for your village to be confident sending you to actual missions, not the most dangerous/important ones, but you are at a level where most average people would respect you. You have by now got your hands on a decent arsenal of C-rank techniques and of lower ranks, and began to go for B-ranks related to your talents, five of them. If you have a boosted talent, you could be instead a Tokubetsu Jounin.

Jounin -200: You are considered above average by now, you have craved your way into being a proper Shinobi swiss knife, there isn't much of a gap in your skills that you haven't covered, the only way up is by being more exceptional than the limits common shinobi reach. You have mastered several B-rank jutsus, ten in total, and you're starting to be trusted with 3 A-rank jutsus relating to your talent.

Elite Jounin -400: At this point you have become a particularly valued asset to your village, if you have one anyway. In case you don't, you will be highly sought out for recruitment if there was some sort of rogue organization with ambitious world changing goals, but what are the odds of that? Anyway, you possess great skill in the usage of half-dozen A-rank jutsus, and one S-rank jutsu of your talent.

Kage -600: You now have enough power and skill that it stands to reason you would be one either leading your entire village, or at least be next in-line if you don't want the responsibility. Now you stand shoulder to shoulder with the world shakers of this era equally, possessing up to three S-rank jutsus that you have made your own.

Legend -800: You just want to skip straight to the finish line, huh? Then so be it, you now stand up above and beyond what would have been thought of as possible, capable of trouncing several of the strongest of an era by yourself while taking them lightly, and holding on to unmatched wealth of knowledge that no one else has discovered, play your cards right, and even apotheosis is in your reach. Not only do you possess dozens of S-rank techniques, it would require a literal act of god for you to be stopped.

Divine (N/A): There is actually ONE high above even the legends in this world, unfortunately it isn't available for purchase. The gods of this world should be capable of being leagues above even the most legendary of common men, and have powerful abilities with the capacity of influencing the entire world. Honestly, if you got your hands on this type of power, you could just throw around your power like an idiot and still win against everyone who isn't on your level. Good thing you will have to work for this power instead of being able to buy it easily.

Perks

Perks of their respective background/talent/element are discounted by 50% and discounted 100 perks are free as usual, secondary talents give two discounts for any talent perk besides the talent's capstones, and secondary elements also give two discounts for any elemental perk besides the capstones.

Talent perks:

Balanced perks:

Open Mindedness -100
Considering all the things that are ought to get you here, the more options you consider, the better it is for your odds of survival. So it helps that you seem naturally good at considering not only the tools at your disposal, but also how to best utilize them.

Healthy Paranoia -100
Of course, just knowing what YOU have is only half the battle, fortunately for yourself you also are good at sensing what the enemy has in vague terms, or testing the waters of who your enemy might be, this also makes you more resistant to the negative effects of paranoia could have on your mind, turning your second guessing into your ally without it weighting on your mind.

Learning by example -200
Learning from your mistakes is all well and good, but you know what's better and safer? Learning from the mistakes of others. Now whatever you observe someone failing, you can better understand how and why they failed, and then apply those lessons to yourself.

Be prepared -200
You are now a professional, what does that mean? That means that you make plans and backups, it means that you can start formulating how to kill everyone you meet, even if you don't plan on doing so, it would be helpful in the case you find yourself against someone with the same abilities your allies have, wouldn't it?

Bukijutsu -400
There is more to Shinobis than raw power or special abilities, and you got the memo over that fact, as now you are a expert when dealing with ninja tools, less so by other tools but the proficiency is there still, you know the right tool for the right job, how to obtain or make it, and also your aim can become ludicrously

accurate and rapid enough for you to outperform a torrent just by throwing kunais. You could one day basically unleash a storm of steel rain if you trained this skill enough.

Actual Ninja -400
That's you now, unlike most of your peers (or at least those who you see), you are now adept at the one thing ninjas are supposed to be good at: Being sneaky agents. You can crawl with the best of them, lie out of your ass, manipulate events to fit a narrative, employ methods of death that look natural, and you are really good at making yourself hard to find.

Copy Jumper -600
Whether you have special eyes or not, it's like you were born to steal people's hard-earned skills. With just observation alone you get a more than adequate understanding of someone's techniques, and should you have all the necessary requirements to do so, copy them. The technique seems to adapt to your body, and your mentality naturally adapts to make the ability suit you, but you can decide individuality if that is the case or not, either way you possess a more than solid grasp on what makes the technique work.

Jumper Sensei -600
If you ever want to teach younger shinobi, or anyone else really, this perk makes a marvelous instructor out of you, able to quickly identify the strengths and weaknesses of people and what teaching methods you could employ to refine your pupils, able to extract the potential of otherwise lackluster genins into promising jounins in a couple of years, assuming you yourself have the experience necessary to be a jounin of course. But not only that, you may impart one core lesson to teach your trainees, and they will hear and learn from it the best they can. The lesson can be whatever you want, but it isn’t brainwashing and how they express such lessons will vary due to their individuality and ideals. This core lesson you can give will also impact their development positively based on the lesson and they will reflect on it often, especially in moments of weakness for guidance. For example: Teach them that those who abandon their allies are worse than scum, and they will quickly form bonds with others, value loyalty more than otherwise, and all their endeavors will be more fortunate and effective should they go into the direction of cooperation.

Inventor perks:

Creativity -100
The first step in creating something is imagining it, good thing you have that. Your mind has that inventive trait where if you focus on what you have at your disposal, or what you can imagine having, your mind with enough focus will connect the dots with a thesis which then you can test.

Resourceful -100
Of course, just thoughts don't make anything, so you'll have to be mindful of your resources and skills. With this perk's aid, you receive a good grasp on what you possess, and you are good at guessing what you'll need to make more progress, or maybe cut corners if you deem that to be necessary.

What makes you 'you' -200
You now have a more solid understanding of what makes you tick, and what does that mean? You also can better figure out how to make yourself tick HARDER. With this perk enough you won't be making any biological abomination, for now anyway, but this is enough for you to start mastering your own body and reap the benefits of such.
Also comes with a solid grasp of your own biology instinctively, you know what your body can or can't take.

Book Smarts -200
People call knowledge power, and you seem to agree with the sentiment. As you are book smart in all matters of Shinobi knowledge. This also ensures you retain knowledge and your reading comprehension and reading speed is excellent, go hit the books and make something out of yourself, you big nerd.

Research Shinobi -400
Well, you already are half ninja, half sorcerer, and half warrior. So why not add scientist into the mix? You may choose one natural science you would find to be mundane, now you are an expert in the Shinobi equivalent of it. That means you now possess the means to expand upon it using chakra and its oddities. If you want to be a genetic freak who wants all the bloodlines, you should pick biology. Or if you want to build mecha kaijus you pick cybernetics. Can be purchased multiple times.

Jutsu Maker -400
Everyone can learn an ability given enough time and skill, but to make something entirely new? That requires a specific type of genius, similar to Minato and Tobirama. Now you have the makings of a true innovator, overpowering your enemy with any ability is already scary, but overpowering your enemy with something the world has never seen before and that the poor fool can't even grasp how it works? That makes you downright dreadful. This talent for making new things extends to other power systems.

Fuuinjutsu -600
Perhaps the hardest and most unique of the ninja arts that "anyone" can learn. The basics are simple enough, the capacity to seal objects for later use is common for Shinobi. But that isn't enough for you, is it? Not only can you seal spiritual/energy based creatures, seal living things with enough effort, make more durable seals, but you can even seal your techniques or imbue complex

patterns in those seals (for example, making a sealed array trigger under specific events). But you as a Jumper you go beyond that, as even your other abilities can now be sealed, with the caveat that you must have have a very good mastery of the desired sealed technique, as a rule of thumb you should be good enough to control it yourself without any detriments and employ it somewhat casually. The world of seals is yours to explore and dominate.

Ninja Frankenstein -600
With all the flair and focus bloodlines seem to factor in the potential of a shinobi, is it any wonder that people like you want to push biology to its limits and beyond? You have acquired through your studies the means to manipulate such biological gifts, whether they be yours or others. All you need is a piece of someone's DNA and you'll soon work your magic and discover the secrets their blood hides, even when they border more on the mystical than the purely biological. Making freaky modifications to people's biology? Easy enough, study how an individual's unique ability naturally harvests local energy? That's a fun brain tease, harvest magical organs from others and stockpile them for later use? Simple enough, using the cells of a long dead legendary warrior to try and replicate an equally grand and mighty bloodline technique? That will be troublesome even for you, especially if said ability doesn't like "playing nice" with people's biology, but with some elbow grease and more experience maybe you can manage it. Now building a hyper condensed flesh vessel with all the most power traits and abilities you can get your greedy hands on? Yeah, that's something that can keep you busy for a lifetime even for you, with this perk alone anyway.

Dreamer perks:

Ninja Way -100
If you wouldn't be much of a dreamer if you couldn't hold on ideals, would you? Well now you can raise your head high without being dragged down by peer pressure or the cruelty of the world, if you believe something, you believe it for real, it's that simple and nobody can tell you otherwise.

Youth! -100
You can picture that this probably isn't the nicest world you will be visiting on your chain, but that fact won't be bringing you down anytime soon. Not that you are emotionless, far from it, but you can continue holding on to your optimistic spirit by thinking of promises, good moments, and your dreams. Go on, give me that sparking grin you have!

Fighting Spirit -200
It's all good to be able to deal with societal pressure and grimness, but what happens when shit hits the fan and there's a bloodthirsty assassin with a big ass

sword wanting to sadistically behead you? Well, when that happens you can still keep your spirits high, your will is the last thing that will break, but try to not let your organs be crushed anyway, that hurts quite a bit.

Ninja Motivational Speaker -200
Why don't you share all that burning will with your allies? After all, if you want to change things, you should lead by example. Now you can, with your speech you are capable of sharing a fraction of your willpower, restoring morale and energy to the people that listen to you. This won't make anyone believe something that they don't believe in, but if you use someone who doesn't pursue something because they believe it's unattainable, they don't have the capacity, or they aren't fated to, if they genuinely want it, they will be willing to change what they believe in to follow their desires.

Ball of Energy -400
That's you now, in both stamina and mystical powers, they are as great as your spirit suggests. Seems that being so sure of yourself gives more benefits than being a determined loudmouth, as your chakra reserves are one magnitude bigger than they would be otherwise, the same applies to vital energy, and even out of context powers that rely on either vitality or spirit, at least in terms of reserves, and they keep growing alongside how far your willpower goes. While just pouring more energy into it works on some abilities, it's way better to have your skills match your output.

Animal Contractor -400
It seems you have bounded with a clan of animals, pick an animal of your choice, and now you are its official summoner of its ninja clan. That grants you many upsides, while they aren't your servants, they are favorable to you and are willing to humor you a lot, you can summon those creatures depending on the amount of chakra you pour into the summoning jutsu, they have their own pecking order and world you can visit and be a part of, and they have unique abilities you could later down the line adapt to yourself that are based off their unique biology and culture. This perk also makes you better at interacting with societies of intelligent non-human beings, and also allows you to make similar contacts with otherworldly beings.

Talk no Jutsu -600
People are what make up the world, you can't truly change the world if you can't understand people, but now you do. This isn't the type of charisma that makes everybody agree with you via window-dressed mind control, this is the empathetic knowledge and info to understand the heart of people, understand their intricacies, and understand who they are and why they are like this.
Talk to the right people at the right time, understand them well enough, and peace even in a world like this can be made a reality.

Also comes along with the information, patience, and wisdom required to go after the parts of the world that need it the most so you can make the world a better place for everyone.

Believe it! -600
What do you dream of Jumper? Why do you dream? No matter what your answer is, you seem to be the type to take dreams to their end. Once per jump you can declare an objective. Once you do that your path will be “set” towards said goal, the harder the dream to achieve the more difficult the path but unless it’s something truly impossible or you lose your drive to it, you will one day achieve it.
Your willpower and effort will be boosted at 150% of their normal capacity, the more you follow this path the more this boost increases, your conviction seems to both inspire and attract allies and friends towards yourself. Your efforts in attaining this goal will constantly lead to you improving yourself until you are closer to realizing your dream the way you idealized it.
Just the strength of your willpower is enough for you to muster far more energy than you would have otherwise for moments that are critical to realizing your dream in particular, emotional amps seem to be twice as effective and frequent than otherwise. This is enough drive to turn the village’s pariah into the village’s hero, someday. Once you realize your objective, you will find you have become a better version of yourself, relative to how grand the journey was to you in the first place.

Taijutsu perks:

Bob and Weave -100
You know how to fight... In the type of world where people like to tear themselves up using lightning blades, throw fireballs, throw spears of solid rock, etc. So you adapted to fighting in such a world where melee is so risky, meaning you know how to move around such attacks depending on your agility and reflexes.

How to punch -100
You can't win by just dodging... Unless you are THAT good, but that’s not the point. You now know when it's your "turn" to attack, when someone is done with their special attack, and it's time to throw hands, make sure to keep adding on the pressure before they respond by throwing a nuke at you, alright?

Discipline -200
It would get tiring for everyone to keep the same harsh routine to bring on your body to peak shape. Everyone except you, that is, as you can continuously push your body more and more knowing when to continue pushing further, and when to relax to optimize your meat suit.

Tough -200
Are you really human? Because you hit closer to a train than to the average person, anyway this is the physical amplification that you would expect from this talent, meaning you punch harder than your peers, take way more hits, and you can propel yourself in bursts of speed much more than normal. This physical capacity seems to be relative to Tsunade's own growth.

Yang Release -400
Remember when there were five affinities? Well, that wasn't necessarily the truth, as there is also Yin and Yang. In this perk's case with the Yang Release, the Yang release governs the physical ability of granting life to forms that lack it. In simple terms that means you have an affinity for life energy, in practical terms it means you are better in all chakra abilities related to your body, and the energy of life, including physical strength boosting and healing, as well as the ability to stockpile chakra into your body for techniques like the strength of a hundred seals.

Fighting With Style -400
Punching hard and having good reflexes are well and good, but you'll need to find your own style to reach the big leagues! And now you have just that, your very own ninja style that it's like it was made for you specifically (and it was because you are paying with CP). This style compliments you and your skill set, equal to the strong fist style or the gentle fist, but if it was tailor suited for your own use and your favored method of combat, and it has room to grow with a skill ceiling that you'll always find expanding to suit yourself as you continue practicing with it.

Eight Gates -600
Not necessarily the technique you are thinking about, but it could be it. You now have those gates that regulate your body's inner energy, including not only chakra, but any other power that is connected to your spirit and/or vitality. That is not limiting what you already had in any way shape or form, but what we could have called your "Old 100%" is your normal "20%" without any of the gates being opened. By opening the gates, it will apply both the benefits and the drawbacks to all the sources of energy that fit the criteria as it would apply to a shinobi's strength and chakra, massively amping up you at the cost of putting further strain on your body. Regenerative powers or any type of healing can help circumvent the damage to your body up to the 7th gate, but they are diminutive and will start having diminishing returns the longer you go using the gates continuously, the more gates are open, the faster. Opening the eight gate no matter what will kill you, unless you have the means to revive yourself or have a 1-up, but even then your body will be wrecked that even regeneration or any type healing short of literal miracle tier wouldn't be enough to fully mitigate the effect, leaving your body debilitated for the rest of the jump or 10 years, depending on which is shorter.

You can open those gates with whatever technique would allow you to go past your body's natural limits.

Drunken Fist -600
Due to one reason or another, sometimes Shinobi aren't in the best conditions to fight… And sometimes such odd conditions instead make people like you into even more of a powerhouse! You see, should you for one reason or another be under a effect that messes with your mind, for example being drunk or being induced with artificial terror, instead of your fighting ability being affected negatively, your moves now grow more chaotic and unpredictable, underestimating you because of your odd behavior will cost your enemies dearly. As a bonus, this perk ensures that no matter how damaged you are, your physical capacity won't be impaired, and also you can recover your health using alcohol once per month to give you a second wind in a fight.

Ninjutsu perks:

Fast Hands -100
You really can't afford to waste your time in combat, an explosive beam of doom is only useful if you can employ it fast enough before your enemy stabs you in the neck. Good thing you seem very talented at throwing those gang signs, as you never mess up the order and you can do it with expert speeds.
Okay, maybe if you were one of those kids who genuinely practiced it doing hand signs fast, you wouldn't really need this perk.

Safety measures -100
You know, it's really odd that not one of those kids got themselves hurt practicing their techniques, I mean, letting little ninja kids shoot fireballs on their own goes one step beyond letting kids play with fire. Maybe it's natural selection? Whatever it is that keeps that from happening, you now share it, having an innate sense of how to not accidentally kill yourself with your own powers, also comes with control over how much force you want to unleash, doesn't make you any more skilled, but hey, you can work on that instead of dying because you messed up spitting fireballs and had an explosion of heat located on your mouth. Also helps with more delicate ninja arts.

Cutting corners -200
Going back on doing your special moves quickly, wouldn't it just be better if you could do it faster? Maybe use only one hand, or maybe just use a single hand seal? Well, now you can, provided you have the sick skills of course. The more you have mastered an ability, the more you are able to find little ways to make it quicker, at the cost of raw power unfortunately, but better an attack that lands at all than a strong attack that comes too late after all. Reach a certain level and the downside to hastening techniques vanishes all together. Too bad this doesn't

help to change the requirements for a spell/jutsu/ritual to work, just that you can do the process faster.

Charge it up! -200
On the flip side, when you DO have the time to bring your A-game, why not use the extra time to bring your A+-game? Now you are good at finding the tidbits and details that can make your attacks all the more potent with more patience, prep time, or just more energy thrown into it. Hell, you could play chemist and manipulate the natural weather to do its course just so you can harvest all that energy into a giant lightning beast into your enemy. The more you master an ability, the more you discover ways to boost it by methods that make using it more difficult/complex.

Ultimate Storm -400
If all those things are only what you can accomplish on your own... Then imagine what you can do with your friend's help? Well, I'll let you find out for yourself. Because now you can synchronize with someone special to you, not necessarily romantically of course, or hell it doesn't even need to be friendly, as long as it's a "relevant connection". your rival could count too, even coworkers are on the table.
After some 'heat' builds in a fight where you fight alongside that person, if you are able to charge up to a group of three or two people of the same group, you will be able charging up for your 'ultimates' together' you now combine two or more abilities together to create a more devastating combo. It can get REALLY ridiculous depending on your power, so watch out for collateral damage, but it will be fiated to be awesome.
Those team ultimates are limited to either three people usually, sometimes a fourth member as an appropriate cameo, or even an organization ultimate combo. The maximum limit is 10 people.

Nature Transformation -400
Some techniques just seem to work just as well with certain elements, granted most of the time it takes a long while and various adjustments to make it work, but that's besides the point. The point is that all techniques that are just raw chakra manipulation (or other similar energies of other worlds) are capable of being modified with any elemental release. And you are skilled when it comes to using nature transformations on techniques, so much so that you can apply not only your elemental releases of this world, but also other elemental affinities that you obtain on your chain, you can apply all those affinities to 'neutral' energies moves faster than other elemental attacks, in simple terms that means you can learn to shoot fire kamehamehas easy enough.

RASENGAN! -600
Again, not the technique itself, but considering how it seems like you were born to manipulate chakra, it might as well mean you have it from the get go. As your

chakra is extremely malleable to your control, as it dutifully obeys all your commands with great calibration as the default, so much so that you could develop destructive techniques like the rasenshuriken without even needing to use any "cheats" to speed up your progress.
You have built in instincts to manipulate energies like chakra closer to their ideal output for your aims, and this control only increases exponentially when you focus your mind into perfecting a jutsu and performing it to the highest capacity you could possible do, “perfect chakra control” in other words.

Training Hack -600
Since the topic of “cheats” was brought up in the previous perk, this perk serves as the example of the idea of working smarter not harder. With this perk you can brainstorm and employ methods that boost the rate you master techniques to outright absurd levels, and don’t get me started over how ridiculous this can get if you add shadow clones to it. This perk also gives you a bit more edge for the ideals to work, you can better take the strain over hundreds of clones practicing the same thing, the memories aren’t repetitive as they would be, nor do you fall into bad habits while practicing on such a macroscale. This perk makes recreating a technique such as the rasenshuriken simple enough, it’s up to you how much you abuse it, and if you can handle such power.
There are two flaws in this technique however: 1. It is meant for specialization, and thus it’s lacking in increasing your general skills: Using it to hyper practice one punch gives a meteoric increase, using it on a short combo of three moves gives 1/10 of what it would give to the one strike, using it on a specific martial art barely changes anything, and using it on your general martial skills gives nothing at all. and 2. It doesn’t help you make those techniques any safer to use in practice, and by nature most extreme techniques will have a more potent recoil or other price to pay, it will be up to yourself to survive your own mega nuke jutsu.

Genjutsu perks:

Illusive -100
You know what ninja are supposed to be? Not seen nor heard. Especially so if you desire to specialize in manipulation of the senses as your main weapon, and you do have that, you can keep people second guessing as you are good at seemingly vanishing from sight and keeping yourself quiet, in fact, you have the skills to make all five senses fall short when people try to track you. Do it hard enough, and maybe you don't even need to use any chakra based tricks.

Trickster -100
While it's certainly helpful to keep yourself hidden, it isn't strictly necessary for you to get the better of some poor fool. Which you exemplify, as you know your way around traps, or maybe just pranks if you are going for something more innocent.

Pants on fire -200
Tell me, have you ever said the truth in your entire life? With this perk you could maybe get away with never telling the truth in your life, as you can guess, you are a natural-born liar, so much, so you hid away all those body language signs that would tell a lesser liar. Do remember that you don't need people to trust you to manipulate them.

Self Awareness -200
As a genjutsu user, it would be a shame if you found your own mental defenses lacking, wouldn't it? Now with this perk you have a sharp mind for illusions, and also sharp senses that are sensitive to unnatural alterations to the way you perceive the world, that way you are better at catching when someone is trying to manipulate your senses, being able to tell apart reality from fiction of all kinds.

Yin Release -400
Yang's mental counterpart, it governs the realm of the spiritual and imaginative, as it gives form to something that lacked it, it gives you affinity with the more abstract and imaginary techniques, such as illusions of all types, making you a more creative individual in regard to not only genjutsu, but also ninjutsu.
Your understanding of Yin release also granted you the ability to “quiet down” your soul’s presence, which means that you are now capable of muting your presence down to the spiritual level, making it trying to track you by any mystical senses something much more complicated. It's by no means perfect, especially at this stage, but maybe you could manage to refine the technique to that standart in due time.

The art of being subtle -400
While you CAN brute force even with genjutsu if you are skilled enough, most of those techniques are exponentially more deadly and useful if the target is unaware of the manipulation of his mind, and you can see the benefits of this line of thinking, as you are masterful in using the faintest illusions at the right time, doing such things as convincing someone that they have one more extra life than they don't actually have... They never notice it until It's too late, do they? Your ability to be subtle extends to other abilities, as long as they aren’t too in your face like a fireball or something like that.

Shattered Reflection -600
You got your hands in a VERY scary ability to have, your skill with genjutsu and with others mind is nightmare fuel, as you can twist the very psych of your victims into true hellscapes, where the pain they feel in the illusions translates into real pain.
Not only that, but your skills as such that you can alter the passage of "time" inside the mind of your target, dilating time for you to fit hours of torture in matter of seconds, your victim's mind is your playground, as you can with ease

dig in the fears and weakness of your target to incredibly sadistic extends, or impart long term conditioning.

Ninja Conspiracy -600
Most shinobi conspire one way or another, but there are levels to it as you can imagine. And on top of that scale? There are people such as yourself, with the frightening ability to weave conspiracies so deep and immaculate that you could hide it from an entire village filled with people that by nature are paranoid and capable, even village leaders seem to give you WAYYY too much of the benefit of doubt, maybe they have a soft spot for you? You also learn how to apply your knowledge and skills to make sure no info leaks, such as seals that don't allow people to speak in certain circumstances, or things of that nature. Though I do suggest you be careful with this much unchecked power, it didn't work out quite well for the dude who tried it, corruption aside, he mostly ended up shooting himself on the foot.

Elemental perks:

Fire Release perks:

Fire Style -100
You receive a solid list of fire release jutsus to the standards of your rank, you have "mastered" it by the standards of your rank incase that's one of your affinities, as well as experience using and applying fire in combat or for other miscellaneous uses.

Crashing and Burning -300
I don't need to tell you how good fire is at spreading itself and burning through resources to keep going, do I? What this perk does is that you can magnify that attribute in your abilities, all your abilities that can consume external resources to expand like flames will do so one magnitude faster than they would otherwise.

Blazing Glory -300
That's the euphemism people will use for what happens with your victims, as you now learned how to further concentrate and intensify your flames to a higher intensity of about x10 more than usual, and other energy heavy techniques x2. I don't need to explain to you why burning like this would be terrifying.

HELL FIRE, HELL FIRE! -500
BRING IT ON YOU BASTARDS! Oh, excuse me, sorry. Anyway, with this perk you and your chakra seem to embody a similar sentiment, as the more "heated" you get, could be pure hype, some righteous cause or just bloodthirst, the more intense you become in your abilities and power, to the point that the heated part becomes more and more literal by the second.

Wind Release perks:

Wind Style -100
You receive a solid list of wind release jutsus to the standards of your rank, you have "mastered" it by the standards of your rank incase that's one of your affinities, as well as experience using and applying wind in combat or for other miscellaneous uses.

Eye of the Storm -300
That's where you will be staying, as you can freely unleash torrents of hurricanes and the likes with all the skill necessary to not be thrown around by your own power, with this perk you know how to calibrate and focus, so it goes as you want it to go, and targets who you want it to target.

Cutting Edge -300
Even though wind just pushes and doesn't actually cut things, the same isn't the case for the wind chakra release, as it seems to be VERY good at this job when applied to techniques. Your chakra, and also any wind related abilities, now have taken this trait at your will.
Now you can send ripping gusts of wind and sonic blasts, slashing your opponents with what normally only repulses, because throwing your targets crashing around isn't enough, you also need to make them bleed with the air itself to add to the injuries.

Blue Bird -500
If you could fly, would you never say goodbye to the blue endless sky? You might now find out for yourself, as your affinity for the air itself has elevated you giving you a higher level of freedom to your movements, you are light on your feet, and that shows in terms of mobility, agility, movement and raw speed.
While the ability to fly isn't impossible, it's rather uncommon, but you probably are one of those who can explore the skies with your ninja arts.

Water Release perks:

Water Style -100
You receive a solid list of water release jutsus to the standards of your rank, you have "mastered" it by the standards of your rank incase that's one of your affinities, as well as experience using and applying water in combat or for other miscellaneous uses.

High Pressure -300

The difference between some harmless water gun and a deadly water technique of a shinobi is how pressurized the water is! Okay, mass also plays a role, but we aren't talking about that right now. In terms of pressure, you have a gift for concentrating amounts of liquid, and to a lesser amount other techniques, into a singular point to then shoot at your enemies, making the burst all the more potent.

Waves of the ocean -300
Water's serene ways makes it one of the most malleable elements you can get your hands on, and you have taken advantage of that, as you have mastered the ways of shaping your chakra, water in particular, as to take whatever shape would be the most effective for whatever you are going for.

Where our Blue is -500
Earlier I mentioned mass in terms of what makes Water jutsu so potentially strong, with this perk you can see it for yourself as now the amount of water you can control freely can only be compared to deluges when you put in the effort. All of that without sacrificing any control, in fact, quite the opposite as you have learned how to control elements on the macroscale with the same finesse as usual.

Lightning Release perks

Lightning Style -100
You receive a solid list of lightning release jutsus to the standards of your rank, you have "mastered" it by the standards of your rank incase that's one of your affinities, as well as experience using and applying lighting in combat or for other miscellaneous uses.

Godspeed -300
You already know the role electricity has on controlling our body, but now with this perk you know how to apply your own usage of electricity to not only your own body for the sake of upgrading your reflexes or the likes, but also applying electricity to the nerves of your enemy… Now what are you planning to do with that?

Thunderclap -300
Lightning is fast… Big shocker, I know. Anyway, lightning tends to be even faster in your hands, as your moves speed and striking speed is all around faster, not only when using electricity related abilities, but in general to a lesser extent. What I am saying is that your enemies will find it difficult to dodge your moves, so may your strikes fall down as fatally as the clap of thunder upon your enemies.

Free Bird -500
Let those thousandth of birds scream, FOR THIS IS A FUNERAL FOR THE LIVING! Oh wait, that's the wrong series. Anyway, your chakra can be condensed and focused WAY more than the usual, your ability to use your elements now goes wild when you focus, allowing for astounding striking power that may sound like many screams of some type animal, but multiplied several times.

Earth Release perks:

Earth Style -100
You receive a solid list of earth release jutsus to the standards of your rank, you have "mastered" it by the standards of your rank incase that's one of your affinities, as well as experience using and applying Earth In combat or for other miscellaneous uses.

Rock Solid -300
I could yet again point out the obvious trait of an element, but this perk's title already does that. You have made it so your rock related moves are all particularly study and dense, making them more resilient and deadly to be thrown at. This applies to a lesser extent to other abilities of yours.

Clay Art -300
Or maybe you wish to go in the opposite direction? Very well then, now with this perk you have trained in the ways of manipulating "soft" earth, controlling clay, mud and dirt. Has its uses for combat or traps, and also makes for quite the artistic pieces, Maybe you are looking to mix style with utility?

Strong and Strike -500
There's hard-headed, and then there's your body. Your body is so resilient to physical trauma that it makes you wonder if you are harder than the rocks you throw around, and that's up in the air as now all your moves have become more "stubborn," which that means they are harder to shake off or to combat in brute force, this isn't enough to just ignore logic and weakness, but even then it does something.

Background perks:

Rogue Perks:

Keep your head down -100

You are an unknown in this world, for now at least, that comes with its benefits of course, but the more noteworthy things you do, the more you lose that benefit. With this perk alone you can't just force reality to make people not acknowledge you, but you do get a sense of how much notoriety each action you do will bring so you can factor that in on your decisions.

Contacts -200
It sounds somewhat paradoxical, doesn't it? You need to stay hidden as a rogue nin, yet you have to also be known so you can get contacted as you lack the luxury of having a whole system managed by a village to deal with that for you. Now you have the necessary skills to deal with that issue, as you have the knowhow to contact your desired attention from jobs you would want, and you seem to just attract the right amount of attention that you would find to your benefit and interest.

Wanted Ninja -400
Imagine that because you deserve it, or because you got on the wrong side of a village, you may find yourself hunted down with a bounty on your head. You aren't screwed just because of that, you can make do with in your situation, especially because you developed an extra sense that warns you when you are being hunted on both long and short distance, this is no spider sense, but you know when someone is thinking of hunting you down, and also when someone is preparing to come at you in close distance.

Inhuman -600
Who said you even need to be one of those homo sapiens to be a ninja? I sure didn't, and with this you prove that fingers don't make the shinobi. If anything, your unique body gives you abilities that no human shinobi could have. Maybe you are a giant toad and you have the jutsus only your culture would have and known, or maybe you are some sort of snake freak with freakier biology. Hell, why even be a meat sack when you can be a ninja robot?! the point is that you are far from the normal human and you have the abilities to show for it.
Another benefit of this perk is that it allows you to bend some rules to adjust for your unique body, you can make hand signs equivalent to whatever body you use with the equal amount of ease you would with normal human hands, that applies to other abilities you may have. Optionally, you have the ability to increase the size of this alt form relative to the amount of total energy you would have, similar to how summon animal contacts seem to grow larger as they become stronger.

Samurai Perks:

Kenjutsu -100
You wouldn't be much of a samurai if you didn't know how to use a sword, would you? And in order to match up against those pesky ninja bastards, you also know

how to apply chakra into your blade in order to give far more devastating strikes to your enemies. This perk also translates talent with your fists with talent with your sword.

Respect -200
Sure, using tricks and lies to succeed is what gives those shinobi their strength, but the price of such dishonorable activities is that people expect that from them, ala "The boy who cried wolf." Good thing you know that because now people know at a glance at what your limits and what you'll do when push comes to shove. If you don't backstab, others will not fear getting backstabbed by you, if you don't cheat, then others don't fear you cheating them, if you uphold your promises, people will be more at ease to take your words at face value. This only works in your favor, and it has the tendency of screwing up and confusing people who rely on deceiving others.

Honor! -400
Even if you have the guts to stick to those principles, not everyone does. But that doesn't make you anybody's fool, quite the opposite as you are capable of sensing the "Honor" of someone, that means that you at a glance knows the morality of someone, sensing how "heavy" their heart are, how they feel about their actions, and how trustworthy they can be to hold on to their words.

Heart of the Sword -600
Swords are more than simple long and edgy pieces of metal, and the love and the respect you show to swords is a testament to that ideal. For starters, your affinity for the blades is to the level where you can outmatch taijutsu specialists using only your blade and kenjutsu, your sword tells you where to strike, guiding your hand into victory. Your blade has become an extension of yourself letting you chakra and other esoteric energies flow into it all the better, all this combined makes your skills with the sword divine. The more you put your passion, resolve, and dedication to your blade, the more it will respond in quite helping you develop.

Village Shinobi perks:

Camaraderie -100
If you didn't have that mutual trust with your fellows, then being in your village wouldn't be all that different from being out in the wild as a rogue. Now with this perk, luck will be guiding those who share the same "side" as you to grow not only more trusting with you, but the group as a whole.

Reputation -200
Certain groups will eventually create certain expectations of how a member of the village will be in general, some founded on truth and some founded on stereotypes or propaganda, this includes your village. Now you are more savvy

about that when it comes to not only your own group, but other groups as well, having a good sense for what's real and what's not about a group. Of course, it's unlikely you'll find one specific trait that applies to the ENTIRE group, but this still can be useful to know the majority.

Team work makes the Dream work! -400
When you think about it, isn't that the entire logic behind building villages? And you know how to work with multiple individuals, as in entire battalions of focused shinobi all working in conjunction under your orders, that's the type of skill you possess. Of course, this still applies to teams as little as just you and a friend.

Will of [X] -600
Shinobis are very dramatic folk. Surprisingly enough, they go out of their way to make their villages have all their fancy symbolism to look pretty, or maybe the sense of unity that a shared founding ideal has some worth?
Well, at least in your case that seems to hold true, as you can establish a founding ideal to it and it will stick, to some level at least, to everyone included. Not only is it a strong morale booster, not only will it guide your group into its core ideals, but it will also boost whatever the symbolism represents, if it is something like "might makes right" then the group will become stronger, if it is something like "United we stand," people will in fact unite for the better.
This perk also comes with the skills to manage this group properly according to the founding ideal on a big scale.
You can establish ONE ideal to ONE group per jump, you can switch ideals once per jump post jump.

Clan Shinobi perks:

Family -100
Sure, you and your peers might be all trained mercenaries who battle to death on a constant basis almost routinely, but that doesn't stop you from being just that at the end of the day. Now you have the awareness necessary to interact with family members of such a big family.

Nepotism -200
…That was to be expected, if we are going to be honest, but considering how much of your potential is decided by your genes, maybe there's a point to it in this world. Now people will take into consideration who's your parents and what family you belong to when making decisions that would affect you positively, this goes for double when your family is known for being good at doing something relevant to the matter.

Jumper's Bloodline -400

The whole point of a ninja clan is that a particular bloodline's ability continues to be passed down. Now that applies to you and YOUR bloodline, this perk effects comes in double: First of all, all your desired genetic traits, or even some spiritual (the middle ground is funky with how that works) are passed down to your offspring. Second, you are well equipped in how to raise and nurture people with the same genetic abilities as yourself. Third, you can retroactively apply pretty much the same thing to the family/clan you already are a part of, it helps you to not stand out too much if ALL of your family are weirdos. You can tone down the second effect if you want to feel particularly fancy, but if you don't want to stand out too much. Coming from a family of super wizards as a super duper wizard is less suspicious than coming from a family of muggles and still being a super duper wizard.

Pride of the clan -600
Here's your free ticket to win the eugenic game, enjoy it. As you are beyond what the average member of your clan would have in terms of its hidden techniques and bloodline's limit. Is your clan usually good with fire? You are exceptional now. This extends to all other clans and such you accumulate as a Jumper.
This doesn't mean you can just skip all the laborious and painful steps into the progression of said abilities, but it does guarantee that those will be the strongest examples of such abilities out there.
Another part of this perk is that it makes you a natural leader to people who are like you. While also including the legendary match-making skills that would make you able to plan out relationships with the strongest potential partners DECADES AHEAD of what could be called sane planning, things just seem to develop naturally for the benefit of your clan in the long term. All according to keikaku.

General perks:

Ninja Flair -50
You probably noticed how… Colorful all the shinobi who are meant to be evasive and low key are, and also all the unique "quirks" they tend to have… Though to be fair, overlapping illusions over the body is a basic ninja technique even kids can learn easily enough.
This perk gives that benefit; no matter how you act and how you dress, as long as you are actually competent where it matters, you can go around reading porn in public and dressing up with a bright orange jumpsuit, as long as it isn't actively detrimental.

Jumper's moniker -50
Guess you want your own title, maybe it's purely a vanity purchase, maybe you want to use this to spread what you are good for around for prospective employers? Whatever the case, you may pick a title based of a skill, ability or

theming of yours, if your origin in any jump already is famous (or infamous), that will be the title people will assign to you, if you don't start off famous, then when you start getting known, word of mouth will spread about this title of yours.
Someone titled "Demon of the hidden mist" will get a very distinct type of attention.

Secret Technique Finisher -50
I guess you want to give more style to when you throw suns at your opponents to finish the fights. What this perk does is giving you more style when you finish up your opponents with a "ultimate" as well as dialing the damage to the landscape as all "cinematics" meaning that no, you didn't actually explode the planet even though that just happened, totally, and as a final benefit, you can opt to leave "Finish Scenes" of a quote of yours, either message you would say naturally, or something tailor suited to embody what you want to say to your defeated opponent.

Secret Action -50
From now on in every climatic battle that you have, there will be opportunities to do extra actions that add up to the fight's drama and are often beneficial for you. You can always find one said action if you actively look for it during conflict.

Ninshū -100
The precursor to modern ninjutsu that an old sage long ago tried to spread, but instead of manipulating the elements for the purpose of violence, it was instead meant for people to share their emotions and introspect upon themselves for better understanding of themselves and of others…
Of course, the concept was perverted to the point where its fundamentals were modified for the sake of a ninja expressing their desires to maim one another as a intimidation tactic.
With this perk you can do both, will you act as a sage or as a demon?

Unpredictable Ninja -100
…You have a very unique mind, with all the tools available to you, you would think of transforming into a semi-nude hot chick to distract, or believe it or not, downright defeat your foes by itself.
And somehow it works, way more than it should really, you could even pull this off in a serious situation and have it actually be useful. Because apparently you can distract the ancient crazy god lady by throwing pretty boys at her.

Ninja Storm -100/200
Wouldn't it be swell if some of your buddies could help you mid fight without them having to actually be near you or involved at all? Well, now that's possible. This perk gives you a slot that you can freely import any companion, whether they are imported into the jump or not, and the person of your choice will quickly

appear when you mentally ask for it for a few seconds, and deliver their special attack that isn't too draining for them, after that they will vanish and this perk will enter a cooldown of a few seconds, even if they are attacked, they won't be harmed but that will cancel out their assistance.
This can be purchased twice for 200 for two slots, and it only works with companions and local friends who agree to help you.
This perk can work with "**Ultimate Storm**" for the purposes of ultimate team attacks.

Substitution Jutsu -200
While the original version of the jutsu wasn't something too fancy to go on about besides its oddities, yours is now… Even more strange. As you seem to stock up random logs up to four that you can substitute out of nowhere and those four slots can be recovered mid fight when you have room to breathe and some seconds pass. they actually don't even need to be logs, it could be just about any object that is mundane. How does that work? I don't know, it just works.

Jutsu off-branch style -200
There are branches of Jutsus that aren't actual elemental bloodlines, more like specializations than the proper combination of elements, like poison or cloth manipulation for example. You can buy one of those per 200 to have mastered. This can be purchased as many times as you wish for more styles.

Yin-Yang Release -300 (Requires Yin Release & Yang release)
The combination of those two releases is something you have learned. The combination of physical energy and spiritual energy makes all your usage and understanding of chakra far deeper than otherwise. This was the release used to create the tailed beasts and seems capable of creating unique lifeforms and healing to a far deeper extent than normal. However to reach those highs would require a legendary amount of power and skill as the baseline, and to fully reach that potential you would need to be something divine. But for now your grasp of the ways chakra works is boosted to twice what it would be otherwise.

YOUR jutsu -50/100/200/400/600
All throughout this jump you haven't gotten any option to buy a specific jutsu besides ranking and package deals, now this is the option for that as you can buy one that already exists or make one of your own that fits in the limits of the rank.
Buying a jutsu like this ignores somewhat the limitations of your rank, makes you have a particular affinity for that jutsu so you can work out its kinks and even the ability to create an evolved version of the jutsu naturally. If you want a vague numerical metric, buying a jutsu here would make you 200% more efficient in mastering and expanding it than you would have otherwise.

S-rank jutsus are true tide changing and downright broken techniques, just having them alone elevates you above and beyond other shinobis if you are capable of using it. This is limited to techniques like reanimating the dead, nigh-instant regeneration on mass, teleportation, and has a destructive effect that can reshape the structure of the world. You can buy 1 S-rank jutsu for 600.

A-rank jutsus are powerful and deadly techniques that certainly give a powerful edge to the user by themselves, they are the moves the big movers would usually use, like the rasengan or the chidori and their many variations and evolutions. It also includes techniques capable of sealing massive chakra creatures, or an attack that targets all angles with countless projectiles. A-rank jutsus cost 400.

B-rank jutsus are the heavy hitting jutsus for the standards of the more average shinobi, including the beginner versions of some clan's secret techniques like Fang over Fang or stronger Taijutsu moves. They cost 200

C-rank are the weakest of techniques a shinobi can learn that are useful for combat, like early genjutsu or the basic elemental release jutsus that are just spitting the element. They cost 100.

D-rank and E-rank jutsus are all for beginner or casual use of chakra, but I guess there's something you want to master about the very basics? You can buy mastery over all E-rank jutsus + one D-rank jutsu together for the price of 50.

Bloodline -100/300/600... etc
No, it's not going to be that cheap. This is basically what you'll have to buy first before you can buy your bloodline, one purchase equals 1 "bloodline token" **(BT**) basically a permit for you to buy your desired bloodline ability. just so you don't have a ridiculous convoluted bunch of genetic traits on your body. Clan Shinobis receive one blood line token for free.
Each time you purchase a token here, the price will increase. **1 BT** costs -100, **2 BT** costs -100-200= -300, **3 BT** costs -100-200-300= 600, and so on.

Elemental Bloodline Limit -300/400 (Requires 1 bloodline token and the necessary elemental affinities)
The ability to combine two elements together for a stronger, if not at least more specialized variation, is something limited by your genetics in this world. With this perk you now have it, now select two or three of your elemental affinities to get the canon one, and if you have a combination that doesn't exist in canon, either get it from a fanfic, make your own, or pick something from filler.
Not only do you do obtain the capacity to use this combination using local powers, this combined affinity can be used with all your other magical systems if they have the proper tools, if you have any water magic you can mix it with any

fire magic in order to create a boil element variation of the original technique that would be stronger if not more specialized than the sum of its parts. Combination of two elements cost -300, combination of three elements cost -400.

Sage Arts -500 (Elemental Capstone Booster)
You have gotten in touch with nature and its energy, I see. That comes with its plethora of benefits. First of all, just to unlock this ability means you have large reserves of energy physically and in terms of chakra, making you into a beast without even counting its straight boost to your body's general capabilities, then sensibility to nature as as whole made you sharp in all manners of perception, both physical and spiritual. Sage chakra can also be used to boost the normal usage of chakra with far higher output. You start off being able to stockpile a good amount of sage chakra into your being that will last you half an hour with prep time if you don't abuse your reserves. Post jump you figure out how to draw energy from nature no matter the settling with equal ease as here, and you will not be corrupted no matter how hostile such energies should be otherwise.
If you have the "**Animal Contract**" perk, then you learned this ability from them safely while also gaining traits similar to your animal companions, also enabling further support with the assistance of their elders.

If you have the perk "**HELL FIRE, HELL FIRE**," you obtain the ability called **Sage Art: Phoenix Fire**: All the heat of the battle, all the leftover energy in the air, once per battle when you are pushing your limits, you can use this technique in order to gather all the ambient and residue energy into yourself, charging yourself up to this bursting in flames variation of sage mode while giving you a second wind, unfortunately the downside is that this form is short lived and it will drain your reserves that you just obtained, but still, this is one hell of a ability to make a comeback.

If you have the perk "**Blue Bird**," you obtain the ability called **Sage Art: Dragon's Freedom**: Instead of relying on residue energy, you keep enveloping the winds with your wind abilities and it will hear your pray, as the winds soar to be your ally, with this technique you are capable of expanding your energy to have the wind's favor, creating a proportional disastrous typhoon for your enemies all the while your mobility and speed increase proportionally.

If you have the perk "**Where our blue is**," you obtain the ability called **Sage art: The Source of Life**: Whenever you use this technique, the natural flow of life flows within you much, MUCH better. The more you put your focus on this defensive ability, the more benefits the deep reserves of the world grant you, not only passively healing your wounds and filling you with sage chakra, but filling your reserves beyond its limits and making any recharge you have shorter and shorter.

If you have the perk "**Free Bird,**" You now obtain the ability called **Sage Art: Roar of the Skies**: a pure concentrated strike as you channel all of your natural energy into this prepared massive strike that contains all the nature amped lightning you can muster, it takes a decent couple minutes that are all too precious in a fight to properly charge it up, but when it's finished? It would take something above your playing field entirely to have a shot at surviving such a devastating strike from you head on, and they would have to dodge ahead of time considering how quick it is compared to your other moves.

If you have the perk "**Strong and Strike**," you now obtain the ability called **Sage Art: Palm of the World**: The natural increased awareness that sage mode already provides is elevated above and beyond as you employ this technique and essentially become one with the ground, without even the need to expand further chakra, the very earth itself and it's other elements follows your commands as if you were one in the same. Not only will the world obey your conscious commands, but it will also aid you out of its own seemingly will when you use this technique.

Power of Human Sacrifice -600 (Background Capstone Booster)
You know what sounds wonderful? Having a giant beast inside of you… Okay, if you don't have the context for all of this, this would sound pretty bad, especially with the perk's title. But you probably know what I am talking about, so I won't waste your time.
You have inside of you a massive beast made out of energy, what type of energy? Presumably some type of unique chakra. But if you want to be fancy, it could be something else, something more negative, or maybe holy, the point is that you have the closest equivalent to a nuclear bomb to this world sealed somewhere inside of you. The seal is very good at its job so you and you are alone in good conscience can mess with it.
The creature would have enough energy to qualify for the "**legendary**" rank with just that by itself, but depending on where you start in terms of power and skill, channeling this energy to its fullest potential will be a long and atrocious process. Especially if we consider how most beings don't like to be stuck in little cages, and that's what you are to the creature, so hope you are a good enough sweetalker, or be prepared to brawl with the creature eventually if you want to milk it for all it's worth.
Post-jump, you may either take the beast as a companion, or have it be gone yet its energy still lay inside of you. In the companion section of this jump you may either select a premade beast, or create your own based on the guidelines there.

OR if you have the capstones for the backgrounds, this can change.

If you have the perk "**Inhuman**," it will be upgraded into the perk called "**Tailed Jumper**": Forget about having to deal with a middle man for this power, because

you are the beast now! You somehow reincarnated into human form and reaped the benefits, but people still think you are your own cage oddly enough, ironic, i know. Though unfortunately, if you took the rank of jounin or below, your transformation has sealed away some of your own power, but that's fine, you will grow back into it.
Having this boost will mean that you already have all the traits that your beast would have if you weren't it already. Yes, you can go back to being a kaiju made out of raw as an alt form, did you even need to ask? And you will be able to shape yourself using all of your other energies.

If you have the perk "**Heart of the Sword**," it's upgraded to "**Heart of the Beast**'': They say that swords have spirits, but now this is more literal, as instead of you being the vessel for the best, it's your sword that is holding it captive. What does this mean in terms of combat? First of all your sword will radiate its own power added on to your own, second you can channel the ferocity of the beast and add it to your own, and since this is a perk and not a item, you now know how to infuse such creatures inside blades like the one you have, but only one beast per weapon, otherwise the two spirits will rupture the blade.

If you have the perk "**Will of [X]**," you gain the additional benefit of "**Pariah or Martyr**": first of all this gives you the ability to combat prejudice by example, this will help you shake out the issues people have with people like you and look past the beast that is inside and look at you for who your are, second of all, you were entrusted to guard this dangerous creature inside of you, and that you will do well. Because when you fight against this sort of monstrous creature it's threatening the people/group/nation/world you are part of, your abilities rise up to the occasion. If it came down to it, you could seal a beast vastly stronger than you at the cost of your life.

If you have the perk "**Pride of the Clan**," it's upgraded to "**Sacrifice of the clan**": It seems now you were born and bred for the purpose of containing a creature like that… That's pretty messed up, isn't it? Well, at least in your case the benefits show themselves, as you seem to be the ideal vessel for it; you have great longevity, mental strength, resilience, and your body is really good at serving as a cage as even your normal strikes are capable of "sealing" (or atleast messing up) Creatures made out of raw energy, as you are the natural cage for them. Another benefit is that the residue energy of the beast has rubbed onto you, meaning that your genetic traits have been influenced positively by the beast, pushing it to new heights.

Items

Backgrounds have their items discounted by 50%, 100 discounted items are free as usual, talents and elements have some items discounted in case by case. Unless otherwise stated, items will reappear if lost or broken whenever you have room to breathe

Miscellaneous Items:

Jumper Storm (Free)
Oh cool, they made a spin-off of that franchise just for you, and a new title comes out everytime you go to a jump recounting the events of the previous jump. The character roster is going to get absurd eventually though, so I hope you have a lot of space inside your console if you want to keep playing it. Also the power creep will be noticeable, not much that can be done about that i am afraid.

Quality Literature -50
What does a ninja do when he gets bored? Why, why not read some good ol' book of course! And now you have this one, could be actually smut, or maybe not, point is that everytime you reach into your pocket you will find one volume of this series there, maybe you can use it as a taunt, or just use it to pass the time.

Kunai/shuriken -50
The iconic projectile of choice of a shinobi, this is the deluxe high quality package that you'll always find more coming on your reserves when you need it.

Giant Kunai/shuriken -100
Pretty much the same thing but bigger and meaner, since you are paying 50 more, the quality of the bigger kunais/shurikens are proportional to the hardest metal you get your hands on.

Explosives -200 (Free primary Fire Affinity, -50 for secondary)
how artistic, not only are those generic explosives, but they can come "attached" to whatever projectile you get your hands on. They keep escalating to the standards of your future jumps so they keep being relevant.

Windmill Shuriken -200 (Free Primary Wind Affinity, -50 for secondary)
Similar to the giant shuriken, but this one is 2x more tough and it can act like a boomerang, channeling wind chakra naturally to spin around with higher intensity, should it break you gain another.

Jumper Ointment -200 (Free Primary Water Affinity, -50 for secondary)
The generic health/"mana" recovery item, you gain eight of those. 4 for your health, 4 for your esoteric energy of choice. Taking one of those will significantly boost your reserves. You can't hoard them but you can produce more if you have the means to do so.

Buff Pills -200 (Free Primary Lightning Affinity, -50 for secondary)
Ninja drugs… I swear they are good to use without any drawbacks to your health long-term or short term. You get half a dozen per week, you can't stack them and the maximum is six freebies, but you can produce more if you have the means to do so, they can increase your attack, increase your defense or increase your speed.

Debuff Tags -200 (Free Primary Earth Affinity, -50 for secondary)
Those strange throwable tags have the odd ability to apply a negative effect to the target, maybe they are laced in something bad? Probably. You get half a dozen of those per week, you can't hoard them for more, and you can make more if you have the means to do so. They can cause exhaustion, fatigue and also lower your target's defense… Somehow.

Secret Scroll -400 (-100 Primary Talent Balanced, -200 for secondary)
You got your greedy little things in kind the special scroll, as it will be filled with hidden techniques and secrets, updating for local techniques of the new worlds you go to, all for you to grow your ever more absurd arsenal. but with two caveats: 1. It will only show you techniques you could already manage (So you'll only get S-rank jutsu if S-rank jutsus is something you already have the means to obtain/train up), and 2. It will take time for it to recharge, the stronger the technique, the longer it will take. Here, a S-rank jutsu would take over a year to charge up, A-rank would take six months, B-rank one week, C-rank 12 hours, D-rank just a couple of minutes, and E-rank pretty much instantly. Those standards will change to fit in the local universe. You can use this scroll to teach others.

Hashirama cells -400 (-100 Primary Talent Inventor, -200 for secondary)
Or maybe you wish for the cells of an equally special being? Either way, once per jump you can request the cells of someone or something who's special, you will be able to utilize these cells in various diverse ways, basically applying a minor effect of that person's power to whatever you plan on doing with it. Maybe you want to try your hands at cloning, or maybe you want to analyze the special energy emanating from its nature?

Ramen Stand -400 (-100 Primary talent dreamer, -200 for secondary)
It probably sounds silly, but now you have a comfort place to call your own, the owner is someone who's kind and has gotten personally invested in you and your

journey, if you REALLY need it, he/she will even let you skip the bill, but playful bicker with you to pay for it later.
The food is one of the best you have eaten, and just the atmosphere here is enough to fill your spirit! (Basically a full restore) Also even if it realistically shouldn't be the healthiest of places to eat at, somehow it meets all your nutritional needs anyway.
Doesn't need to be a ramen stand, could be whatever your favorite food is, post jump you decide if you want to take the shop owner as a companion or just leave him attached to the ramen stand where it will teleport to a place that would be convenient for you. Though if you own a big enough place, say, a village, this person wouldn't mind settling business there.

Training Weights -400 (-100 Primary Talent Taijutsu, -200 for secondary)
Those are personalized training weights that you can use, the typical scaling weights to help you training your strength, but with two features: Using these you disable your powers/perks in two ways, first, have you ever noticed that despite all the training and physical focus Gai and Lee did in the series, they, like roughly 90% of the characters of the series, were all skinny? You can attribute that to how physical strength works in this world with it going to your chakra. You can disable that in order to build muscle. Also you can disable all your perks for the purposes of training, that way you can actually train your body, meaning you can work so your base perkless body is ripped as well, but only to the level that is humanly possible back in your home world. Unfortunately that feature comes at the price of none of your perks to speed up gains working while you train like that, no pain no gain it is at the end of the day.

Chakra Trainer -400 (-100 Primary Talent Ninjutsu, -200 for secondary)
All those power systems working like muscles incentivize jumpers to use all of their most costly techniques… The one who ends up getting the short end of the stick in those cases is the landscape, or the nearby planets. No more, as you obtained this box that you can pour your chakra in for the purposes of training, as well as laying it on the floor while you practice your techniques, it will absorb the energy if your special moves inside its pocket dimension before you explode anything, and if you want to know how destructive your moves are, it will show a numerical metric that you can customize. If you know your way around magitech, you can mess around with it to use it later as a battery.

Custom Mindscape -400 (-100 Primary Talent Genjutsu, -200 for secondary)
Here, with this little key only YOU can use, if you use it in any door, then you can have free reign to go inside your own mind and explore it, similar to lucid dreaming, you can shape it as you please. Of course, everything you make here is purely mental and not real, so you can't take it outside and you can't create food that actually fulfills your body.

With this, you have control over how any innate place inside of you works, with the only exception being the “cages” of the creatures you decided to seal here.

Backgrounds Items:

Rogue Items:

Cold Hard Ryō -100
Since you lack the foundation of a village, and you may be entirely new to this world, for your ease here’s some starting money, this is enough to keep you with good meals for a few months give or take depending on how you spend it.

Scratched Headband -200
A little memento from your days when you belonged to a village, or maybe you picked this up from someone you killed? What this thing does is when you put it on, it signifies that you are a neutral mercenary without any affiliation to any cause but your own.

Underground Associates -400
You went around, did a bunch of stuff, some shady stuff even, and that makes you favorable to a lot of people that have connections. And they are VERY grateful to you for your services, to the point that they wouldn’t mind extending that generosity after seeing how brutal and efficient you are. Scared? No, no, no, we are just REALLY good pals, and if you are a drop-in? Well, they get a word in of what you are capable of and they are so impressed that they provide those friendly favors with you… after all, with a “friend” like you, they really like how they are not on your bad side, they even treat you nicely enough that it’s like their lives depended on it, aren’t you such a charmer?

Artistic Endeavor -600
People would wonder how despite all that busy freelance mercenary life, you still have time for such things. Your secret? Your “work” and your art go hand in hand together.
Pick an artistic skill you have, now you have the weaponized version of it, and not only is it an effective tool of death, it also crystallizes and manifests your ideal of what art should be.
Is art meant to last for you? Then your art is durable and resilient as the toughest of tools, is art an explosion? Then you have craved not only the strongest of explosives, but also put them into such majestic shapes.

Samurai Items:

Samurai's Metal -100
It's a sword, a very high quality sword made out of an alloy that's receptive to chakra… You can use it to stab, slash, also dice and cut, if you didn't know that already.

Wanderer's Garb -200
If you are planning on going on a journey of solitude to master the way of the blade, then you are going to be traveling a lot, and if that's the case then you should go with this item. Comfortable, if modest clothing, it has an uncanny ability to maintain itself at harsh situations and basically never tears ever. Ideal if you want to go through a vagabond's journey.

Wise man's journal -400
You got your hands on the physical copy of a VERY good swordsman's written ideals, lessons and all around journey of that person, they will be wise and skilled by your own standards so you can learn from them.
Yes, this is the shinobi world's equivalent of miyamoto musashi, more or less, or maybe you would rather another person? It depends on yourself what type of "pen pal mentor" you'll get out of this.
Updates post-jump giving you another journal, of either a legendary named character of the past, or some legend worthy figure that wasn't in canon.

Daimaoh -600
Maybe the wanderer's life just ain't it for you? Then with this item you may decide to take the role of one of the five of the main rulers here, coming with all the riches and resources that entails. But the main appeal of this item is the favor it gives you with ONE main village in which your domain is located, so basically you are the landlord to that village, as their best source of money, you can get away with a lot of favors. Do note to be somewhat reasonable before ninjas find their ways of "replacing" you, and you find yourself dying of "natural causes" if you abuse this privilege too much. Post-jump this update to you being the rich benefactor of one of the major factions.

Village Shinobi Items:

Village Bandana -100
This bandana holds the emblem of your village, or of any group you take, when you put it on any place of your body it confirms to any onlooker that you are indeed a member of that group. You can place it anywhere on your body that you prefer of course, besides all of that, it's surprisingly sturdy.

Ninja Shopping -200
One of the advantages of belonging to a village is getting resources from it, at least with some trading here or there, and you have found yourself some pretty good deals that are exclusive to only you and your comrades. Everything from

venoms, medicine, and ninja tools are things you can find searching around, those shops relocate to any proprietary that you own and the quality of the items are better than you would find anywhere else that isn't custom made.

Kage Stone -400
Shinobi's equivalent to mount rushmore, or your version of it anyway, this is a massive monument that you can put somewhere large enough, presumptively dedicated to your village's leaders, but you can change to dedicate it to whatever.
What's special about this beyond being pretty? Well, whatever this monument is representing, when people look at it not only does it inspire awe, but also serves to give a "example" of sorts to the onlookers, building a monument to a genius will make the people that see it grow smarter, if that person was a honorable warrior, that will also spread. Of course this isn't mind control, imagine looking at the statue of someone, someone who's great, and you get a feel for all their achievements and traits you find positive, that's the effect this monument has on someone in basic terms.
You start with five "slots" that you can import or make your own, every jump you can make one more monument to someone, this scales to how great they actually were and historical/personal significance they have to the village or whatever you call your civilization.

Your Village -600
Guess you want to be a ninja president, so go ahead, with this item you'll find yourself to be the one who governs your own custom village and you get a say in its culture from the get go. If you aren't equipped, both in power and social status? Then you are actually related to the current village's leader, you have the favor of the village, so with a dash of merit and nepotism, you can become the next leader in due time.
This is an impressive sized village, with a respectable army of ninjas, most of them being chunin level, a sizable amount of jounins, half dozen of them counting as elite jounin, and one kage level shinobi that can serve as the leader incase of your absence or lack of current ability.

Clan Shinobi Items:

Clan Emblem -100
This is the symbol of your clan, used to mark its territory, you can now use this to give a very good impression of what your clans is and what it stands for, people can tell if someone is a clan of your clan with the emblem alone, of course it won't work if it is a fake or if it was stolen, somehow it's something people can't just fake.

Clan Equipment -200

Obviously the people who most understand your clan’s needs and strengths to prepare the best tools to compliment what your clan does best, and this piece of equipment exemplifies that. Maybe it’s a gunbai that goes well to spread out your fire style, or maybe it's a bunch of pills that compliments your own biology, whatever it is, your clan can deliver it to you.

Hidden Technique -400
With how valuable knowledge and power are in the shinobi world, it’s a non-brainer that clans tend to keep all their juicy techniques hidden. But of course, as one member of such a clan you are privy to it. This is a scroll containing one such technique that can progress all the way to S-rank, but suited for you and your natural traits.

Head of the Clan -600
You now are the leader of your very own clan! They share the same bloodline limits as you, or have a chance of getting one of those depending on the flaws, and if you have multiple ones. While not as big or resourceful as a whole village, it's still a sizable army, making up for quantity with quality, in general the average member of your clan would be stronger and more skilled than the average chunin, you have plenty of jonins, up to four 4 of them being good enough to clarify as elite jounin, one kage level possible substitute like the village item, and one prodigy who has the capacity to be kage level without much difficult if all goes according to plan.
In case you aren’t mature or don’t want the responsibility, you would be the next in line to the position as said kage level shinobi would be related to you in some way.

Bloodline Builder

This is the section where you can spend your bloodline tokens that you obtained from either purchasing with CP or through the drawbacks so you can treat yourself to the benefits of unique powers that no one has access to but yourself and the people who share your genetics.

First of all, you'll have to spend 1 BT to unlock this section, this gives you one slot and additional 500 Bloodline points (BP) You are free to spend freely. Each slot, including the initial one, comes with 400 BP to spend on that slot alone.

After spending one token to unlock this section, you can spend another to unlock one more slot, or spend it to give one slot extra +300 BP + (100 x amount of BT spent on the singular slot). So that means the first extra BT gives +400BP, the second +500BP and so on.

The difference between having one bloodline with both the abilities "X" and "Y" instead of having two different bloodlines with "X" and "Y," is that the former will synergize and combine naturally, you even being able to combine abilities into a combined techniques, while using the latter will be individual techniques that don't naturally mix together.

Type:

***Dōjutsu* (+200 BP FOR ONE SLOT if you have either the Balanced or Genjutsu talents as your primary talent)**
Eye techniques, they do say that they are supposed to be windows to the soul, so maybe all those eye mutations actually make sense. Dōjutsu bloodlines are naturally perceptive and sensible to the inner workings of chakra.

***Chakra* (+200 BP FOR ONE SLOT if you have either the Dreamer or Ninjutsu talents as your primary talent)**
Similar to the unique element releases is that your chakra by itself is unique to your kind, with more "vitality" than usual and/or unique traits, it seems the very energy of your essence is special. Chakra based bloodlines are by default better for the purposes of channeling their abilities with relation to shaping chakra. If you possess an elemental bloodline, you can import it here to make it unique, similar to how hashirama's wood release seems to be unique to him. Since you are paying two bloodline tokens if you import an elemental bloodline, you'll receive extra +300 BP for that slot.

***Body* (+200 BP FOR ONE SLOT if you have either the Inventor or Taijutsu talents as your primary talent)**

With a bloodline like this, you wouldn't be out of place with those worlds where mutations are common. Your body itself is unique, not necessarily obvious at first glance, maybe it’s a transformation or a unique way you are capable of changing your body’s composition for a trick or two. Body based bloodlines are the most “blunt” ones and by extension tend to give more brute strength.

Bloodline Benefits:

Natural talent -100
Your bloodline is known to have a common talent when it comes to a shinobi skill, you may pick one of the three primary ones but it will be broader and less focused, or pick a specialization like Fuuinjutsu.
This can be purchased multiple times.

Amp -100/200/400/600
Whatever your bloodline would have given you ordinarily, is now better at one of its core functions. For Dōjutsu, it would be your sense of sight and perception. For chakra, the reserves and vitality of your chakra. And for the body, how durable it is, even if it is altered by some technique/ability.

For 100, this is a minor amp that works passively, for 200 this would be a boost of about 2.0x, for 400 this would be something far more substantial as x10, for 600 this would be enough to make you roughly “one rank” higher than what you would be otherwise in that category.

What aspect is amped is up to you, but it must be something related to your bloodline’s type domain, so you could spend 200 on your **Dōjutsu** to have your field of view augmented to 360 degrees (or almost) like the byakugan, or a **Body** type could spend 200 to make your body rubbery like to physical blows, or make your **Chakra** type more “rough” when applied to physical strikes. Or also amp one ninja art that makes sense with the type, like taijutsu for **Body** type or genjutsu for **Dōjutsu**.

Sensibility -100/200/400
You possess sensibility to something, making you a better tracker and giving you the means of sensing it and thus tracking and being perceptive to it. For 100, this is a material thing, such a smell, sound or vision. For 200, this can be chakra. And for 400, this can be something more conceptual such as “danger,” “fate,” or “morality” with the draw being that the more complex the concept, the fainter is your perception of it. Dōjutsu receives the 200 version for free.

Sealed -200

There are all sorts of people hungry for power that wouldn't mind abusing you and your people for more power. This perk ensures it's harder for them to do so, as you and others have their bloodline sealed that not even killing you would make it so they could take what belongs exclusively to your blood.

Object Creation -100/400/600
The capacity to create something material.
For 100 this will be a mundane material/object that you could find/make without anything supernatural.
For 400 this will be something with a special effect, such as sealing chains that are resistant to energy based attacks.
For 600 this effect will be more deadly, such as rods that can bind down chakra itself or be used to further amplify your other abilities.

Animal Affinity -100/400
You now have a deeper connection with some type of animal.
For 100 you'll be able to work together with an animal companion and match your moves with them, as well as gaining one animal companion with equivalent shinobi skills than you as a freebie.
For 400 you are capable of taking control of massive beasts that you subjugated, and then summon them similarly to how one summons their familiar summoning contracts.

Familiar -100/200/400/600
Those of your blood have available to them unique ways to summon creatures, each price tier will have different abilities. With the only caveat being that they would have to be strong enough to match their would be familiar, though that does come with the upside of the summon always matching the user.
For 100 you and your kin can forge a pact to summon any mundane (For this shinobi standards) creature capable of chakra. If you have the first tier of "**Animal Affinity**" you receive this for free.
For 200 this upgrades to a creature capable of unique abilities that start from B-rank Jutsus to A-Rank. If you purchased the first tier of "**Animal Affinity**", you may spend an additional 100BP to obtain multiple creatures of this level.
For 400 this upgrades to even stronger creatures, possessing either an ability worthy of a S-rank Jutsu, or enough physical prowess to contend physically with an elite Jounin shinobi specialized in taijutsu in raw strength. If you have purchased the second tier of "**Animal Affinity**" you receive two extra summons and you may buy two additional summons of this level per -100BP.
For 600 this is upgraded to a "boss creature" only lesser to a tailed beast, with the equivalent of 1000BP of abilities for you to customize and enough raw power to contest with a Kage level in terms of raw power.

Hypnosis -400

Through contact with your bloodline, you can employ genjutsu techniques that can imbue mental commands to the mind directly instead of relying on illusions. This works to a much lesser extent to people with natural strong wills, skill over their own body and soul, and/or against people who are stronger than you or at least have more general energy than you.

Body Control -400/600
Now you have the capacity to use one trait of either your own body or that of a target, you could choose to pick the Blood of others or maybe shape your own bones into deadly weapons.
To manipulate one trait from your own blood costs -400, to control one trait from others costs -600.
Body type bloodlines have a +200 discount to this ability.

Element Control -200/400/600
A unique way to use an element related to your bloodline.
For 200 you can choose one effect that you could theoretically already do without the assistance of your bloodline, but it makes it easier using through your bloodline.
For 400, it will be a more unique ability such as turning your body into an element, or setting a target on fire with a mere glaze.
For 600, you'll get to choose an unnatural evolution of said element, for example a fire that can go on burning indefinitely.

Sagely Nature -600
You now have the ability to harvest the energy of nature as part of your nature, enhancing yourself in both your reserves of energy and raw power, mastering this ability can also lead to you using the energy of nature to modify your own body.
Chakra types obtain a +200 discount to this option.

Chakra Construct -400/600 (Exclusive Chakra or Dōjutsu type)
Your bloodline allows you to shape your chakra in a solid matter, allowing you to weaponize its shape as a weapon.
For 400 you can form it as a simplistic "solid light" type of weapons.
For 600 you can form it in a more humanoid shape, similar to armor, if you want to have some type of ninja pseudo-megazord.

Freak Physiology -400/600 (Exclusive Body type)
Sounds rude, but that's the truth about people like you. Though of course it comes with its benefits, as you now have taken unique traits based on a chosen "motif."
For 400 you could become some type of shark-man that can breathe underwater, have a tougher skin, capable of connecting with sea life easier, and obtain a unique usage of water release.

For 600 you gain the same benefits as the 400 version, but also an even more monstrous form and powerful form with either one WAY more powerful ability, or with enhanced abilities that the 400 version provided.
Post-jump this form becomes an alt.

Meta Jutsu -800/1000
An ability capable of manipulating either one type of ability or the energy that fuels them.
For 800 this is something that weakens, debilitates or steals that energy to a more limited extent, if still potent.
For 1000 this is something that completely nullifies other's abilities, like complete absorption of chakra by just raising your hands.

Natural Law -800
Pick a natural law like gravity, time or space, now you possess an ability that can manipulate said one of those forces in one way, be it future sight, attraction & repulsion, or teleportation.

Innate Jutsu -100/200/400/600
The miscellaneous option, as people with your bloodline have one technique that is innate to them, each price range corresponds to their price equivalent of the "**YOUR Jutsu**" perk's jutsu rank price. Everyone who has the same bloodline as you can theoretically use the same jutsu, assuming they have enough skill and energy plus any requirements you might have picked in the flaws section.
Abilities as powerful as Izanami and Izanagi can only be used once per jump.

Unique Jutsu -100/200/400/600
Seems that your bloodline is oddly adaptable, as it seems that everyone who has it has the potential to awaken a unique jutsu based on some criteria or trait of theirs you have decided on.
Examples: Mindset, karma, philosophy, dreams, sin, favorite type of food etc.
This option can be purchased multiple times.
Each price tier corresponds to abilities on par with the ranking system of "**YOUR Jutsu**"/**Innate Jutsu**. Of course, since this varies from user to user, there will be those who obtain stronger results from this option that could break the mold.
Alternatively, you can buy this option -100 to apply the criteria into another option.

Bloodline Flaws:

Flaws can be applied to multiple slots and will grant BP specifically to their own slot. Flaws work like drawbacks, but they stay after the jump. You can eliminate flaws using out of context powers/perks post-jump, but not during the jump.

Scarcity +50/100
By default, everyone who shares your lineage would have the same abilities, but now it has become a rarer trait. Since you are paying for yours, you of course are guaranteed to have yours no matter what.
for 50, the odds are roughly 10%~5% of being born with it.
for 100, the odds are roughly 0.1%~0.01% of being born with it. If you want to make yourself feel even more special, after the 100 mark, you can make it as rare as you want to the point of it being unique to you and you alone.
For this jump, this flaw will be fiated for your offspring and for your clan if you have it.

Envy +50/100
Apparently now it's biologically possible for someone to kill you and take your power for themselves… have fun with that.
For 50 this will be theoretically possible, but not commonly known.
For 100 this will be known as public information, and the folks with less character than greed will have no issue hunting you down like rare animals… Even if you can defend yourself, if you have a clan, please consider protecting them.
Can't be taken with "**sealed**" benefit.

Eternal NOT +300
That's bad news, as it seems that your bloodline limit has an expiration date attached to it, wearing down on itself until it simply breaks.
Since this is far worse for body and chakra types, they last much longer when compared to Dōjutsu types, 10x times to be precise.

Maddening +300
Using the abilities provided by your bloodlines will start messing with your head, and since it's your own impulses/nature, resisting it with willpower will be less useful than normal.

Self-destructive +300 OR 1 Skill Discount
Your bloodline's abilities now present harm to the user if used carelessly, an explosive ability needs to be calibrated, or a mental skill causes great strain to the mind. familiars will need to be 'tamed' through combat to be reliably used.
Should you use the discount option instead of the +300 option, you pick a single ability that will become a hazard to you if used incorrectly.

Conditions (Varies)
What? Did you expect to get everything handed to you? Well, this is optional so technically yes. Anyway, with this option you can discount some of your powers by making them harder to get ordinary, applying that flaw to multiple benefits to a limited fashion. You can pick multiple of the conditions to chain them in an evolutionary path.
Simplistic (+100 flat): To unlock any of the benefits over 100, you first need to fulfill a simplistic condition, such as stress, this can only be applied one per slot.
Painful (50% discounts up to two benefits of 600 or lower): You sure you want this? Alright then, to do this you'll need to pick a condition that is as painful as seeing someone you truly care for die. No, you can't cheese this… at least without MUCH effort.
Kin Taker (+200 flat or one discount) Okay, this will be fucked up, but you'll need to take one organ of someone who has the same bloodline as yourself in order to obtain it in a permanent fashion… It's like you were genetically crafted to kill one another. You can otherwise use this to bypass the "**Eternal NOT**" flaw.
Extremely Specific Requirement (2 discount to any benefit + 400 BP) To acquire this bloodline to its extent, you'll need basically a VERY specific reaction of combined factors to unlock up to 6 benefits of yours that are 600 or higher. Like the combination of chakra of two demi-gods levels of specific, if you are taking a canon bloodline, you'll forget its requirements except for who would have it.
Late Bloomer (1 discount to any benefit OR +500 BP) Odds are that by the time you unlock it, you will have done everything you wanted to do in this world and are ready to move on, and maybe even that won't be enough, as it takes decades for the right energy to be focused to unlock your bloodline's power… Seems you are the patient type if you picked this.

Refund (Varies)
Here, if you find yourself with more BP than you want to spend it, you can exchange it for CP at a 2:1 ratio. Do note that the opposite isn't true.
You can also exchange one BT for +200 CP.

Companions

Team Jumper -50/200
You can bring alongside you up to three companions for the price of 50, or for 200 you can bring along up to eight companions. If you belong to a village, you may import one of your companions as a team mate of your team, or former team if you are past being genin. Your companions receive 800 worthy of CP plus (or minus) the world mods you picked.
Genin that belong to a village may import companions for free by importing them as teammates.

You are my friend! (Free)/-50
Looking to make new friends? Then sure, anyone you can convince to come along with you is free game, and for an extra -50, you'll get your chance to make a good first impression guaranteed.

Unique Companions:

You are free to genderbend, decide particular aesthetics, how you have met and what type of relationship you share with your companions. as long as those changes don't conflict with their core personality or skills/abilities. Incase of drop-in, you can decide how first impressions go and how you meet them.
You may discount any companion by half by making it so they are their genin equivalents, they would still have the potential to become their fully powered version. If you are part of a village, you may make a shinobi companion part of your team, or your jounin sensei, or former jounin sensei if you are past genin.

Ramen Girl -100
The daughter of a restaurant owner who's fairly ambitious, at least when it comes to business and food. She's headstrong and stubborn about what she believes about food, and she thinks that sticking around with you is the best decision, after all, you are her ticket to a multiversal spanning food franchise. She does have the talents of a **Dreamer** and that of an **Inventor**, though she's obviously focused on food, despite all her goals, she still has the empathy and caring side that she got from her father.
She could be the daughter of the owner of the "**Ramen Stand**," and like her potential father, she doesn't necessarily need to be focused on ramen, but whatever restaurant she comes from, she isn't afraid to branch out.
She's talented enough to replicate any cooking talent you might have, and knows enough business to balance quality and profit so she can rise up to establish a very big food franchise.

Delivery Girl -100
This one is a niece of a restaurant owner who works there, potentially the cousin of the Ramen Girl companion if you also got her as a companion, she's a carefree sort and prefers living without worrying for much. Also she is strong, like, absurdly strong, strong enough that makes you wonder what they are feeding her back at home… Anyway, she seems to have a puppy crush on you and follows you around, and she seems to keep protecting you from trouble when it comes.
She comes with a boosted talent for **Taijutsu** and the perks "**Tough" "Yang Release" "HELL FIRE, HELL FIRE!"** and **"RANDOM BULLSHIT GO!"**
Somehow she always finds you when you are in trouble…

Slug Princess -200
This companion is as close to shinobi loyalty as it gets, descendant from the main branch of a major clan, if not the one who founded her home village.
Though she is admittedly spoiled with resources, she IS as strong and knows how to handle herself, she has a no nonsense and a bit of a tomboy streak to her, she is willing and capable of "knocking sense" into people if it came down to it. Still, her skills lie in her physical strength and medical knowledge make her a remarkable ally and possible legend in the making, good thing that she likes you for one reason or another, even if she has to deal with your bullshit.
She has the talents of **Taijutsu** & **Ninjutsu**, **Water** affinity along with the perks: **"How to punch" "Tough" "Yang Release" "Drunken Fist" "Book Smarts" "What makes you 'you'" "Animal contract: Slugs" "Waves of the ocean" And "Where our Blue is".**
…Yes, she has a BIG, MASSIVE, LARGE… Heart, why did you ask?

Moon Heir -200
The sole heir of her ninja clan whose roots are surprisingly related to the creation of the ninja world at large. She had a strict childhood as the only child and heir to her clan, which fortunately she was talented in their clan's martial ways, one of the few joys she had. A rather shy person by the time you first meet her, very awkward when actually talking to people, but she seems to have locked on to you admiring some trait that you had (she may or may not have lowkey stalked you). But once she becomes more used to your presence, she'll reveal more of her bombastic and playful emotions she never got to experience before.
She has the boosted **Taijutsu** Talent, **Lightning** affinity, as well as the perks: **"Learning by example", "Ninja Way" (eventually), "Fast Hands", "Bob and Weave ", "How to punch", "Fighting With Style", "RASENGAN!", "Godspeed",** as well as a **2 BT** for you to customize as you like desire, but make it moon themed if you can.

Devil Burglar -200
The victim of a conspiracy that resulted in the tragedy of her people, secretly the last of a fallen clan, with a rich if nebulous history, who had the reputation of being "god's enemy". After the clan's official destruction, she was raised by her

mother after the clan's downfall, but that didn't last long before shady beings targeted her and her mother as "debt collectors".
She had to grow up tough and she learned how to steal with the best of them and to deal with less than savory underground dealings at a young age, but her ultimate goal was preserving what remained of her clan's history, which morphed into an appreciation for all history, viewing it as sacred as she became an archaeologist.
Behind her brash, greedy, morbid and devil-like attitude, there's a rather hurt soul that would do absolutely anything should she find people she could call her companions. She would sooner watch the entire world burn than to lose another family.
She comes with the **Balanced** & **Genjutsu** talents, affinity for **Water, Wind** & **Lightning,** as well as the perks: **"Healthy Paranoia" "Learning by example" "Actual Ninja" "Book Smarts" "Illusive" "Trickster" "Ninja Conspiracy" "Eye of the Storm" "Waves of the ocean", "Free Bird" and "Elemental Bloodline Limit: Tempest (Water, Wind & Lightning)"**

Null Poison -200
Yet another clan heiress, but she's certainly the most tragic one of the bunch. She was the attempt of a noble samurai clan, that was noble in name only, to create "superhumans" with the shady usage of various drugs to create ideal soldiers. She was the only child to survive the process, and one of the intended side effects was for her to lose her emotions and be more like a tool, she was just MOSTLY without emotion however.
One of the few interests she had, and then quickly learned to hide, was cooking: She enjoyed cooking for her mother before all the drugs her mother was forced to consume killed her off in sickness.
Her future was looking very grim and cold, until you came along. For one reason or another you just happened to trigger her senses in a way that made her feel emotions, which resulted in her being a massive Simp with a capital S for you, platonic or otherwise, this odd reaction gave her more freedom, and she decided to follow you around instead of her father.
She's still rather stoic, rarely showing emotion, but behind that you'll find a more caring and gentle person, and while the training and drugs she was subjected to were VERY inhumane, they at least made her the supersoldier she was meant to be and more, because of that she comes with the **Boosted Inventor Talent**, and the perks: **"Resourceful" "What makes you 'you'" "Book Smarts" "Research Shinobi" "Ninja Frankenstein" "Ninja Way" "Bob and Weave" "How to punch " "Discipline" "Tough" "Illusive" "Pants on fire" "Keep your head down" "Pride of the clan" and a Bloodline Body with: "Amp: Physical Capacities IV" and "Elemental Control: Poison II"**

Flash Goddess -200
Not an actual goddess despite what her confidence would imply, but the way she acts she might view herself as. Although she's been raised as the heir of a big

shinobi clan, she ended up a rather casual and playful person, always having an affinity with cats, to the point she often uses an advanced version of the transformation jutsu to turn a cat and walks around with pride in her feline self. She is fully capable of all that is required for her position, but she just prefers to take it easy when she can, though she is definitively resourceful when she decides to be serious, just don't expect her not to sneak in a bit of teasing now and then, you're her favorite person to hang around, and by extension, drag you into her shenanigans.
She comes with **Taijutsu** & **Genjutsu**, **Lightning** affinity, and the perks: **"Be prepared" "Actual Ninja" "Animal Contractor: Felines" "Bob and Weave" "How to punch" "Fighting With Style" "Eight Gates" "Trickster" "Yin Release" "Blue Bird" "Godspeed" and "Thunderclap"**
Her legs are something special, or so I heard.

Whirlpool Topping -300
At one point or another, you meet this lonely girl and you managed to connect with her to the point she considers you to be someone important to her, you actually might be the first one to show her care and believe in her.
She's very loud, energetic and sometimes even brash at her worst, but she is an empathetic person who naturally wants the best for people and is highly strong of will, though she does crave attention and validation due to her childhood, it is only a matter of time before her objective changes to wanting to make the world a less cruel place as her ninja way.
She was isolated as her village's pariah due to being the living seal of a beast that rampaged around the village, though the details are left a secret by her home village.
She comes with the boosted **Dreamer** talent alongside affinity to both **Fire** and **Wind** releases, plus all the perks from the **Dreamer** talent, and the perks **"Cutting Edge," "Team work makes the Dream work!," "RANDOM BULLSHIT GO!" "Power of human sacrifice,"** and also the potential to unlock sage mode.
If you pick her alongside **Scarlet Wheel**… they'll have an interesting relationship with one another to say the least.

Scarlet Wheel -300
This girl isn't one for dreams, instead, what she has is ambition… To kill a certain one, oh and also recovering her clan after all's said and done. You have come across this frankly socially awkward girl with her cold and calculated persona, somehow you managed to get close enough to her by being one of the few people she gets along with… If there is anyone besides you at all.
Her background is pretty messed up, her older sibling killed all of her family and then tormented her very own mind to further cement this girl's focus on getting stronger to avenge her clan, the fact that she isn't anymore anti-social is frankly a miracle.

Whether she admires you for your qualities, or because you can glaze through her persona, or something else. Fact is that after all her "family matters" are settled, she would rather come along with you and your chain to maybe reestablish her clan.
She comes with the talents of **Balanced** and for **Ninjutsu**, affinity to the **Fire** and **Lightning** releases, and she comes with the perks **"Healthy Paranoia" "Learning by example" "Actual Ninja," "Copy Jumper" "Fast Hands," "Charge it up!," "Nature Transformation" "Crashing and Burning" "Blazing Glory" "Thunderclap" "Jumper's Bloodline", "Pride of the clan"** and she comes with three BT for you to customize.

Hollow Strawberry -300
A nice headstrong girl, but unlike the two above, she's one thrust into action not by their own ambitions, but by events orchestrated in a frankly convoluted way. She isn't a shinobi, nor a combatant at all, or at least doesn't start as one by the time you meet her. But one way or another she'll be dragged into conflict due to the people she wants to protect, which probably includes you. While for now she lacks any battle experience or drive, she has ridiculous latent potential innate to her, as she's the daughter of a powerful samurai clan (which she didn't know about), and also has the blood of two other clans (which she also doesn't know about). Despite whatever wild development comes from her origin, her main goal will remain to protect the people she cares about, something that may push her to reach her potential and self actualize who she truly is.
She comes with a unique talent towards kenjutsu, and large chakra reserves expected of the **Boosted Dreamer** talent and an affinity to **Water**, and she comes with the perks: **"Fighting Spirit" "Ball of Energy" A variation of "Believe it!" focused on protecting others "Yang Release" "High Pressure" Great talent in "Kenjutsu" potential to unlock "Heart of the Sword", and she has a weird variation of "Heart of the Beast" where the beast is a occult part of herself.** Her genetics also gives her access to **3 Bloodline Slots with 400 BP to customize each.**

Sunny Monkey -400
Who is she? Who is she? …No seriously, where did this girl with a monkey tail come from? She claims she came out of a stone that fell from the sky… How odd, you suspect that she has some form of battle thirsty bloodline, as everytime she is near death and/or pushes her limits, she gets stronger, and she also seems to transforms into a giant wereape when she sees the full moon that is much stronger at the price of getting into a beserk state.
Her strangeness doesn't stop there, as she is highly chaotic and loose on her impulses, matched only by her frankly absurd skill and talent, and her trickster nature.
Though when it comes to you, she's reasonable (by her standards) and willing to listen to you, either that or being a pair of chaotic menaces together with you.

She has boosted talent **Balanced** and **Taijutsu,** the perks **"Open Mindedness" "Copy Jumper" "Ninja Way" "Fighting Spirit" "Ball of Energy" "Animal contract: Monkeys" "Bob and Weave" "Discipline" "Fighting With Style" "RASENGAN!" "Blue Bird" "Wanted Ninja" "Inhuman" and "RANDOM BULLSHIT GO!"**

Sun Sun Miss Golden Sun -600
On your travels, you have come across this lady hidden away in a cave. Why was she there? You don't know, judging her by clothing and appearance you would assume she's some type of noble woman, when asked she replied that she has gotten lost after a family dispute, later on when she tried to tell you about where she came from, you got no idea where that is and didn't find anything about it no matter how much you and/or her searched for everywhere, she also seems to be even more sheltered than you would expect of a princess… almost as if she didn't belong to this world.
Her skin is unnaturally white and she has bright red eyes, she is EXTREMELY good at fire release, while also holding upon three relics from her home world which are frankly Pretty OP; A sword that can seal whatever it touches, a mirror that can nullify direct damage, and a divine instrument capable of "brush techniques" that can conjure elements with ease... where the hell did she get all of that?
She comes with the boosted talent of **Ninjutsu**, doubly so when it comes to fire, and the perks **"Yang release" "Charge it up!" "Nature Transformation" "RASENGAN!" "Yin Release" "Crashing and Burning" "Blazing Glory" "HELL FIRE, HELL FIRE!" "Inhuman" "Respect" "Reputation", "Pride of the clan."** As well as the potential to use **"Yin-Yang Release"** and two bloodlines, one Dōjutsu type with 600BP for her red eyes, and one elemental one for chakra type relating to her fire element that is above normal with 800BP.

Beasts:

Companions that fall under this category require the **Power of Human Sacrifice**. There will be a custom option at the end. If you want to have multiple beasts as companions you would require either a companion to take the **Power of Human Sacrifice** perk to have the beast sealed inside them, or to take multiple of the background capstones and fanwank how that works. All beasts will have problematic traits that would make working alongside Jumper difficult depending on the circumstances, and that's not to factor in their general displeasure at being sealed. The more Jumper experiences having the beasts sealed inside of them the more they'll naturally learn how to draw out the beast's chakra, especially if they weaken the seal. Full access to your beast's power will require either a confrontation or a deal with the beast. The seal will NEVER break by default, but that fact changes should the Jumper tinker with the seal for whatever reason. While sealed inside of you, beasts will count as a "perk", if you decide to let them out of the seal, they will count as a companion. If you have

your beast sealed inside of you during a jump and later decide to unseal your beast, your beast won't gain anything and will return to the seal post-jump. All beasts would be around the **Legendary** level of power, at least in physical/destructive power.

Violet Violence

This is the most straightforward beast you'll find in this section. This guy is a battle manic dragon of purple scales, his values align with a "survival of the fittest" mentality, to him strength and courage are the definitive virtue, and he will judge Jumper based on not only his power, but how refined it is.

He is the strongest and the most skilled of the beasts in a head-to-head combat, he believes willpower and strength are the only things that really have any sway over the world, unfortunately that has made his skills a bit too simple, the closest thing to a trick are his breath of highly destructive explosive chakra and his empowered attacks.

His ability can be summarized as **Sheer Might**, his chakra is highly potent and it has the attribute of magnifying the power of anything that comes in contact with it to a far more destructive level, unfortunately the more "complex" said ability is the more incompatible it is to the chakra of this beast. Empowering lasers and physical strikes is easy, more complex abilities like a rasengan is slightly hard at first practice, something more complex like the rasen-shuriken will be much harder, and tricky abilities that aren't about power at all, such as genjutsu, are a no-go period.

This beast will rage on against Jumper, the only way Jumper will earn this beast's respect and companionship is through battle and by displaying courage and great combat skill, though oddly enough despite how aggressive this beast is, after proving yourself, this beast can go into a loyal combat companion.

Brutal Blue

Despite the title of this beast you read above, this one seems oddly peaceful, at least when left alone. This massive aquatic leviathan vaguely resembles a carp, if said carp went through a massive evolution to become a brutal serpentine deity of destruction, people could even mistake it for a dragon.

Legends speak of a fish that ascended after being abused by its owner, performing a seemingly impossible leap into the heavens. Although it did not become a dragon as expected, perhaps its ascension was tainted by the hatred it carried in its heart? Afterwards it became known as a rampaging monster, though when left alone it rests in a more peaceful state.

We could summarize its abilities as **Raging Tides**, as this beast is capable of great feats of water manipulation with its water nature chakra, though it's often far more destructive that the water element would usually be. When it throws a tantrum, all bodies of water around it start to rumble in the most destructive of ways, and its main offensive ability is to gather water chakra on its mouth and release it at absurd heats that would be mistaken as plasma attack.

While this beast is the least “sentient” (it can still understand human language, even if by instinct alone) and rather furious, if it meet someone who it thought it could trust, it’s rage may cease to be everlasting and instead it would be directed against it’s master’s enemies, the beast finding peace in serving that purpose.

Chaotic Romantic
Tales speak of the tragedy of two lovers, a man executed for shady reasons, and a woman who turned into a wrathful beast due to her sheer hatred. The tales seem to not realize that said woman was always a beast however. This one takes the form of a ghostly deformed creature that is vaguely humanoid, a true haunting spirit if there was ever one. Despite that, this beast will ironically start off the most affectionately towards its host, believing it somehow to be the son/daughter of her short-lived relationship.
Her unique ability is **Malevolent Grudge**. She secretes a foul and corrosive chakra worse than even the most hateful of creatures, it’s highly dangerous to the touch even when she means no harm. It flares up dramatically when nearby someone this beast has a reason to hate, especially for the sake of protecting a loved one, no matter how irrational her fears might be.
While this beast will start to be protective towards her host, she is very unhinged and untrusting of anybody else, also a possessive creature filled with colossal amounts of hatred inside her soul. She thinks she knows best and is prone to lashing out at others should the seal be weakened, ally or enemy if they are nearby the host too much. It will take a long while for her to calm down with just words alone, but restoring her sanity might be possible as difficult as it is. Should she regain her sanity, she’ll regain the ability to morph into her former human form.

Chilling Mistress
An odd one among beasts, she has the ability to take on a humanoid form, and she prefers to take the appearance of a pale beautiful woman wearing a snow white kimono. Her true form is that of a massive arctic fox with multiple tails. She isn’t the most reactionary of beasts, in fact she won’t mind being sealed inside of you at all if you don’t bother her. Unfortunately drawing from her chakra without permission bothers her and she will find it offensive.
Her ability can be called **Cruel Cold**, just by flexing her chakra in an area makes it snow and for the temperature to drop dramatically to freezing points. This cold increases even more should she spend more chakra and focus on a specific target. She can even somehow “freeze” chakra, making it impossible for usage should her own chakra reserves trump that of a target, and the same would apply to other powers of a similar nature to chakra.
She by default starts off fickle and cruel, similar to a fae if you want an image. But should Jumper prove himself terribly stubborn, and even inviting, she could MAYBE warm up to Jumper. Sometimes the logic behind her actions is confusing though, even after she becomes more tame, but after that point she would be far less malicious.

Cynic Deity
Not truly a "beast" per say. He is more like a humanoid statue instead of some type of monster, though its eyes do tend to be off putting to many who look at him. He is very unsatisfied and stubborn about his beliefs, despising falsehoods above all else. Despite being the most skilled of the beasts in this section, he thinks himself a fraud still.
Long ago he wasn't viewed as a beast, instead he was once the guardian deity of a village whose name has been lost to time, he put his blood and sweat in order to defend it threat after threat. He was the village's hero Until it fell, not by their enemy's army, but by a civil war that he desperately tried to stop, which he failed and later was used as a tool against his will, which ultimately resulted in the village's end.
That resulted in the frustrated and mistrusting beast he is today. He is rather passive, if uncaring about you at the start, and while he doesn't mind letting you borrow his power, his is the most complicated by default and would require his experience to be used properly.
His abilities can be resumed as **Hundreds Sparks**, which first to be used requires him to be hit by a chakra based attack, he will then store said attack's pattern (or "spark" as the term) on his chakra at a 1/108 capacity for later usage, but it's best usage was learned through combining the sparks to create stronger abilities, potentially better than the original should the sparks be highly compatible with each other. The second part of his ability is that by observing the sparks in his chakra, he is capable of gathering insightful info over the technique and it's inner workings, often better than the original user's own understanding. He will prove himself a very insightful and resourceful ally, if still critical of your behavior, if you provide a genuine reason for him to fight besides you.

Custom Beast
You aren't limited to the presets above, you can make a beast of your own design. But there are some limitations. First of all, it has to have some flaw that will make using the beast's power difficult, but if you insist on having a yes-man waifu for a beast, then at least pay an extra -400 for that.
Secondly, the beast's powers have to follow a theme, like how the preset beasts had. **X Variable** (attribute that describes its power) and **Y Variable** (element of the beast's chakra), of course you can base off the presets above as an indicator of how loose you can be with the definition of "attribute" and "element". And continuing on powers, the more complex and better HAX the beast has, the weaker it is.
The beasts above start off the strongest with the simplest ability, to the weakest with the best abilities. **Violet Violence** as the extreme end example of power is x10 as strong as **Cynic Deity** who is the extreme end example of versatility/powerful hax. **Violet Violence** is relative to 100% Kurama with both halves.

If you have the "**Tailed Jumper**" perk, then you can use this section to customize how it looks.

Scenarios

You are free to pick any number of scenarios freely, as long as you think you can accomplish all of them together in the same timeline. Failing a scenario does not cause jump failure. World settings and backgrounds can affect the scenarios.

The Village Hidden in the Chain

You seek to build your own village, do you wish for unification or domination I wonder? Either way, by picking this scenario You'll have to either take leadership or create from the ground up a village. Of course, making it won't be enough, there will be at least four other villages roughly on par with the standard set by the "**Your Village**" item, your village must at minimum be considered to be one of the five most dominating villages by the end of your stay here.

If you take the **"Warring Era**" world option, After you build your village, the other areas will get the same idea and start building themselves up at a fast rate, though if you display power beyond the ordinary when compared to the other villages, you will find yourself being the bigger target.

Reward: You of course, can take the village you went through all this trouble to obtain, if you already bought the item version of it, then the item version will be upgraded to have three more kage rank individuals, and one legend rank as your substitute if you grow tired of leading the village itself and you want to pass on the burden to someone else.

Whether you are still the leader or not, the village will remain loyal to you and respect you as it follows you around your jumps and following whatever objective it already was going for.

You also receive the perk "**Jumpkage**" that is similar to the "**Will of [X]**" perk, but internalized to yourself, as you gain a conceptual booster depending on the foundation of your village as well as the optional choice to internalize that mentality down to your body mod. Should you have both of those perks, then they will stack doubling each other.

And as a final reward specific to your background, Rogues receive +400 CP since they are the most incompatible with this scenario by default, samurai get to revamp their villages to focus on swordsmanship instead of being ninjas and +200 CP, Clan Shinobi can make their clan the most prevalent of the village, eventually even overtaking all of the village genetically and +200 CP, and Village

Shinobi don’t get any extras besides the fact that they start off with a premade village and don’t need to establish one themselfs.

Memory Lane

Feeling nostalgic? Or maybe you just feel like going through a side quest for completionism sake plus some more points, well then go ahead, you will find crystals named memory fragments laying around important areas that are relevant to them, you must find at least 54 of those memories and complete it.

Each memory fragment will hold upon itself a important fight, not necessary of your memory, but a battle that was relevant to you or one of the worlds you visited previously, when you find one, you will find yourself “inside” that memory, even if you weren’t involved in the fight, you would take on the role of one of the participants and use their abilities at the time.

Reward: You receive +400 CP for your troubles, as well as collecting all the memory fragments unto yourself, allowing you to revisit those fights as well as the memories related to them at any moment, also you may find additional memory fragments from this jump onwards, including fragment memories of past jumps you didn’t manage to find at the time.

Sting Like a Bee

This is a rather odd adventure to go through… Okay, here’s this scenario’s quest: You must battle FOUR worthy opponents, and have them dance for a show of yours as back-up dancers. Don’t worry about convincing them, you just have to beat them up and they’ll accept with their spirits broken.

Don’t expect it to be easy though, they will have all the competence of **Elite Jounin** and their combat attributes will all scale up to your power so don’t think about stream rolling them, and they do have secret abilities that will prove troublesome, said abilities are equivalent to **Rank S Jutsus**.

Reward: For your troubles, you gain +400 CP and the perk: **It’s win, win, win till the end of forever!:** After beating up any notable opponent, you can force them into a defeatist state in which they will agree to be your back-up dancers for any musical performance of yours. It is pretty humiliating but also pretty funny! Though you can’t convince them to do anything else that they normally wouldn’t do.

Overcoming Hatred

(Requires “Power of Human Sacrifice”, but it’s not mandatory)

This scenario is NOT necessary for unlocking 100% of your beast's potential, but it will reward you with further mastery and power relating to it. Depending on what background capstones you have, there will be variations down below. If you have multiple beasts, and by extension multiple background capstones, you'll have to do this scenario multiple times for each beast.

All beasts would by default carry a dosage of angst and sheer hatred that radiate its presence and chakra, however within this scenario it will become far more malicious, the more you use it's power and succumb to hatred, the more control it will have over you, to the point of steadily diminishing any anti-corruption/will power perks you may have.

The exact reason as for why your beast wants to take control over you can vary, from sheer destructive hatred of everything, to some twisted sense of love, to anything else that would fit in. Any usage of the beast's chakra in this state will be far more brutal and savage, filling you with its hatred, especially with the power energy you use. By taking this scenario, you can NOT use your beast's power safely without completing this scenario's goal.

To truly master the power sealed inside of you, You'll have to eventually confront your beast. You must go on a spiritual journey to deal with this situation. Firstly, you'll need some means to enter inside yourself, and then confront your darker half, eventually embracing it to your side. The beast will be aware of said darker half and favor it above the original self, trying to manipulate that dark half and communicating with it.

Should you manage to get that dark half to your side, you'll gain this **Reward: Acceptance:** Your dark half will become part of yourself, bringing you further peace of mind and reflecting on your life, giving you a more indepth perspective on it. Not only that, said half will become an ally in any mental/spiritual struggle you find yourself in.

Now you then must somehow travel inside where the beast is sealed and challenge it to combat. That will prove difficult as should you be above the **Legend** rank, the beast will become a scaling enemy. Odds are that this will be a VERY difficult battle, and unless you somehow manage to have allies capable of entering where the beast is sealed, you will have to fight it alone. The goal is to take the beast's chakra for yourself, and once you manage to do it, you obtain this **reward:**

Beast Chakra Mode 1: This is the form you take once the more "purified" version of your beast's chakra that you took by force coats you, it is still limited as your beast will continue to resist you taking the chakra so there is a limit to the time you can hold it and how much energy you can take safely, and it will remain limited until you achieve cooperation with your beast.

This form causes you to brightly radiate with the chakra, massively amping up your physical attributes as well as giving you access to your beast's colossal amounts of chakra without the risk of any corruption, said chakra you can more easily shape in various ways such as massive arms. You also gain the ability to sense negative emotions in this form.

The color of this form depends on the theming of your beast, but far more "pure" in tone, the exact aesthetics is up to your own design, but there will be features over your body representing the more pure form this chakra takes, for example magatamas and lines over your body, or something to that extend. Should your beast stop resisting for one reason or another, you could hold this form indefinitely.

But the scenario isn't over just yet, to complete this scenario fully you'll need the cooperation of your beast AS PARTNERS, freeing your new partner beast from its hatred. Should you manage that feat, you will be rewarded with:

Beast Chakra Mode 2: The full extent of your beast's power is available to you, stronger than the previous version you unlocked, as your heart syncs with that of your beast. The design of your form changes in a more evolved version of its previous design, a cloak is optional but very much recommended.

You will be capable of shaping said chakra with finer control, able to manifest the shape of your beast's body with ease, further enhancing its power that you now have full access to. You can freely spread your beast chakra among allies freely, giving them a fraction of the colossal reserves it hosts. You could even have your beast channel Sage Chakra or other powers similar to that should you teach them how, effectively allowing the process to be automatic. Not only that, since this scenario made your beast a scaling enemy, a fruit of that will be that its chakra reserves will ALWAYS be one magnitude larger than your total energy reserves, even as you grow from this point on. And finally, you'll be able to freely let your beast free, the seal becoming mostly obsolete.

Variations:

"Tailed Jumper": Your dark half will instead take the whole of your "beast", you must still accept it, but that will prove harder as that half will hold all your previous incarnation's hatred and malice, becoming far more destructive than normal. Should you manage to fulfill all other requirements for this scenario, your dark half will take the place of the beast fully, able to do the trick to stockpile energy for you or other things of that sort.

"Heart of the Beast": Nothing much changes, but to enter the seal you must first stab yourself with the blade… It won't hurt as much as it sounds like it will.

After completing this scenario fully, the blade will evolve to further reflect on the more purified version of your beast, becoming far stronger. You can also freely switch which blade is holding your beast.

"Pariah or Marty": Even less changes, but at least you become better at understanding monstrous creatures.

"Sacrifice of the clan": It will be revealed that long ago your clan had history with your beast, and your beast chakra modes will become more innate to your biology.

Revolution

(Incompatible with The Village Hidden in the Chan)

The shinobi world is fundamentally a broken and miserable place, its roots are too rotten as they are, many have tried to change it, many have failed such endeavors, maybe you'll be the one to succeed?
First you need a PLAN and a IDEAL, it could be anything really, a illusion where everybody is a winner, a world that knows pain and thus will progress into peace, or anything grandiose as that, as long as it is something that will change the shinobi world greatly, hopefully into something better.

You'll eventually have to arrange a "shinobi war" of your own, as all villages and/or clans will aim themselves against you. It's literally going to be you against the world, but should you succeed? **Your reward will be:**

Broken Cycle: It seems sometimes, either through fate or unfortunate circumstances, there are "definitive" facts about the world. You broke one cycle, what is one more? Should you effectively pull out another similar stunt like that, "solo the verse" as it was, making you the ultimate authority, you'll gain complete authority to decide the fate of a given settling, forcing your ideals and resolve into an entire world.

You may also take alongside you the land that you conquered, whether it was salted or not, and you also gain +300 CP for your troubles.

Tale of a Gutsy Jumper

So, you want your own ninja saga to your name? Very well, though odds are that this scenario won't be a breeze. First of all, you will start off as a genin, or genin equivalent, points included. But not only that, you, your perks and your companions that you import will be nerfed to their genin equivalents. This doesn't mean you will be nerfed to the level of an average genin, assuming that

you are mega talented via perks, you would be somewhere between sasuke and itachi at 13 years old.

Despite that fact you will still be at the epicenter of conflict, it's almost like you are the protagonist or something, you will find yourself dealing with things that are beyond your supposed level time and time again, until you find a break in grace period of about two years or so, where you can train yourself back to your full capacity.

Unfortunately when that's over, a certain group of rogue shinobis will start their plans, what are those? I am not allowed to give you spoilers, sorry. But there will be about 12 members, each at the same rough tier of power as you at your full capacities (Or atleast Elite Jounin if you are weaker than that) with their own unique abilities and traits, said abilities would be considered S-rank jutsus of course, the leader being someone strong enough to command respect of each member and holding their own ideal they believe in.

They will inevitably come face to face with you, either because they seek something from you, or you have personal business with them. The only sure thing you can count on happening is conflict as this organization's goals will drag the rest of the world alongside it.

There is more to this, of course, as generation-wide conspiracies reveal itself as the true nature of this organization and its goals is revealed, and a the end of it all, you will have to fight literal legends and divinity for the sake of this world during a war that involves the entire settling, you will have to get significantly stronger or will die, do you have what it takes to become a legend jumper?

Reward: The perk "**Ninja Jesus**" Apparently you are the reincarnation of a literal demigod, and during the climax of the conspiracy your god parent will unlock the power latent to your soul so you may deal with the situation. What does that mean? It means that you have trances of some type of special essence/chakra flowing inside of you, but only near the end of this scenario is your pseudo literal god father is going to awaken your innate power for you when you and the world really need it, turning you into shinobi divinity.
First of all, if you didn't reach this level of power before getting this reward, you now reach the unofficial rank of **"Divine"** (stronger than legendary rank) or just stronger if you already were at that level, second of all, this upgrades and boosts your bloodline abilities, giving you 1200+ BP to spend freely and boosting the powers that your bloodline already has.

Thirdly, you are now more receptive to divine power, as you are divine, making your very chakra and other soul/essence based energies equally divine, controlling divine powers will come easier and more naturally to you.

And finally, the capstone of each talent is evolved:

"Copy Jumper" becomes **"Jumper of the divine techniques"**
You really are shameless, aren't you? Not only do you have the gall to steal all the hard work of others, but you simply do it better than them! Now you can infuse your divine chakra into techniques that you just learned to boost their effects, making it a divine counterpart to the original. Though this effect of making the technique "better" is less effective on techniques that already are divine, even then you are already better suited for such abilities from the get go.

"Jumper Sensei" becomes **"MC's Teach"**
Your cute little disciples… Ended up unexpectedly becoming quite the big shots! No, really. It happens quite often, whether it's them eventually coming across other legendary teachers (besides yourself), or sometimes even something quite grand as being the reincarnation of divinity, your students all at least have a "protagonist level" of potential (somewhat relative to the protagonist of the current settling), acquiring power that wasn't there before and becoming legends of their own. And one twist of fate ensures that somehow, even when it barely makes sense, you can keep up with your students.

"Fuuinjutsu" becomes **"To caught god in a seal"**
You have taken the art of sealing things… To an extent that is a tad bit too extreme if I do say so myself, because now you can even seal concepts and more cosmic creatures. Though with the little caveat that you must understand the concept and what it entails before you can start messing with the laws of reality by sealing them away. You could create seals that can take away momentum, seals that can store up time for further acceleration, and by sealing creatures that embody concepts you can fully tinker with how they affect reality. Frankly this is an absurd ability the more creative you get. Though keep in mind that to seal god like beings, you would have to actually get the better of them for one moment of weakness.

"Ninja Frankenstein" becomes **"Playing God Right"**
Your body has become quite the greedy thing, as it has gained the ability to absorb DNA in frankly absurd ways. You've become the ideal vessel you once dreamed of, just by consuming a hint of someone's DNA, you can replicate their powers as long as said powers are tied to their heritage.
And you can do so safely, however that comes with the downside of said power being potentially nerfed should your body be unable to hold it at maximum capacity without harm, but that is only a temporary set back as your body's affinities with those sorts of power is nothing short of miraculous, able to steadily adapt to them, going to its limits and then pushing beyond the more you invest effort and power into that biological ability.

As a result of this, your knowledge and understanding of mystical biology expands to a far deeper innate depth, not even the sky will be a proper limit to someone actually capable of playing god.

"**Talk no Jutsu**" becomes "**Sage's Wisdom**"
You are now one of the few people who can truly be called a sage, as in terms of experience and knowledge, you can be comparable to the sage of six paths. This means you can produce the same truth-seeking orbs, about ten of each. They are capable of absorbing other spiritual energies like chakra in other worlds, once lost they don't come back until the next jump or ten years. This also passively boosts your understanding of chakra and nature to a new magnitude.

"Believe it!" becomes **"Child of the Prophecy"**
As it turns out, you actually had a rather solid reason to Believe it. You happened to be the "Child of the Prophecy". That doesn't necessarily mean you were destined for greatness without any effort on your part, but as it turns out, if you succeed in your trials and journey, you would be fated to be able to bring great changes to how the world works.
With this perk, even something as lofty and outright unrealistic in this world as world peace is doable within a few years.
You have some favor of fate guiding you to further heights, but the most value you'll get with this perk is when confronted with pivotal opponents. This perk won't make your victory guarateened, just that IF you manage to win, you'll become far superior to your previous self and you'll be able to decide the fate of the world. The more dangerous and high stakes the battle, the more its ramifications will impact the world to your will.

"**Eight Gates**" becomes "**Jumper's Wrath**"
You now have a state separated from the eight gates you can enter once you are truly furious, each punch you land will keep giving you more and more power as your fury increases, at the risk of you burning down your very soul, but you are capable of maintaining this state even if you should have died if you have the will and a goal. But once that goal reaches its conclusion you will suffer the backlash from this state, maybe you will even fade away if you aren't careful. This is potentially enough power to beat down even a god, just make sure it's a worthy sacrifice.

"Drunken Fist" becomes **"Ultra Drunkard"**
What is this?!? Your body is moving on its own??? I don't know how, but the divine power coursing through your veins has latched on to the alcohol in your system to awaken some type of grand divine technique!... Or at least a bastardized version of it.
You see, once you have exhausted all of your power and you're at your limit, as long as there is the faintest bit of alcohol in your body, it will result in the alcohol

busting with power as it ascends all of your combat potential, leaving you in a state of ultimate skill compared to your base… Only problem is that you are COMPLETELY DRUNK, your body might be at beyond its peak capacity, but not your mind (though that doesn't seem to debuff powers that would require your will power and/or intelligence)
Your combat skill will be MULTIPLE LEAGUES above what you would be usually, your movement downright angelical. And with the drunk chaotic edge to it? Hardly anything will be able to touch you. Your power will also be magnified as you spark white particles around you.
Alternatively, you can trigger this technique by getting utterly shitfaced on alcoholic beverages. Theoretically you could better control this ability the more you train it, but it will be a long way even for you to use this ability manually, let alone using it while pseudo-somber.

"RASENGAN!" becomes **"BIJUDAMA!"**
The greater depths of chakra manipulation have been unlocked for you to explore. Your capacity at manipulating chakra and other energies have been expanded, you are capable of easily making even contrasting energies merge into far more powerful variations. You can instinctively figure out the correct ratios of chakra, compress that chakra, turning techniques that sound simple on paper into far more destructive forces.
You are able to do that even with borrowed powers as long as the supply doesn't run out, creating highly destructive attacks on the fly.

"Training Hack" Becomes **"Godly Exploits"**
Okay, so do you want the FULL exploits? The most munchkining of ways to farm skills? We can do that. You can now enter a downright manic method of training, your brain going into 120% of its capacity all for the sake of monstrous training. Imagine being able to mentally train all of your reflexes with a thousandth simultaneous battles, while also pushing every fiber of your body to evolve in a hellish regime at gravity increased many times fold under colossal training weights, and after that recovering your body instantly with the most fruitful of resources, all to just repeat the cycle again… That would grind even YOU to dust if not for this perk, but this perk ensures such unhinged self-har- I mean training methods actually are doable for you and positive.

"**Shattered Reflection**" becomes "**The one who controls reality**"
Shatter the barrier between fictional and real with this terrifying technique, as you can use this highly advance illusion on your target that can affect even reality, but this potent effect must first happen in someone's mind, and it will depend on your target's wills versus your skills, the more unaware and weak willed they are, the more will the illusion deal damage to their real body, either way the pain will be real according to their body. Will you play god with people's minds now?

“Ninja Conspiracy” Becomes **“Plot Plant”**
So as it turns out you DON’T have to plot things yourself, you can just order a lack or a summon to do so. And said individual will go to great, if convoluted and hare brained ways to create a big, almost comical when you sit down and think about it, grand web of manipulation that EVENTUALLY causes whatever plans you had in mind happening. You can also create one such minion if you couldn’t before, and you can do that just in your convenient time of need, should you happen to be sealed or something along those lines.

Battle of Brothers

(Mandatory If you took both the “JUMPER!!!” drawback And the “Tale of a Gutsy Jumper” Scenario)

In this world, there is a soul whose fate is intertwined with yours, of course that would be your rival. The inclusion of your rival will significantly alter the course of your journey in many ways. Though you won’t remember the specifics, or in other words you won’t have the “script” as described below.

For starters, should you find yourself in a village or starting group in the early phase of the above scenario, you can opt to have your rival be part of your squad/team. During that time period they will be competitive with you, but not really malicious, even friendly sometimes.

Though that period won’t be made to last, even as you have bonded with your rival, there will be a pivotal moment where his ambitions and goals will spiral and he’ll vanish in pursuit of power in exchange for connection, or maybe you are the one going solo?

Eventually the first of many of the most critical battles with your rival will happen, where you two start to tap power beyond your normal and progress rapidly in combat while fighting each other with the first crash of ideals. Whether you win or lose, your rival will vanish from your life for now.

That will mark the start of the grace period, during that time your rival will train and attain power obsessively, you will have to really put in the effort if you don’t want to be left in the dust too much. After the grace your rival will start going on his own agenda while you are being hunted down, he might end up either involved with or fighting against those who are hunting you down, but he’ll continue to progress at a rate equal or higher then you, you may have other battles with him, but that won’t achieve much for now.

After the conspiracy reaches its climax and the divine figures arise, ironically enough your rival will be your ally, awakening a similar power to you as you

receive the "**Ninja Jesus**" perk, and it turns out that your rival was your god sibling.

Your rival might have been your ally during that battle with divinity, but both of you hold too much power and conflict ideals to avoid one last fight. If you desire to protect this land, your rival will deem it better to be destroyed, if you are the revolutionary, your rival would rather have for stability. Who is the one in the right? No time to wonder that as it's time for battle, circumstances will be made for it to effectively be a 1v1, and your rival will be your match in this fight, no cheap tactics will work, as the rival will employ equally cheap moves to balance it. Your rival will only listen to you after the fight's over, and if you manage to see eye for eye…

Reward: **Soul Sibling**: If you manage to beat your rival, you will gain the opportunity to bring your new sibling along your chain. He'll be just as powerful as you but his "build" will be different from yours, aka if you are Taijutsu focused overall he would be Ninjutsu/Genjutsu focused, and he would also have his version of the "**Ninja Jesus**" perk boosted capstones of his "build". And lastly, due to the literal soul connection and all the rivalry, he will always manage to reach your level no matter the power creep, with or without you spending points on him, which as a nice bonus also makes him the ideal training partner.

Drawbacks

Longer stay +0/400
So you wish to stay here for more than ten years? I don't see why not, unless you are running at a time limit for something terrible to happen… Anyway, you may opt to stay for as long as you like, but if you take the world mod named "**Alien force**" you will have to stay for another ten more years and receive +400 for it.

Naruto Was Here +50
Seems like you ended with 50 too many, or maybe you want one more of the 50 options? Then pick this drawback and… Now all of your estate is painted all over with juvenile writings mocking you and whatever said items/property represented, worse still is that you never found that troublemaker… somehow, even if you are a ninja or/and have an army of ninjas or something like that, though you did see some lingering trances of blond hair.

D-rank drawback +100
You know what builds character? Doing menial tasks together, do you like having character jumper? I hope you do, because you will have to spend one hour per year of your stay here doing the equivalent of D-rank missions, doesn't matter if you can paint 1000 houses at the same time, you have to spend the same amount of time doing something as important as a D-rank mission. You can even drag your companions around so they can share in the character building, ain't that just wholesome?

Flashbangs! +100
You thought that was a typo? No, not really. Because now everytime someone references a past event, even if you already heard it before, your senses will be assaulted as the world goes into "stasis" mode so you will have to relive the entire set of events, over and over again. I hope you really like your swings.

Duckbutt +100
Your hair now somewhat resembles a duck's butt from a certain angle depending on how you view it. And for some reason people are more likely to assume you are more "emo" and brooding than you actually are.

Weeb's Flex +100/600
Literal show of hands! Who here has ever tried to do the hand signs for a jutsu when they were a kid? Or as a teenager, or as an adult before your chain began. Point is that if you ever have done the hand signs for a jutsu as complex as sasuke's fireball jutsu, you get +100 free points, and if you manage to practice Zabuza's water dragon jutsus you get +600. Gotta appreciate the enthusiasm.

No Spoilers +200
Guess you want to live through this world with a fresh unspoiled perspective? Not the best world to go through this decision, but your choice. You forget all the finer details of the plot, but you can still recognize when someone is bad news, and also recognize the characters that you like and how they are.

Unhealthy Paranoia +200
Oh right, this is a world filled with ninja, what CAN you trust? Just to be safe I guess nothing, or maybe that's what they want you to believe? Are you even real? What's reality, you sure you aren't in a genjutsu still? Doesn't matter if your sensing skills can't detect any drop of power from that random waitress, she might just be that good at concealing herself! That's how you are going to be acting for this jump's duration, doesn't help that sometimes you are validated either.

Ero jumpernin +200
I hope you can take your reputation being sullied, and deservingly so. At Least as long as you have this drawback active, as now you are hopelessly perverted with your worse tendencies acting up even now and then.
Thankfully for the populace of your preferred gender, whenever you get too pushy on them against their desires, your charisma and whatever nonsense that would help you get inside someone's pants gets weaker, and they receive something like a toon force powerup if you still don't get the hint.

Sluggish +200
Doesn't actually make you slower, but it does make you a alcoholic and a walking debt maker, as you are have both terrible luck with games of chance and your impulse control is basically nonexistent when it comes to said games, hope you have the big dollars to live like that, or you happen to be a expert debt evader.

Michael Jackson? +200
Unfortunately no, but you look kind of like him, with how pale your skin is. This also makes you more creepy by default, and for some reason people are more prone to think you are a kid fiddler… If you happen to be a scientist that goes around picking up children to experiment with, that also won't help you with your reputation.

Legend Mode +400
Must you always do things the hard way? Seems you want to be a legend. This includes choices such as fighting using your own strength instead of taking the help of an ally, picking tougher fights, the path with more enemies, and overall a more difficult time all around.

Clueless +400

Trickery simply isn't your thing, you are rather naive to be honest, as you fall to tricks even inexperienced genin could figure out. I hope you have either the power to pull through that or trustful allies to guide you, otherwise you are also hopeless.

Pariah +400
You go around and see how people treat you, and that gets you thinking: "Man, what did I do to make ninjas that mad?" Well I don't know either, maybe you have a demon on your belly, or maybe you just look like the shinobi equivalent of hitler, point is people don't get along with you at least on first impressions, maybe you can change that if you try hard enough.

Renegades Searching For Demons +400
You now have caught the direct attention of a faction of powerful rogue shinobi, and they want you dead. Maybe you have a beast inside of you that they want, or maybe they are trying to recruit you but that went terribly bad, but the fact is that now they want you dead. Unless you take the "**Tale of a gutsy Jumper**" scenario, the members of this organization will be up to "**Elite Jounin**" level, with their leader being up there on **"Kage"** level. And if you take the scenario, instead of them inevitably going against you, they will actively hunt you down.

Wild Ride +400
You aren't sure this world wasn't built on pure crack, as all sorts of wacky and nonsensical things happen, and they aren't one off either, they return and they have consequences. We are talking about ninja ostriches, mechanical duplicates that turn into robotic kaiju, hell, don't be surprised if the teenage mutant ninja turtles make a guest appearance, or even the penguins of madagascar, because why not?

Cursed Bloodline +400 or +1 BT
Or so they say, because your family, or at least your genetic traits if you are a drop-in, have history to this world, and it isn't good history either, as they have made plenty of enemies all around the world that will have no issue eliminating you and your family with great prejudice.

Talentless +600
One of the first choices you picked in this jump was what your talents were… And sorry to tell you, but that's no longer the case as you are now talentless, your primary talent became the only thing you are decent at, your secondary talents become things you aren't hopeless in, and every talent that you didn't pick straight up is useless to you. But the silver lining is that you still have all your hard work, including all the hard work from previous jumps! Except it's adjusted for any talent boosting perk or anything with a similar effect, good thing for you since you had all the time in the world to put in the hard work, right? Jumper, you did train a lot and didn't just use your talents… Right?

JUMPER!!! +600
SCALING RIVAL!!!... Rivalry is written into the code of this world's core, so why not partake in it? Now there is someone who is your match in this world, same starting power and same potential, though in terms of personality they contrast with yours greatly, not enough for you to truly despise him, you could even call said rival your friend or even sibling if it came down to it, but enough for drama to happen. And drama WILL happen, as circumstances will make your rival's worldview radicalized as they keep rising with power for their own goals, if you don't put in the effort, your rival will surpass you. There will be many confrontations between you and him, eventually coming to a peak as your final battle against him once every other thing has been dealt with, thing is that by that point your view of how the world should go and his are in major conflict, words won't be enough, so fighting is your only option. Though after the fight, you would have a chance to bring your rival into the light if you understand him deeply enough and formed some odd sense of kinship.
You can take him as a companion if you manage to convince him.

Family Drama +600 OR +1 BT and 400 BP to use freely.
That's putting it lightly, as your family has been killed by your older sibling and then he basically called you a weakling, tortured your mind and caused you to dedicate your life for revenge. Unfortunately, your sibling is actually the bigger, meaner and stronger version of you, so you have kind the journey ahead of yourself if you want to match him. But are things really like that in the end? Isn't it odd that the sibling you remember being fond of suddenly goes psycho? Isn't that extremely shady? Well, your emotions are probably too high for you to analyze the situation with a clear head.
If you took the "**Renegades searching for demons**" drawback, and/or the "**Tale of a gutsy Jumper**" scenario, then your sibling will be part of said group.

Knowing Pain +600 AND +1 BT.
Holy shit you had it bad, like, horrendous. You as a child lived in a warzone, no guaranteed food, no clean water, growing up with orphans that died off each by one, your home village was in the center of a petty conflict between two villages, and you and your people paid for it severely. You know how terrible this place can get now, what will you do about it? This drawback can be taken by a drop-in, but if that's the case, then you will appear right next to a dying child that will pass on their memories to you like a flashbang of pain before saying goodbye to the land of the living with fiat saying the said can't come back ever.

Ending

So you have done it, you survived this world, good job jumper! Now what?

Go Home
Calling it quits? That's a shame, well as promised you get to keep all the powers, perks, items and companions you made along the way. I'd be honored if, in the future, you occasionally recalled that there was once a journey called Jumpchain.

Stay here
Have you gotten attached to your village? Or maybe you found the wandering life just that engaging, whether that be the case or something else, you found this world to be fun enough to be the end point of your journey, thank you and goodbye, have a nice life.

Move on
Guess you still have ways to go in your journey, but hey, do keep your head high and always remember your ninja way as you traverse the omniverse, pick what you learned from here and keep learning.

Notes

Rank: The rank you pick, bar scenarios and drawbacks, won't nerf you to that level. It would just make your background someone on that level, though it would be odd if you suddenly became a lot better and stronger out of the blue. and Shinobis are observant and cautious above everything else.

Fuuinjutsu: If you want to know what you can or can't seal, here's the criteria: 1. Can you hold/use this power without any requirements that you need to constantly hold? 2. Do you have a "master" level of understanding and control over this ability? 3. Do you have an idea of how to seal it? If the answer is yes to all of those, then yes, you can seal it via the perk, though more complex techniques will require more brain power for you to work out the kinks.

Eight Gates: As already mentioned, you don't need the jutsu of the same name to open the gates, you can eventually adapt any technique that "pushes past your body limits'' into being the means to open your gates. Like demon slayer breathing styles, or techniques like the kaioken, or you can manually open the gates if you can control your body's functions using biology manipulation or something to that effect.

Ultimate Storm (+other game mechanic like perks): You get a natural feel for such bars, but if you already have a gaming system or some other sort of HUB perk, then you can visualize it as a bar and know how it's recharging it, the same goes for the perks "Ninja Storm" and "Substitution Jutsu" but adjusted for their slots.

Sage Arts: All elemental boosted capstones are variations/evolutions of the baseline sage mode, that means you can't use them together, unless you have a perk to combine modes/techniques.

Power of Human Sacrifice: If you have more than one background capstone, feel free to either fanwank it or have more than one beast if it makes sense. If you are going to Naruto, you may decide if your beast would replace another in the story, if it is added as an "extra", works like a drop-in, or if it is simply another type of creature with similar properties but doesn't actually count as a tailed beast. You don't need to do **Overcoming Hatred** to unlock the full power of your beast, think of it like how Kurama specifically had a different chakra mode than the other beasts (or at least it wasn't show with the other beasts), without the scenario you could have the more baseline manifestation, while the scenario offers the equivalent to Kurama mode.

Companions: While they are mostly Expies of other characters or fused characters, they are still customized to your own tastes following their descriptions in-jump, you could expand or put on the sideline personality traits and decide their appearance inline with their relatively vague descriptions.
The references are:
Naruto: Ramen Girl (Ayame), Slug Princess (Tsunade), Moon Heir (Hinata, Hanabi, and Road to Ninja Hinata), Whirlpool Topping (Naruko), Scarlet Wheel (Sasuke/Sasuko).

One Piece: Devil Burglar (Nami & Robin merged), Null Poison (Reiju)

Bleach: Flash Goddess (Yoruichi), Hollow Strawberry (Ichigo)

Misc: Delivery Girl (Pucca), Sunny Monkey (Sun Wukong, Goku And Luffy), Sun Sun Miss Golden Sun (Myth Amaterasu), Violet Violence (One piece Kaidou & DxD Ddraig (or Ddraig according to two fanfics I read), Blue + red = purple, I am a genius!), Brutal Blue (Pokemon Gyarados), Chaotic Romantic (Jujutsu Kaisen Rika But Milf), Chilling Mistress (Myth Yuki-onna), Cynic Deity (Hachiman from the fanfic: My Hero School Adventure is All Wrong, as Expected. With his ability in this jump being mostly a upgrade from the quirk he has in the fanfic)

If you don't feel like giving **Scarlet Wheel** or **Moon Heir** custom bloodlines, you can just give the sharingan to the former and the byakugan to the latter.

Sun Sun Miss Golden Sun can either be an otsutsuki who somehow got stuck here, a local deity, or she can be literally just Amaterasu who got isekai'd here. It's up to your preference, no matter what she will be as strong as the high potential equivalent of a genin to otsutsuki. No need to make her anymore of a "cheat character."

Originally I intended to also add a Kushina expy, but I noticed she's close enough to her son's expy that it would be redundant, just make red haired Naruko and voila; Kushina 2.0. Also considered making a Sakura Expy based on her "beta" potential with genjutsu and a battle ax, but to be frankly I really didn't care. Also considered making genderbend Kakashi expy, but same as before. I briefly considered Boa Hancock over Reiju for this jump, but I picked the latter because I wanted someone to represent **Inventor** talent (besides the pseudo gag companion), and she was easier to adapt to the jump. I didn't add luffy like I did to Ichigo because adding two "sun wukong kin" characters would feel repetitive, but to make up for it I added one extra waifu from it (technically One piece would have 3.3 characters if we count Robin + Nami fusion + Luffy being 0.3 of **Sunny Monkey**…)

Change log 1.1:

aligned the text and cutted off unnecessary space.
Fixed grammar mistakes and made the terminology more coherent (I HOPE).

Reworked the following: Changed title, Changed the **Generalist** talent name to **Balanced**, changed some wording all around, revamped **RASENGAN!** as to not be a six eyes copy, highlighted all perks/items, buffed in particular **Pride of the Clan** to be a reference to the Hiashi's master plan meme, tweaked the "Tale of a Gutsy Jumper" scenario slightly, changed the amount of BP in the bloodline section, "Jumper & his Ninja pals" changed slightly with how the drawbacks work with it, changed pricing for elemental affinities, gave import companions +200 points, expanded on the **Power of Human Sacrifice** notes, buffed **Slug Princess**, **Whirlpool Topping** got a automatic buff due to new **Dreamer** capstone, so **Scarlet Wheel** also got one, lowered the price for **Delivery Girl**, upped the price for **Meta Jutsu** by 200, Revamped **BIJUDAMA!** to be more interesting, **it's just a prank bro** to **Naruto Was Here** And **RANDOM BULLSHIT GO!** to **Unpredictable Ninja**

Added the following: Familiar option for bloodline benefits, four new scenario:**Battle of Brothers, Sting like a Bee**, **Overcoming Hatred**, and **Revolution,** +1 capstone perk for each talent and it's boosted variants, added **Yin-Yang release** as a general perk, added **Familiar** as a bloodline benefit, **Self-destructive** as a bloodline flaw, added added beast companion section (and five default beasts), added for more unique companions (excluding the beasts), added Drawbacks: **Duckbutt** and **Legend Mode, companion** elaboration in the notes section, Added **Divine** on the rank section (mostly because I didn't like the white space between the Origin and Perk section…), added **Secret Action** general perk