Chunin Exam Day

By Perfect Lionheart

Jumpchain CYOA
Version 1.0
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Introduction

Welcome to the world of Naruto! It's Konoha, and the Chunin exams are starting! Except… what's this? A time loop? Tenten is a deep cover Suna agent? Naruto is arranging weddings? Sasuke is somehow useless?

Oh, oh dear.

It seems you have appeared in a rather… different world. Welcome to the world of Chunin Exam Day, an infamous fanfiction by the Perfect Lionheart, considered by many to be the Naruto equivalent of his equally infamous Harry Potter fanfic.

What will you do here, Jumper? Will you be a friend to Naruto, or an enemy? Or will you fuck off away from Konoha altogether? It remains to be seen. Whatever you do, it's probably best if you take these **1000 CP** along.

Times and Places

You arrive in Konoha the day before the first stage of the Chunin exams begin. Your jump lasts ten years of your own timeline, however many loops that might end up being. Could be a lot, since your loops are tied to Naruto. His resets are your resets.

Age and Gender

You may freely decide your age and gender.

Origins

Drop-in
Oh, you poor bastard. To be dropped in a place like this… well, such is life.

The 'Hero'

You're the Hero! The main character, the underappreciated genius and the fated savior!

The Supporter

Or maybe not. Maybe you're a close friend of the savior, an associate and an ally. Maybe you're even their lover, eh?

The Villain

How much of an *actual* villain remains to be seen, but you're opposed to Naruto, at least in some forms if not others.

Perks

For each origin, the 100 CP perk is free and the others cost 50%.

General

Chakra - Free

The union of mental and physical energies, fuel for the myriad abilities the people here use. You have a chakra network now, with higher than average chakra capacity and control.

Your capacity will likely grow with time, but even if it doesn't this purchase lets you bring any changes you make to it with you.

Affiliation and Rank - Free/200 CP

Who are you and what nation do you belong to? You may be a Genin in any of the villages participating in the Chunin Exam for free, or you may pay 200 CP to be a Jonin instead. This doesn't affect your skills. Corruption is a thing.

Elemental Affinity - 200 CP (One Free)

You have a very high, genius-level affinity at one of the elements of nature, like Fire or Water or Lightning. It needs to be trained and developed before you can actually use it, of course, but you have an excellent foundation.

Jutsu Mastery - 400 CP (Discounted once with Jonin Rank)

... oh? Perhaps you've earned that rank after all. You're not just another ninja now, Jumper. No, you have considerable proficiency in one of one of the conventional arts practiced in these lands, good enough to kill dozens of people with it, enough that, if you knew nothing else, you'd be a high B, borderline A-ranked in the Bingo Book on that alone.

That is, if you choose Ninjutsu you would know dozens of them, and how to use them best, or if you choose Kenjutsu you'd be blindingly fast and impossibly effective with a sword... so on and so forth. You can buy this any number of times, but not for the same skill.

Complete Skill Set - 500 CP

What do you mean, you can't apply your learnings with fire jutsu to improve your swordsmanship. Of course you can! At least now, with this perk, you can. You find that the more you advance in one field, the easier it is to bring all your other skills up to match.

There are hidden insights in everything you do, or maybe just twists of fate that lead you to the right materials, but either way, you find that all your skills are incredibly easy to raise to be equal to your higher skill, in the future.

Needless to say, this also obliterates any problems learning any skills you might have caused to your versatility. That is, your body and mind both remain just as capable of learning even more skills, while in no way detracting from the skill you've earned.

S Rank - 600 CP (Requires Jutsu Mastery x 2)

There are many ninja in this world, but there are precious few of these. And now you're one of them. You are a true, real S Class ninja now, Jumper, a true power in the setting. While absolute monsters like Sarutobi or Orochimaru, or others on their level might be

beyond you, you have everything it takes to give them the fight of their lives, and can kick in the teeth of just about anyone else.

Any of the fields of specialisation you bought with the **Jutsu Mastery** perk blossom to absurd levels, making you the finest master alive in those fields, or peer to the finest ones. That is, if you bought Ninjutsu you're as good in it as Orochimaru, and if it was Fuuinjutsu you match Jiraiya, and so on.

On top of these you also have whatever other skills a ninja on your level would be expected to have, supporting skills that shore up your weaknesses and bolster your strength.

You could be a Kage, Jumper.

The Endless Day - 800 CP

Oh… this… well, if you must. This is a terrifying power jumper. Not something to be invoked lightly, and not something you can afford to play around with. You have the power to start Time Loops now. Once every jump, you can set a condition to be fulfilled, however specific or general you want… with one restriction. That is, it must be a condition that can theoretically be fulfilled by anyone, not just you.

It's fine if you make it so anyone else has to fulfil several pre-conditions that make them into someone qualified to end the loops, all that matters is that it must be *possible*.

Once that's done, you can 'start' the process, setting time to loop endlessly. Until the circumstances you identified are fulfilled, this loop will never stop, no matter who or what may wish to intervene. You can pick any number of people who retain their memories through these, and while there is no minimum time limit, each loop may last a maximum of one year.

Any deaths you have in these loops do not end your chain, instead only restarting the loop. The only way to end these loops, once started, is for someone, anyone, to fulfil the conditions, or by your own will. People other than those you pick may remember some things across loops if they're unusually attuned to time and its manipulation, but it's immensely difficult even for the best of them.

But keep in mind, once you stop the loops you can't restart them for that jump. It's one and done.

Drop-in

Rock-Solid Sanity - 100 CP

Something very, very needed. Be it a Rowling's words or Naruto's 'charm', no forms of unnatural influences can act on your mind now. You have a well-adjusted, extremely functional mind and personality, and it would take quite a lot for it to be affected, let alone bent or broken like is so common around here.

Beneath Notice - 200 CP

While the protagonist may be one of the worst creatures anyone can think of in this world, there's plenty of greedy nobles and vicious shinobi even aside from him. Some protection is advised, and this is better than most.

You have the incredible ability to just not seem worth pursuing. Unless you want to, your talent, your skills, your projects all seem to have a unique ability to make people ambivalent about them. So while they'll still pay top dollar for that masterpiece you sell them, it simply doesn't occur to them to have you shanghai'd to work just for them, and neither does it occur to anyone they tell about you.

Renaissance Shinobi - 400 CP

It's not all powerful jutsu and stabbing, or even spying, you know. There's a lot to be said about civilian skills in life, and a lot *you* can say about them, now. Because you have cracked the secret to ultimate success in life, Jumper.

Barring any combat usage they may have, you are an incomparable, 'once in a millennium' master of all civilian skills. From weaving to smithing to crafting, to farming and construction and cooking, it doesn't matter. You're a genius among genius, able to make the best, most beautiful pieces, the finest anyone has ever seen.

Your works are more beautiful than the greatest artist could imagine and more effective than the most brutal pragmatist could think of. Food you make would be fit for the gods. Just *one* of these skills would get you a permanent place in the highest courts in the land, and you have them all.

Oh, and they don't count for **Complete Skill Set.**

Fine Control - 600 CP

Much is made of Chakra control in this world, and perhaps much *should* be made. You have it now, without even needing to train it. You have absolutely, incomparably precise, perfect control over your chakra, to the extent that you could carve your name on a fly's wings with wind chakra, without hurting it, from a mile away, half-asleep.

You can do things like extract precious metals from the Earth or form gems, manipulate the temperature of any fire you start with *Kaiton*, and even freeze water by moving all the heat out of it using nothing but Fire release.

In future jumps this level of control extends to any and all energies you come to be able to channel, no matter how difficult to control they might normally be.

The 'Hero'

Beauty Beyond Words - 100 CP

You are one, as befits the hero, doesn't it? You look like you stepped out of someone's dreams, with perfect features, striking hair and eyes, and a grace and charm more fitting a fairy or an elf than a ninja.

Shiny Seduction - 200 CP

… ah. This is a strange power you have now, and potentially as dangerous as it is insulting. Whenever interacting with others in a romantic manner, you find that you can just… 'skip' all the tedious *work* that you would need to do to woo a real person. Instead, you can give them plenty of material things, massages, clothes, jewelry etc, and find that it works just as well.

Or indeed, *better*. While different people may need different things, you can substitute all emotional bonding with material goods, and it works on just about anyone, no matter how much or little they might have cared for materialism earlier.

The Hero's Luck - 400 CP

That one perk. You have luck equaling that of Uzumaki Naruto in this world now. Everything anyone could want, fame, power, money, women, all drop into your lap like confetti, without you having to do anything more than some perfunctory pretense towards going after them.

Any experiments you conduct are almost always successful, and if they fail there's shockingly little damage. The universe conspires to reward you and shield you from harm, let's just say.

The Bound Demon - 600 CP

A *Bijuu*, to be exact. A tailed beast, equal in power to the Kyuubi, or perhaps the Kyubi itself if you *really* want to fuck over the plot.

This provides you a source of chakra so vast as to be functionally limitless, and a very ancient, very powerful being you can rely upon for conversation and advice. While the beast isn't your friend and/or lover, it's at least not actively malicious, just mercurial.

The full depth of the beast's chakra reserves is functionally limitless, limited only by the amounts of it you can safely channel at a time. In future worlds, this remains true for any and all energies you come to be able to use, and indeed, the beast can turn one power into another with no extra effort.

In addition to using its power, you can also come to an understanding with the beast that would allow it to help you in a much more literal way, as you can let it out of the seal for limited durations to fight for you. This requires careful negotiation on your part, as the beast will do its best to twist your orders and cause collateral damage.

Finally, you can choose three traits, three advantages that the beast provides you, that become part of your very DNA thanks to the beast, which can be passed down to your children and theirs, *ad infinitum*. These can be things like immensely potent regeneration, enhanced senses and a huge chakra capacity, or they can be better control over certain elements… nothing too complex or specific, but you have free reign in designing the abilities it gives you.

The Supporter

Infiltrator - 100 CP

You have the skills of an immensely talented ultra-long term infiltrator, a true sleeper agent in every sense of the word. While normally it takes seals on one's memories and other such tricks, your plain skill is good enough to let you do it.

You can play any part like a natural born actor, spend years living a lie without letting it affect you on the inside, and can even keep up an act regarding your true combat skills without anyone finding out you have them.

You form emotional bonds only when you want to, and can flawlessly prioritize which ones to value more and which ones to discard whenever you're 'activated'.

Knowledge of Value - 200 CP

They say one man's trash is another man's treasure, and it's never been truer than when you're involved. You have an innate sense of true worth of everything and everyone around you, seeing past things like reputation and appearances and seeing the truth underneath.

You can find hidden talent and value, 'sense' dormant abilities... you don't get a perfect assessment, but whenever someone is more than they seem, you always know it. As a side effect this also makes you one of the best appraisers for items that have ever existed.

Skill Sharer - 400 CP

Friends make the best teachers, don't you know? Well, that might not actually be true, but it doesn't matter! You find that you're a truly exemplary teacher now, a cut above even the absolute best there this world has known.

Any students you have learn things with a speed that leaves anyone dazzled. Dozens of times faster than anyone else, your tutelage can cover entire fields of skills in days where others would take years. And while any bloodline-exclusive skills cannot be taught with just this, you find that innate potential doesn't really matter when it's you teaching.

No matter how they might have been before, anyone you teach all but *explodes* with sheer, raw potential and talent, whatever form it may take. They discover abilities and skills, their chakra pools expand, and their mental capacity grows to keep up. It's a magical process, as you turn anyone taught by you into the best they possibly can be. You could take the village idiot and turn them into a genius not just from what you teach them, but in truth.

Pure World Pioneer - 600 CP

It was truly a surprise, given the story themes of this world, that it wasn't Naruto who figured out how to convert the Impure World Resurrection into a true resurrection jutsu instead, providing the targets true life instead of a mockery like Orochimaru's technique.

But however it happened, you can do it again! And again, over and over. You have a truly brilliant mind, an innovator and an inventor's sheer brilliance and talent that lets you take just about anything and give it new and exciting turns.

Be it anything, from artefacts to recipes to jutsu methods, you have but to take a look at it and you understand not just how to use it and replicate it perfectly, but also how to take it apart, improve it, put it to new and better uses, combine it with other things you may know… everything.

You can rewrite techniques and even entire fields of mastery on the fly, and can redesign age-old, honored items and artefacts to eliminate weaknesses and boost effectiveness just as effortlessly.

The Villain

Dark Charisma - 100 CP

There has to be a reason why you never seem to be without minions, after all. You have a way with words, a dark charisma and charm that draws all the morally bankrupt and inherently vile people to your banner. You know how to speak their language, just how to make them the right offers and give them the right temptation to get them to swear their power to your cause, and once there, how to keep them happy.

While the inherent nature of the people this draws means they're pretty likely to try and plan against you, you always seem to have a grip on how to read them and manage expectations and soothe ruffled feathers so that it always seems a better option to follow you than try to take over.

Cruel Conspiracies - 200 CP

Are kind of required, if you're to be a real villain. You're a planner, a real genius in tactical and strategic and a manipulator without peer. You can talk people into and out of just about anything using nothing but promises and charm, and can read people's wants, hates everything else you need to manipulate them like puppets on a string.

You also know how to use this information, how to put together long and short term plans, how to orchestrate and organize an entire invasion under the noses of your enemies, and show up wearing the skin of your allies' leader without, again, anyone being the wiser.

Beloved Clan Heir - 400 CP

And unlike that stupid Sasuke, you *earned* it!

Well, not really. But no one cares! No one knows why, exactly, but people tend to just like you far too much. Regardless of whether it makes sense or not, regardless of how well they may know you, people just love to shower gifts and favours on your head, no matter how you treat them.

This will usually be 'background' characters, people who are just *there*, not particularly relevant or active in the grand sense of things. But no one is *quite* immune to this, and nine times out of them you can just point blank ask for things from anyone who knows you even half-decently, and expect to receive them.

This doesn't work on anyone who has reason to *personally* dislike or hate you, such as someone whose gift you spurned in the past. But apart from that, it doesn't matter if it's random civilians or a highly skilled Jonin. People love to give you things.

Once in a Lifetime Prodigy - 600 CP

And not just thought to be one, mind you. You're truly, unspeakably talented now, Jumper. You're a genius, in every sense of the word. A peer to Orochimaru himself in terms of learning, you master things that others would take many years in days, if not hours.

Your memory is perfect in every way, and when you learn things it's not just memorization or rote learning, but true *comprehension*. You *understand* it all, on a core, fundamental level, and can do it incomparably faster than anyone else, so fast that the 'typical' genius would seem like an addled moron compared to you.

Bloodlines

You receive an additional 500 CP just for the bloodline section.

Canon Bloodline Abilities - 300/500 CP

Any bloodlines not listed here that appear in the Naruto canon (pre-shippuden) may be bought here. Bloodlines that aren't **exactly** Kekkei-Genkai, like the Inuzuka or the Nara abilities, cost 300 CP, while things like the Sound 4's abilities, the Byakugan, Kimimaro or Haku's bloodlines cost 500 CP.

To especially clarify: the Rinnegan does not exist in this world and may not be bought here.

Sensory Bloodline - 200/300 BP

Choose one of your senses, Sight, Smell, Touch, Taste or Hearing. This sense is now boosted by 100%. That is, it's twice as strong as it was before. Your mind is also upgraded to be able to handle this sensitivity, so it doesn't overwhelm you. You can buy this option as many times as you want.

This can also be used to buy specific effects, such as perfect dark vision, or telescopic or microscopic vision, things like that, if that's what you'd prefer.

For 300 BP, you gain Chakra Sense, which makes you able to sense chakra, as a Sensor-nin. This can also be boosted for 200 BP, every purchase of which doubles the radius you can sense. In addition, you can link every purchase to one of your normal senses if you want, becoming able to see/hear/feel chakra.

If you boost the sense you link your chakra sense too, you sense chakra to the full levels of your sense. That means that yes, it's possible to 'feel' chakra from meters away.

Elemental Bloodline - 300 BP

You can manipulate one of the combinational elements, formed through the merger of two of the five elements. A few examples are Wood, Ice, Steam and Sand, but there are many more. This gives you a more than decent talent for both of the components, but nothing too great.

You can buy as many elements as you want, or even multiple purchases of the same one, in which case every purchase makes your affinity stronger, with you becoming able to control more of the element, more finely and precisely, and spending less chakra.

Body Bloodline - 400 BP

You have extreme control over one part of your body, not in terms of your limbs or so, but rather in terms of your skin, blood, bones or the like. You can grow it, shrink it, shape it in specific ways, the whole nine yards.

This can be something simple like regeneration, or more exact control of one or more aspects of your biology.

This control goes a long way, allowing you to do things like shape weapons out of your chosen parts, like bone swords or blood whips or whatever. Also, you're basically immune to any damage done to whatever you pick, whether through disease or things

like impact, being able to generate quantities of the substance that cross the border across 'great' into the 'ridiculous'.

Rowling - 400 CP

Yes, as petty as this thing is, it does exist here. You have the ability to drive people insane simply by communicating with them. Simply by talking to people or having them read what you write, you can make people commit the most irrational actions possible, like suicide or naming their children after the worst people in their lives.

You can't choose which irrational decisions they take, but unlike others you *can* choose who is affected by this, apart from yourself or others having this bloodline. But rest assured anyone under your influence is bound to take actions detrimental to themselves and beneficial to you, even though the extents of both may vary.

Kishimoto - 400 CP

Another petty insult, another bloodline. You have the Kishimoto clan's ability to rot now, Jumper. Anything you touch, you can cause to decay into worthless, disgusting sludge that's mildly acidic to anyone else. This includes living and non-living matter… anything other than things of the earth, so you don't rot your way to the planet's core.

Unlike everyone else of the Kishimoto clan, you can actually turn the ability off when you want, as well as pick what you want to destroy this way.

Kitsune - 500 CP

The bloodline Naruto developed from close association with the Kyuubi, you have fox ears now, as well as slit pupils, fangs in your mouth and pronounced whisker marks. You have some very good abilities to go with it, too. The first is your immense chakra capacity, enough to make it seem like you're a minor tailed beast yourself.

You also have greatly enhanced healing, and immensely sharp senses that outmatch even the Inuzuka that are famous for them. You can train your body much faster, as the whole process of muscles breaking down and reforming stronger that develops physical abilities happens in minutes for you as opposed to days for others.

For those that take the Jinchuuriki perk for the Kyuubi, you receive this bloodline for free.

Sharingan - 500 CP

The Copy Wheel Eye. Rather more literal than other versions, the Sharingan allows for perfect copying of any and all techniques, even down to muscle memory. As you watch people use physical techniques you feel as if there's something physically settling into your bones, as your limbs truly become *perfect* at the technique, beyond any question or comparison.

You can also look through all Genjutsu, see people's chakra networks, and even cast illusions wherever you look with just your eyes. They provide an intense analysis and comprehension ability that allows you to mentally take apart anything you see and at least attempt to understand it down to the most fundamental details.

While normally this would be very problematic if you happen to catch something like storage seals with it, this version doesn't overclock your brain trying to comprehend the universe, it just switches itself off when faced with something it can't comprehend.

Items

For each origin, the 100 CP item is free and the others cost 50%.
Wherever relevant, you may import existing items at no additional cost.

General

Basic Equipment - Free

A headband and an always full box of basic tools, kunai, shuriken, some pills and a few basic seals like simple storage seals and explosive tags. Everything a ninja needs for a mission or two, only without the 'running out' part.

Drop-in

D-Ranks for Life - 100 CP

Flying high is good, but there's a lot to be said for simple financial security. This is a continuous inflow of easy, safe, simple D-Rank missions, none of which take more than a few hours to complete. Each of these would be enough money to live on comfortably for a week, if not more. You can do as many or as few as you like.

You get missions relevant to the world, so even after this jump you keep getting easy tasks to provide a steady, generous income in whatever local currency there is.

Bingo Book - 200 CP

A full compendium on the who's who of this world. Every ninja of notable power and ability, and even Samurai and Monks of any worthwhile power. This provides you their names, faces, some information on their abilities, and several other things one might need to know to face them in battle.

It doesn't cover *everything*, by any means, but it's very, very detailed and one thing you can be assured of is that all the information is 100% accurate and up to date.

In all future worlds too, you get similar books covering all the major figures of the world, with similar depth of information on them.

Tech Trove - 400 CP

Technology in this world works less on the principle of inventing things and more through summoning them. Unless someone has this. This is a full set of journals and data storage devices, with the complete technological knowhow of a mundane 21st century Earth or equivalent civilization.

It also has several pieces of your choice, maybe a gun or two, a few car parts, or even a laptop if you're lucky.

The 'Hero'

To the Nobility - 100 CP

It's typically a mark of skill for one to be patronised by the rich and powerful, and in worlds like this it doesn't typically get richer or more powerful than the nobility and the Daimyou.

You have been recognized for having extraordinary, sublime skill and ability in one trade and/or art, so much so that you have been deemed the 'Court X' for it. Maybe the Court Smith, or the Court Weaver, or the Court Physician... either way, you have a guaranteed, immensely high-paying job, access to the rich and the powerful to develop influence and leverage, and all sorts of other things.

Mind you, this gives you no ability by itself to *do* the job, so y'know. Take care.

Tools of the Trade - 200 CP

Of *every* trade, more like. This is a small, seemingly harmless box that nonetheless contains all the tools needed to do *anything* in this world. From needles and threads for a clothier to hammer, a small portable foundry and tongs for a smith, to basic utensils for a cook… it doesn't matter what you need to do. So long as it isn't directly related to fighting, you can find the tools here.

To clarify, this is only the tools, not the *materials.* This can be fudged a little, you might get some threads for weaving work, even fancy things like gold thread or whatnot. And you might get some spices and sweeteners if you're a cook. But materials from this can only comprise a small fraction of whatever you make, and the tools from here can't be used for any purpose other than what they're meant for.

Personal Journals of Hard Work - 400 CP

And not just *anyone's* Hard Work. **Naruto** and his Harem's Hard Work. As is well known, they're the only ones who can actually grasp the immensely complicated principle of working hard on things to get good on them.

You have a complete, unspeakably detailed, immensely elaborate set of files that cover every single discovery, improvement or advancement made by Naruto or his Harem over the course of the original story. This includes the Impure World resurrection, the Pure World resurrection developed based on that (ignore that the name is nonsensical, how dare you imply the Harem didn't know what they were doing), the several new summoning scrolls, ways to create gemstones using Earth Release… and the many, *many* other things.

In future worlds too, you get an equivalent degree of wealth in utterly, absurdly ground-breaking research and knowledge, enough to cause several simultaneous upsets in world orders.

The Supporter

The Business - 100 CP

Nothing very big. A business about the size of the Yamanaka family's flower shop, with similar implications. It provides you a steady income, but more importantly it has deep ties to a variety of Ninja trades, and can be used to procure supplies, work on items and techniques in secret, so on and so forth.

Spy Files - 200 CP

A portion of the innermost Spy Database of one of the Five great villages. Could be Konoha, could be Suna or Iwa. The choice is up to you. Not only do you have access to this trove you're actually recognized as the spymaster in charge of it, giving you the right to pull all sorts of shenanigans simply by claiming that the explanations about them are in the secret files in your charge.

Clan Jumper - 400 CP

Much like the Hyuuga or the recently formed Kitsune clan, this is a Ninja clan of your own, with attendant rights and privileges in the government, a huge compound the size of the Uchiha estate, if not bigger, and dozens of NPC members, many of them ninjas, others merchants and tradesmen and whatnot.

It's very rich and the people in it are highly connected, providing you a source of huge power and influence, if you play your cards right. In future worlds too, you start as the head or heir of a powerful noble family or clan or whatever equivalent exists in-setting, with huge power both within it, and through the clan, outside it.

The Villain

Box of Gifts - 100 CP

Some low powered but useful jutsu, rare foods, money, all sorts of things people might be inclined to gift someone they have unreasonable affection for. You get a box with seals on the inside holding all of this, and another box every month.

New contents are added in future worlds, but older ones aren't removed.

The Fan Club - 200 CP

Maybe the people who filled out the box? You are well liked and loved, with this. Regardless of rhyme or reason, or how well or badly you treat them, you have several dozen people, up to a hundred, willing to do you all sorts of favors.

They would be from across all walks of life, random teenager students to powerful government officials, but they're willing to pull strings, get you preferential treatment, and in general help you out wherever possible, and all you need to do is ask. Be careful

not to overuse this, though. They won't mind, but they do you no good if you end up losing them the position and power that lets them help you, and it's months before this gives you new people in their place.

Uchiha Library - 400 CP

And what a library. Hundreds of thousands of Jutsus, recipes, secrets and mysteries. You have the complete archive with you now, the cumulation of centuries of obsessive stealing of secrets of all kinds from anyone and everyone by a clan of magpie-like hoarders.

This isn't *all* the knowledge in the world, but it sure seems like it. So long as it's related to some branch of the ninja arts in any way, shape or form, you have a good chance of finding just about any information you need in here, at least in part if not full, or something close to it at least.

In future worlds too, knowledge is added to this library in equal detail and depth on the local equivalents.

Companions

Import/Create - 50 CP

You know the drill. You can bring in one of your companions, or create a new one. They get 800 CP to play with, and an origin with all the freebies and discounts.

Canon - 100 CP

Why?

Drawbacks

More of the Same +50 CP

A favored tactic of the creator of this world is to extend the story every time they were criticised about anything, and add more of whatever they were criticised for. Well, I guess the Jumper character was particularly hated, then.

Your stay in this jump extends now, by five years of your own timeline for 50 CP. You may also further increase the duration of your stay, receiving 50 CP for every ten years you extend it.

One of the Masses +100

As soon as you start the jump, you find yourself possessed by an intense distaste of that boy, that creature called Naruto Uzumaki. This doesn't force you to do anything you wouldn't normally do, but it does overcome all your good sense and metaknowledge about him and this world.

That is, you have all that knowledge still, but it doesn't seem important compared to how much you just *do not like* Naruto. You dislike him about as much as it's possible for one person to dislike another.

Busted Living +100 CP

Good news, you have a home! Bad news, it's in *baad* condition. Your living space is at *least* as bad as Naruto's apartment, with just about everything broken or dysfunctional, and it seems determined to remain so.

While you can fix it fairly easily if you have the tools and the knowhow, the place returns to it's completely shitty condition every week, at a random point during the week. Not that bad a problem if you come home to it, but it could be a concern if the bed you're sleeping on loses three of its legs, yeah?

Oh, and of course you can't move out of it. You can try, but somehow you always end up back here in a few days.

Unwanted Interest +200

Someone out there has noticed your… uniqueness, and they want you for it. Could be Orochimaru wanting you as a body, could be Danzo wanting you in Root… could be anything, really.

They don't know that you're a jumper, and they don't know all your powers. But they know *something* about what you are, and how you represent the greatest opportunity they'll ever encounter. That they don't want to kill you and only want to possess you is about the only good thing here.

The Honor Problem +200 CP

As a result of a fundamentally flawed understanding of how the whole 'a Ninja is a paid murderer' thing works on the part of the writer of the story, the Shinobi of this world have things like Honor, Seppuku when that honor is broken, and other assorted bits from the *Bushido* code of Japan.

And guess what? So do you. It's not the original form of it but a bastardised version, and you do have some control over what particular idiosyncrasies it enforces in you. But they're gonna be there, come what may.

Recent Academy Graduate +400 CP

That one drawback that takes away your powers and warehouse. You get to face the challenges of this world with nothing but your body mod and what you buy in this document.

This gives no points if you also take **The Undeserving,** or if this is your first jump.

The Naruto Experience +400 CP

Well, half of it. The bad half. You are a pariah in your starting village, treated every bit as bad as Naruto in the Leaf. Shops overcharge you while giving you worthless things, glare at you wherever you go, and in general do their best to make your life hell.

The reason for this is some dark secret in your past, or in your family, and it actually *is* possible for you to overcome this and get genuine care and affection. Just about as hard as it's for Naruto, one would imagine.

The Undeserving +600 CP

If Naruto and his ilk are to be believed, anyway. Put simply, you replace Uchiha Sasuke in this jump now. Either as him, or as your own character who nonetheless replaces him for all intents and purposes. On the plus side, a lot of people in the village see you favorably if you chose the 'be actual Sasuke option'.

On the litany of negatives, you have the hate of Naruto and his harem, and of fate and destiny in this world. Expect everything that happened to Sasuke to happen to you, or things just as bad. They take your inheritance, they mutilate you over and over, and they laugh and cheer each other while doing it.

Well, they *try* to. It's up to you if you can fight them back or evade them using what you get in this jump, because this drawback also seals away everything you bring in from previous jumps.

True Love +600 CP

Well, that's what you believe you have, at least. With Naruto. You find yourself intensely attracted to Naruto as soon as you start this jump, to the extent you find it hard to think straight with him around.

While by no means is this absolute, your attraction for him is every bit as strong as Hinata's, at least at the start. You find yourself hanging on to his every word, and his approval means the world to you. You yearn for his attention every moment you don't have this.

You don't lose control of your senses or your mind, so it's entirely possible for you to overcome this and see him as he is. But it's very, *very* hard, and the Benefactor only knows what you knowledge or things you might end up providing him before it happens.

Choices

Go Home

Too much?

Stay

Yeah, *right*.

Continue

There we are.

Notes

Not much to say so far.