NARUTO

Jumpchain CYOA (Version 2.05)

One thousand years ago there existed a man known as the Sage of Six Paths who performed feats which elevated him to the status of legends and gods within the minds of those scattered few who still know of his existence.

He defeated a ten tailed monster that threatened to consume the world, before travelling near and far to teach man how to make use of chakra. It was his hope that this power would allow people to push past their hatred, find mutual kinship, and end all conflict.

Humanity instead - in part because of dark conspirators unknown to history - went on to wage near constant bloody warfare ever since. War led to death, and loss, and hatred, creating a self-perpetuating cycle of vengeance and wrath. This period is referred to as the Clan Wars.

The only thing to put a stop to this constant state of warfare were the actions of another great man, Hashirama Senju of the Senju Clan. Hashirama was powerful, excessively so, looked upon as a god among men along with his fierce rival and once friend Madara Uchiha.

It was the Senju and Uchiha clans that had the bloodiest, most vengeful feud of all clans; the two of them unknowingly descended from the Sage's two sons who died in battle against one another. Hashirama was not only powerful though, but good, just, selfless.

Hashirama had the ambition, charisma, and power to call for a ceasefire between the clans of the Land of Fire, managing to successfully propose the construction of a village for them to live together as comrades in peace and harmony, even convincing his rival Madara Uchiha to his side.

As other countries followed the lead of this powerful foreign alliance, the Ninja Villages began to be constructed one after another. Old habits died hard however, and in place of battle between clans, conflicts and leeching of resources between ninja villages escalated tensions.

Attempting to create a balance between powers, Hashirama went on to hunt the tailed beasts, creatures of legend and immense power, before dispersing them among the villages. Amidst growing tensions, Hashirama and Madara would once more come to blows, leading to what many thought was Madara's death.

War was eventually declared, and the bloodiest war since the clan wars erupted. This was the First Shinobi World War, a war that marked only the first in a series of calamitous conflicts to come. Ever since, peace was only a pretense for rest and accumulation of power before war broke out once more, and the seeds of hatred continued to be planted throughout the world.

Fast forward to the modern day, and we have Naruto Uzumaki, a young orphan boy belonging to the Hidden Leaf Village. Naruto can easily be described as a mischievous troublemaker by most, skipping class to deface monuments and run the local guard ragged.

In truth, he lives a lonely existence, neglected as a result of his status. He contains the Nine Tailed Fox - most powerful of the tailed beasts - which caused great death and destruction at the time of his birth. He has no friends, no family, and yearns for any kind of positive relationship.

Should nothing change he will go on many adventures, learning from enemies and allies alike of the mutual pains caused by war, caused by this cycle of hatred across society. He will face hardened criminals, monsters in human skin, and even those revered as gods.

A great calamity is coming, one that would cause unfathomable loss of life, and one that could end all life on this planet should he walk the wrong path. He would put a stop to this war, this hatred, this pain, but only if nothing had changed. You're here though. Whatever path you walk, decisions you make, this is your own story to tell. The fate of this world is in your hands as much as any other.

Welcome to the world of Naruto, you begin the same day that canon begins, just prior to the Leaf Village's academy graduation. You are henceforth given 1000NP to spend in the document below.

ALLEGIANCE

This Jump offers no Origins in regards to set backgrounds or discounts, though discounts will be provided later. As a result, one may opt to enter the world with no memories or attachments, or build a background using their various purchases throughout this Jump as a foundation.

Regardless, as most characters are partially defined by their allegiance to their respective villages and allies within them, you are allowed to pick any of the below villages to be with at the start of the Jump. They will acknowledge you as one of their own with papers to back it up, even Drop Ins.

Alternatively, you may choose one of the below references as a home country with no ties with a ninja village, or severed ties with a ninja village as a Missing-Ninja. Your past, your choice.

>1. **Konohagakure** - "The Village Hidden in the Leaves, positioned within the expansive and tree covered Land of Fire. As the home village of the protagonist, it is the most extensively documented in the series. Its leader is called the Hokage, with each Hokage's face engraved on the mountain within the center of the village. Its founder was known as a god among ninja, and built it with the 'Will of Fire' in mind. This philosophy teaches one to view those around them as family, and to trust the next generation with the hopes and ambitions they couldn't reach themselves."

>2. **Sunagakure** - "The Village Hidden in the Sands, led by the 'Kazekage' and positioned within the arid Land of Wind. Being positioned within the middle of a great desert, the village is highly difficult to invade at the expense of causing those who live here to endure the same harsh conditions. Known for their ninja puppetry and wind techniques, but currently enduring an economic depression from the local daimyo funneling work away to the Leaf Village. If nothing is done, its leader will soon be assassinated before being manipulating into taking aim at the Leaf's throat."

>3. **Kirigakure** - "The Village Hidden in the Mist, led by the 'Mizukage' and positioned on the island called the Land of Water. Being separated from the other Elemental Nations it should be peaceful, however it's anything but. Also known as the 'Bloody Mist' the current leader is a despot who leads through relentless bloodshed and fear. This is due to the Mizukage having been secretly brainwashed and manipulated into committing such atrocities to weaken the country. They are otherwise known as some of the best assassins and swordsmen within the Elemental Nations."

>4. **Kumogakure** - "The Village Hidden in the Clouds, led by the 'Raikage' and positioned in the Land of Lightning. Perhaps the most militaristic of the village major villages, they have been amassing military power and resources for years despite the current treaties in place, preparing for war. Among their war powers are Killer Bee, the only 'Perfect Jinchuriki' with a clear mind in the elemental nations; one who is able to cooperate completely with the tailed beast they contain. While not to the degree of Mist, Cloud is also known for its proficiency in swordsmanship."

>5. **Iwagakure** - "The Village Hidden in Stones, led by the 'Tsuchikage' and positioned in the Land of Earth. It is the final member of the 'Five Great Shinobi Countries' and views the Leaf as its strictest enemy due to the horrible losses incurred in the last great war. Hand carved from the rocky terrain, the village can be called a natural fortress in the face of attack. Although it has the oldest leader of the five great nations, his strength is not the kind to wane with age. As with Cloud, it hasn't given up on military dominance, and so the village prides its on rock hard discipline. Least documented."

>6. **Amegakure** - “The Village Hidden in Rain, with no formal name for its leader, in a country with no name. Due to unfortunate positioning between the Stone, Cloud, and Leaf Villages it has often become a bloody background throughout history with its inhabitants as collateral. Perhaps due to its harsh circumstances and persistent rainfall, it has undergone a kind of industrial revolution causing the core village to be inundated with concrete structures and iron pipes. It is currently home to the leader of the Akatsuki, those who seek the Tailed Beasts in order to enforce peace through violence.”

>7. **Otogakure** - “The Village Hidden in Sound, located within the Land of Rice. Strictly speaking the Sound Village is not one distinct place, but a series of well hidden bases scattered throughout the Land of Rice and surrounding countries. It was founded and currently lead by Orochimaru - infamous Missing Ninja of the Leaf - who collects rogue shinobi and orphans with nowhere to go for the sake of experimentation and his other long term goals. As a result of its cruel leader, many of its ninja are likewise cruel and cutthroat as a means to survive the harsh conditions they’re forced to endure.”

>8. **Other** - “There are many nations and ninja villages out there beyond those listed above. The Hidden Grass Village, the Hidden Waterfall Village, the Hidden Frost Village and more minor villages are scattered throughout the continent with their own ninja and traits.

Perhaps you don’t like the idea of ninja village though? Maybe you want to become part of the Land of Demons in hopes of becoming the local priestesses guard? Maybe instead of a ninja you want to be a Samurai of the Land of Iron? These options are of course on the table as well.

Truly, you’re allowed to more or less pick your allegiance within the elemental nations, however this option is mostly only for those with some knowledge coming into the Jump. This is because most other villages besides the seven above have far less documentation to them, and are thus more difficult to research for those without existing familiarity. Regardless, the choice is yours.”



RACE

Although most named characters throughout the series are human, there are also inhuman characters of importance, and so the option to become one of these inhuman races is being presented to you.

>**Human** (Free) - "Human, the bog standard race within this world. Long ago humans were taught to manipulate chakra by the Sage of Six Paths, who intended this as a gift that would help bring people closer together. Within no time at all this was used to wage war, showing you where people's priorities in this war rested. Though, perhaps that was another figure's fault, who's been there the whole time. . . Either way, you're human, and humans in this world have a kind of secondary circulatory system that combines their physical and spiritual energies to produce chakra."

>**Summon Clan/Nin Animal** (Free) - "In this world, you'll find not just humans with wills of their own, but some animals as well. Some of these come in the form of ninja beasts that have acquired the ability to speak and perform ninjutsu through selective breeding, while others come in the form of Summon Clans that seclude themselves in secretive and hidden territories.

While the former are generally limited in appearance and size to mundane examples of their species, those belonging to Summon Clans can have all manner of exotic shapes and coloration, and have the potential to grow much larger. The largest, boss summons, are on par with Tailed Beasts.

You may either opt into being either a specially breed Nin Animal of your choosing like a dog or dinosaur, a member of a Summon Clan, or an independent beast with the qualities of the former or latter. If choosing clan, you can choose to be part of a canon one, or make one up.

Your size as a Summon style beast may, at your leisure, be influenced by your purchased level of Experience, with Boss Summons existing around the A-S Rank range."

>**Mecha** (600NP) - "You are a marvel of technology beyond the times, most likely something Orochimaru cooked up just because he could before escaping into the world from lack of care. While called Mecha, you more closely resemble a man sized robot with a bit of a retro aesthetic.

You're made with secretive 'special' materials that are immensely resilient, able to shrug off most of the damage thrown around by even elite ninja. You're also equipped with a number of vehicle modes and weapon systems, particularly missiles that you can also make more of with chakra.

Guns and lasers and jet engines aside, your physical abilities are far and away above the average human, though the work put into giving you a synthetic chakra system means you're still susceptible to directs attacks against it such as Genjutsu. The true complexity of your programming and quality of your specs is to be determined by your Experience level."

>**'Demon'** (600/800/1000NP) - "Known and feared throughout the elemental nations is the tremendous power of the Tailed Beasts, 'demons' that tower over the tallest buildings composed entirely of chakra. Despite being 'made' of chakra, they're also still flesh and blood, sorta.

The Tailed Beasts are numbered one to nine, each more powerful than the last, with the nine tailed fox said to be as powerful as the previous eight combined. Although the Tailed Beasts were captured and contained many decades ago now, their power is still felt in the form of Jinchuriki; humans able to harness the power of these entities sealed within them.

In addition to the Tailed Beasts however, there are other creatures with similar power and energy based constitutions, such as the Zero Tailed Leech, and the demon Moryo.

The Zero Tails is significantly weaker and smaller than true tailed beasts, so you may become such a thing for 600NP. To become a powerful and gigantic being similar to Moryo or the 1-8 Tailed Beasts, pay 800NP. To become an entity on the level of the 9 Tails, pay 1000NP.

Whatever you pick, your base powers are not influenced by your purchased Experience, as that is what you're purchasing here."

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❖❖❖SKILLSETS❖❖❖

As previously stated, there are no origins within this Jump and discounts are not determined by such constructs. Below are a trio of Skill-sets which are used only as shorthand for where certain kinds of perks may be found. They do not replace origins, and are only used for sorting purposes.

>**Direct Combatant** - "Perks that fall under the Direct Combatant section tend towards up close and personal or otherwise straight forward displays of strength or martial prowess. Examples include specialties in hand to hand or weapon based combat, as well as strength or speed."

>**Indirect Combatant** - "Perks that fall under the Indirect Combatant section tend towards helping one confront enemies from a distance or in abstract ways. Examples include specialties in illusions or puppetry, or traits such as chakra control or strategic ability."

>**Non-Combatant** - "Perks that fall under the Non-Combatant section are first and foremost about utility and their potential outside confrontations with enemy ninja. The greatest example is the wide variety of medical perks, however other academic practices may also be found here."

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❖❖❖PERKS❖❖❖

In the following "Perks" Section, you are given a number of discounts to help tailor your build: three 100NP perks, two 200CNP perks, two 400NP perks. Discounted 100NP perks become free, while more expensive perks are reduced to half their normal cost.

You may also elect to trade two lower tier discounts for a discount on a higher priced perk: Two 100NP discounts for one 200NP, two 200NP discounts for one 400NP, and even two 400NP discounts for a discount on one 600NP perk, which you otherwise receive no discounts for.

You may also trade any higher tier discount for any lower tier discount at a 1 for 1 rate. A 400NP discount can become a 200NP discount, or 100NP discount. A 200NP discount can become a 100NP discount. This can be used if you lack the points or desire to use these higher tier discounts.

These discounts are applicable for perks found under the three Skillsets, in any desired combination. Experience and General Perks by comparison may not be discounted.

Some Skillset Perks branch from other perks, requiring the former to get the latter. Discounts may be applied to these branching perks as long as they are of the appropriate price tier.

❖❖EXPERIENCE❖❖

>**Experience** (Variable) - “Everyone has to start somewhere, and most ninja in this world start their careers as simple Genin. Genin are fresh faced ninja straight from the academy who know the basics and maybe some stuff their parents taught them. Not much compared to other ninja, but still better than bandits and mercenaries who don’t know how to use chakra.

Chunin are ranked just above a Genin, trusted with leadership positions and more delicate missions than mere Genin. Chunin are traditionally promoted based on their performance during the international event known as the Chunin Exams. Most ninja at this rank have developed a style of their own and are fairly competent.

After Chunin exist Tokubetsu Jonin or Special Jonin. They’ve shown a specialized competency in one or more fields that puts them above the average Chunin, but not enough to put them on the level of a Jonin. Specialists in a field of particular talent or competency.

After Tokubetsu Jonin are the real deal, Jonin. Jonin are often seen as authority figures within their villages, assigned the toughest missions and sometimes tasked with raising teams of genin into competent ninja. Jonin have mastered two forms of nature transformation to an acceptable level and show great proficiency in all ninja arts.

Elite Jonin come after, and are not a true position as much as an acknowledged upper echelon that exists within the upper ranks. Elite Jonin are of such power that they may guard the village leader during diplomatic missions, and are usually next in line if something happens to them. One Elite Jonin can be comparable to multiple standard Jonin at times through sheer competency.

The final level is Kage, a title given to the leader of a ninja village. The Kage of the five great ninja villages are often on a completely different level compared to any mundane ninja or what one hopes to achieve through natural means. There are others beyond Kage with this level of power - referred to as S-Rank Ninja - but Kage makes for useful shorthand.

You naturally begin your stay here as a Genin or ‘E-Rank’ if you have no allegiance. You instead may buy into the experience/power of a Chunin/D-Rank with 100NP; a Tokubetsu Jonin/C-Rank with 200NP; a Jonin/B-Rank for 300NP; an Elite Jonin/A-Rank for 400NP; or a Kage/S-Rank ninja for 500NP. You will not replace the existing Kage of your village if you buy into the level though.

You are expected to have all training, experience, and competency of an average ninja at your relative rank. Genin will all know the basic Clone, Transformation, and Substitution techniques. Chunin will already know how to walk on walls, ceilings, and water. A Jonin will have respectable mastery of two elements regardless of your other purchases. Things expand in that fashion.

Your other purchases, on this note, will scale with the level of Experience purchased here. Skill-set Perks almost universally represent talents and skills. As the levels of Experience represent an escalating degree of experience and training, your starting abilities with those talents and skills will be at a level appropriate to whichever tier you buy in.

As a Genin, your age is set to 12 reflecting a new graduate. Add 1d6 to your age with each progressive rank/level purchased to reflect the time it would have taken to attain that power, such that S-Ranks have an age roll of 12+5d6. You may pay 100NP to select your age in the relevant range.

As a closing note, you may reject promotions if so inclined. This means you may hold the power of a B-Rank Ninja, but as a Genin or Chunin for whatever story reasons you desire.”

>>**Freak of Nature** (500NP/Requires S-Rank Experience) - “Ninja traditionally are well rounded, developing their general skills as they grow and mature. Some might develop faster than others or specialize but none of that can be said to be unusual.

You’re not a specialist however. You shouldn’t even be called a generational talent. You’re a complete freak. Although you acquire no more general skill, you are to your proficiencies or powers an icon standing at the zenith or what’s possible for a human.

Revolutionizing your fields of talent entirely or altering the geography of small countries can be made possible. With the right purchases you could even earn the right to be called a ‘God of Shinobi’ like the ‘Ninjutsu Specialist’ Hiruzen Sarutobi noted to know every Leaf Village Jutsu.”

❖❖GENERAL PERKS❖❖

>**Wisdom** (100NP) - “Ninja don’t ordinarily have the luxury of long lives. Dying in battle tends to claim far too many, far too quickly. So the life of a ninja is often like a candle that burns twice as quickly as others. If your life is to be the same, let it be known that your quick life was a full one.

You have a lot of worldly experience even aside from your life as a ninja. You’ve been around the world, seen a great many things, spoke with a great many people, and have stories to share. Even if young, you have a wisdom to you that helps navigate life’s varied challenges and can be used to help those who haven’t had the same luck you have. Teach them while you can, yeah?”

>**Genius of Hard Work** (200NP) - “What is a genius? Someone with particular talents that let them get ahead almost without effort. You cannot become a genius, but you can become someone who makes sure they don’t rest on their laurels. You too are a genius, just not any traditional kind.

You have the endless drive to improve yourself no matter the time or pain needed. As others will sleep, you will train. As others pack up for the day, you will train. As others eat, you will eat and also train. The will to force yourself through it all no matter the pressure or boredom is also bestowed.

>**Child Prodigy** (300NP) - “The title of genius is handed out like candy; sweet and plentiful. It’s true that many young ninja can be seen as talented and quick growing but are they really geniuses? Compared to those like Itachi who graduated at six and became a chunin by ten? Not even close.

You’re a real genius, someone who has such immense talent as a shinobi that you can pick up in weeks what takes others years. Your growth is unbelievable to most, outstripping the talented enough to make them look normal.

As a consequence of your accelerated growth, you may reduce your age by however much you desire. However, you may not exceed the ridiculous age/power level feats of others. You could graduate as a five year old Genin like Kakashi, but four? Now that’s just ridiculous.”

>**Sensory Overload** (50NP) - “To those who can sense and tell the difference in chakra from one person to the next, there tends to be various peculiarities that help. One person’s chakra might be a bit more dense, another’s might be more wild, and a third more calm.

With this perk, you may dictate the kinds of traits your own chakra might have: pure and warm like a gentle summer’s day; dark and hostile like some boogeyman at their back; or perhaps something more exotic. If change isn’t desired, this perk can be used to amplify the effect your existing traits have on your chakra.”

>**Shannarou!** (100NP) - “For the longest time you’ve been attempting to suppress your true self. Maybe it was because of shame. Maybe it was to catch the attention of someone you fancied. The pressure you put on yourself has caused something of a schism though.

Within your mind exists a secondary personality, your Inner Jumper that expresses your true thoughts and feelings. This helps whatever fabricated persona you have on the outside keep the act going, with your original only busting loose from triggers unique to it.

This secondary personality also acts as a kind of mild defense against mental attacks, such that lesser techniques can be blocked or suppressed. Does not scale with Experience.”

>**Ninja Art: BGM** (50NP) - “The Naruto Anime is known to many, and one of its most memorable qualities is its soundtrack. Yasuharu Takanashi is the man behind music, and it appears as if his composing days aren’t over.

This perk allows you to set the various themes, songs, and back ground music composed by Takanashi to your every day life. Meet a notable character? That character’s theme might star playing. Just hanging out? There’s something for that too.

We’ll also throw in new arrangements for future worlds or situations that the anime soundtrack didn’t account for. You’re also given a minor ninjutsu technique allowing you to conjure up speakers that allow others to hear the music in a surprisingly wide area, for whatever reason.”

>**Fanclub Face** (50NP) - “Some people are ridiculously attractive in this world. The asocial Sasuke Uchiha had his own fanclub from a young age just because of his face, not to mention the girls and women who would share interest from first meeting him over time. Now you can get in on that.

On purchase you not only become notably attractive - turning heads as you walk down the street - you can decide on several specific attractive features to acquire. Would you like to be known for your chiseled jawline, immaculate skin, or maybe a bombastic chest? Well here you are.”

>**Signature Technique** (100/200/400/600NP) - “Although you will find a wide number of abilities and skills in the Perk Sections to follow, the world of Naruto has hundreds of different techniques; ninjutsu, genjutsu, taijutsu, kenjutsu, and more. It’s impossible to cover them all.

You may use Signature Technique to select an existing technique - or design a new one entirely - and then bestow it upon yourself. You will then be granted knowledge of how to perform the technique, skill with performing the technique appropriate to your level of Experience, and a bonus towards increasing your proficiency with the technique.

The price of Signature Technique is determined by the value of your selection. Use the following sections to determine an appropriate price - as well as Signature Technique limitations - using your own judgement. Techniques beyond those listed are inapplicable.

Discounts may be applied to Signature Technique as if it was a normal perk. You may purchase Signature Technique multiple times for different techniques. Those unfamiliar with the series are encouraged to simply use the prepared perk section for ease of use.”

>**Jinchuriki** (600/800/1000NP) - “After Hashirama Senju captured and dispersed the Trailed Beasts among the ninja villages of the time, those beasts would sealed within human vessels. These living containers - called Jinchuriki - suppressed the powers of the beast, but could also draw on those same powers. It was this ability that made them incredible war powers, but also feared by their allies.

To properly create a Jinchuriki, a Tailed Beast must be sealed within a child whose chakra system has not fully formed. This allows the Jinchuriki and Tailed Beast’s chakra to properly integrate, but unfortunately means that being separated will cause fatal damage barring outliers.

Power can be traditionally borrowed from the Tailed Beast in a few ways. There first comes a partial state where only a little power is drawn forth to enhance the current abilities of the Jinchuriki. This may come with light change in appearance, such as discoloration of eyes.

After that comes the “Version 1” chakra cloak which layers a field of colored chakra particular to the Tailed Beast around them. This cloak behaves like an extension of the body and can be stretched and deformed to the Jinchuriki’s advantage. All physical and chakra based abilities increase in this state.

Next comes the “Version 2” chakra cloak which condenses the Tailed Beast’s chakra over the Jinchuriki’s body and causes them to more closely resemble that which they contain. In this state, ones abilities are further enhanced and body parts particular to a given Tailed Beast like horns, claws, or tentacles may be utilized.

The full extent of the power provided by Version 1 and Version 2 is dependent on how many tails of chakra the Jinchuriki is drawing on, which is reflected in the tails sprouted in said form. Still, there is one more state beyond the chakra cloaks that can be accessed.

That is the full transformation into the Tailed Beast the Jinchuriki contains, giving them full access to its powers and abilities along with colossal size, at least for a short time. Still, all this power does come at a price, several actually.

First of all, the potency of a Tailed Beast’s chakra means that a Jinchuriki needs to practice with drawing out that power to slowly get their body accustomed to it. Pulling on too much before they’re ready can severely damage their body and risk their life.

Second of all, Tailed Beasts generally do not wish to let their power be drawn out without a fight. So, as a Jinchuriki does so, they open themselves up to the influence of the Tailed Beast and the potential to rampage. Too much power being drawn from an unwilling Tailed Beast can potentially even mean them breaking out of the seal, and death of the Jinchuriki.

A ‘Perfect’ Jinchuriki is one that can draw on the full power of the Tailed Beast with no ill effects. This is usually the result of long and rigorous training to get their body accustomed to the power, and working something out or bonding with the Tailed Beast they contain.

In addition to these radical boosts in physical and chakra based abilities and the extra chakra to make use of powerful techniques with, the Jinchuriki of each Tailed Beast also tends to get some ability or abilities unique to said beast. Even if the beast is removed and the host somehow survives, the former Jinchuriki will keep those abilities. More details will be listed in the notes section.

By purchasing this option at 600NP, you may elect to become the Jinchuriki of any of the 1-8 Tailed Beasts. Doing so will cause you to replace the canon Jinchuriki, with the full implications of such a choice being too numerous to list. Alternatively, you may elect for some OC chakra entity of similar power, though the details are left in your hand.

By purchasing this option at 800NP, you instead elect to become Jinchuriki for half of the Nine Tailed Fox; whether replacing the current Jinchuriki Naruto Uzumaki or becoming Jinchuriki for the half that currently rests within the god of death. This gives you access to a source of power equivalent to half of the other eight beasts combined.

For 1000NP, you can become the Jinchuriki for the full version of the Nine Tailed Fox, though how or why this came to be is left in your hands. You will be replacing Naruto Uzumaki’s status as Jinchuriki and then some, having a potential source of power equivalent to the rest of the tailed beasts combined.

The Experience perk will allow you to draw on more of the selected Tailed Beast’s power, however, but even the highest level will not start you as a ‘Perfect Jinchuriki’ due to the particular requirements behind it.”

❖❖❖SKILLSET PERKS❖❖❖

❖❖DIRECT COMBATANT❖❖

>**Dream Works** (100NP) - "Upon graduation, genin are placed into teams of three under a Jonin Sensei. This is the beginning of a long career of working alongside others to achieve common goals; few ninja work alone ironically enough. With that in mind, you might as well get better at it.

You're better at establishing bonds and teamwork between yourself and allies. Synchronizing with teammates for combo attacks is one possibility. Forming plans through wordless understanding is another. You're just better at making the numbers game even more advantageous.

At higher levels of Experience though, you might be experienced in formulating true 'tandem techniques' between yourself and allies. An example would be like a wind jutsu channeled through an ally using a water jutsu to create a slicing water net. Techniques impossible to perform alone."

>**Combat Analyst** (100NP) - "Even weaker ninja tend towards being able to dish way more out than they can take. Some genin could pulp someone's heart with a single slap. It's why many fights tend to be really quick, or slow down hard from each side attempting to figure out the other.

You're more proficient with the slower, more cautious fights now. That is to say, you have heightened proficiency in identifying the way your opponents fight; finding the holes in their offense and defense. Once you've found their weaknesses, feel free to dig at them.

Higher levels of Experience can more quickly and efficiently analyze an opponent's abilities and fighting style, and have greater decisiveness with capitalizing on that information."

>**Ninja Adaptation** (100NP) - "The life of a ninja is a violent one, even outside the odd war ever few decades. Few are the missions that involve safe escorts from point a to point b with no excitement or trouble. As a result, it's not uncommon to incur crippling injuries, but that's not enough to retire.

Being adaptable is a good quality for a ninja, and you're nothing if not adaptable. You're much more proficient at compensating for the loss of abilities or body parts, or getting used new ones. Taijutsu masters losing an arm can get back to near top condition eventually, and dojutsu implanted in place of a missing eye can quickly be worked into one's prior Skill-set.

Doesn't really help with learning new things, just making new developments play nice with the old. Higher levels of Experience show little difference other than quicker adaptation. That is to say, loss of limbs and otherwise might not even necessitate time off."

>**Illusion Canceler** (100NP) - "One of the three core arts of ninja is that of Genjutsu. Genjutsu involves the weaving of illusions using chakra, and tends to be the least widely used of the three. While not as many make use of it though, anyone worth their salt has trained some in breaking out of them.

You're better than most on your level about recognizing when you're under the effects of a Genjutsu, and then breaking out of it. The method is as simple as pulsing your chakra, usually, though some more powerful can be more difficult to break out of than that.

Higher levels of Experience make you even more adept at detecting and breaking various forms of Genjutsu, even the kind that may otherwise disrupt your lucidity."

>**Pain Tolerance** (100NP) - "While many ninja are quick enough that they can avoid death or serious injury entirely, there are the occasional glancing blows. When that thing glancing them is a giant boulder, being able to shrug off the shattered bones can make the difference in dodging the next.

You're just better at tolerating pain. When serious injury or excruciating experiences come, and they will come, it will be less capable of fogging your mind or inhibiting your actions.

Higher levels of Experience can allow you to more capably endure actual torture, or endure having your arm violently ripped off without even flinching. There's great intimidation in an enemy with crippling or fatal wounds appearing annoyed at best."

>**Willpower** (100NP) - “In this world, sometimes the most dangerous enemy you face isn’t an S-Rank missing ninja that thinks you’re in the way. Sometimes the most fearsome thing you can face is someone determined to do anything it takes to put you down.

You’ve got a powerful will resting within you, increasing your determination to do whatever it is you set out to do. This also means you’re much less likely to back down in the face of things such as fear, misery, or doubt. You have a strength that not everyone has.

Higher levels of Experience temper and fortify that will letting you maintain that eternal forward stride even against what looks like the end of the world. The highest level can even break direct mind control - like resurrection by Edo Tensei - through sheer strength of will alone.”

>**Killing Intent** (100NP) - “It’s a dog eat dog world where mercy can oft be seen as a fatal weakness. Even at a young age, ninja are prepared to take the lives of others for the sake of their own, or their allies. Well, you’ve taken that to a much more ferocious extent though, haven’t you?

You are much more capable of exerting ‘Killing Intent’ than most. Killing Intent can be described as such intense and focused thoughts of murder that it becomes an palpable tension in the air. It is such powerful desire and clarity as one imagines an enemy’s death that it rolls off in waves.

Needless to say, but exerting Killing Intent can be quite intimidating. Higher levels of Experience increase the strength of your Killing Intent such that those of insufficient mental fortitude can be shocked still by lifelike visions of their own death.”

>**Pressure Points** (100NP) - “Although niche information, there are a number of pressure points scattered throughout the human body. Such information is mostly studied by those of the Hyuga who can directly target them, or practitioners of Mist’s Silent Killing techniques.

Regardless of how you’ve come by the information, you’re familiar with the various pressure points scattered around the body. You know what they’re for, and are sufficiently talented enough to manipulate them if given the chance. Some can even cause instant death, or the appearance of such.

Higher levels of Experience would allow one to target such pressure points more easily; giving your knowledge combat viability. At sufficiently high levels, you could precisely target an enemy’s pressure points with throwing weaponry before they even know you’re there.”

>**Ninjutsu Specialty** (100NP) - “Ninjutsu is the most broad field in the repertoire of ninja. It is the application of chakra to perform some effect not considered Genjutsu or some other more specific term. After centuries of developing new techniques for an edge, Ninjutsu can be almost anything.

Although your proficiency with Ninjutsu will raise, the effect will not be as strong as many other specialties due to the sheer variety and versatility of ‘Ninjutsu.’ The emphasis is thus not on being broadly better than others, but on your ability to learn and perform them more quickly.

Higher levels of Experience make you better at learning, memorizing, appropriately selecting, and performing various Ninjutsu. While there are more specific perks for various types of Ninjutsu, this can still be a useful purchase with how some ninja may learn hundreds of techniques.”

>>**Ninjutsu Specialty: One Handed Seals** (100NP) - “Most Ninjutsu are performed through a combination of expending the correct amount of chakra, and manipulating it into the right shape using different combinations of hand seals. There are twelve common hand seals that aid a ninja in activating their techniques, each representing the animals of the zodiac.

While many great ninja will master their techniques to the point of performing the necessary hand seals more quickly, or reducing the number needed, few have the ability of performing them one hand. This unique skill can be purchased here.

It should go without saying, but one handed seals give a great deal of utility, like defending yourself as you attempt to perform one of your techniques. Higher levels of Experience may even allow you to perform those normally impossible tandem techniques all by yourself.”

>**Hair Style** (100NP) - "As previously stated, Ninjutsu is a very broad field that can manifest in almost any way you can think of. One such way is the enhancement or manipulation of one's own body parts, and this perk specifically allows you to do so with your hair.

You now have working knowledge and proficiency with jutsu that let you manipulate your hair in various ways, often by hardening it or stimulating the roots. Despite its original composition, with these techniques your hair can form piercing projectiles or skewering spears.

As an added bonus, your hair is just healthier and stronger in general. Higher levels of Experience increase your repertoire of 'Hair' Style Ninjutsu to include more versatile and more powerful techniques; said techniques manifesting in whatever form you see as appropriate."

>**Taijutsu Specialty** (200NP) - "The third core skill-set for the modern ninja. Taijutsu is the catchall term for any form of hand to hand combat; synonymous to martial arts. While some may show general competency, others specialize in order to achieve inhuman martial feats.

With your purchase comes competency in a martial art of your choice, or a general competency in something like redirection or high speed combinations. Your physical abilities will raise in line with whatever you pick, above the average shinobi on your level at least.

Higher levels of Experience will of course scale your physicality up higher, but will also come with various taijutsu techniques of varying complexity. Unique throws or perfect counters or some flying kick that seems to defy gravity are all possible. "

(Note: May be purchased multiple times to select alternate martial arts. Additional purchases do not influence physical abilities, simply the alternate proficiency.)

>>**Taijutsu Specialty: Inhuman Martial Arts** (100NP) - "Taijutsu isn't really one size fits all. The same style might be applied differently from one shinobi to the next. Likewise, some styles can only be employed by particular individuals, like those with extra arms, or summons.

Those with an inhuman or abnormal physiology may purchase this to expand their martial prowess to cover these additions, or have their style based on such things. Perhaps you as a summon know the style of your clan. Maybe as someone modified with extra arms you know entirely different punch combos than any normal boxer. Not useful for average human body archetypes.

Higher levels of Experience do little beyond what the base Taijutsu Specialty assures. However, you're more likely to acquire more complex and fearsome techniques that make use of that strange constitution of yours as you get to higher levels."

>>**Taijutsu Specialty: Disturbance** (200NP) - "Perhaps it was all those years stuck in the mountains, or maybe he was born weird. Whatever the case, Killer B developed a truly strange way of fighting; an obnoxious, bizarrely deadly way of fighting.

Disturbance is a style requiring a flexible mind and agile body. It makes use of various unpredictable, misleading movements and words along with a highly aggressive approach that could even confuse the prediction abilities of the Sharingan. Not good for your foes considering many of its techniques go for the kill.

You'll be made privy to this style and how to improve on purchase. Higher levels of Experience increase your agility and ability to annoy your enemy. Hey, we'll even throw in some terrible rapping skills if you're looking for cheap thrills."

>**Bukijutsu Specialty** (200NP) - "Tertiary to the core skills of a ninja is competency with weaponry. Oh sure, some will be pretty good with shuriken and kunai, if only to parry the enemy's own, but it's nothing expected of most. Still, some take it upon themselves to polish their skills with a weapon.

You have proficiency and talent with weapons in a manner of your choosing. You could choose a specific style with a specific weapon, or generalize that to just a specific method or weapon. A particular sword style is just as viable as just being really good at lobbing whatever you can get your hands on at the enemy's face.

Higher levels of Experience mean you're further along in your training. Some samurai of the Land of Iron favor Iaijutsu in order to outpace the hand seals of ninja. It's an ideal for most, but that ideal becomes a reality at higher levels. Similar feats with other choices likewise become possible."

(Note: May be purchased multiple times to select alternate weapons or styles to be proficiency with. No other special benefits beyond additional styles when purchased again.)

>**Nature Transformation** (200NP*) - “Among all ninjutsu techniques, ‘Nature Transformation’ techniques are by far the most common. These techniques revolve around a ninja *transforming* their chakra into one of the five basic *natures*: fire, water, earth, lightning, and wind. Simple, right?

All ninja have an affinity for at least one of these elements, which allows them to more easily convert their chakra into that kind of elemental chakra. Consequently, it also makes it more difficult to convert their chakra into the type their affinity is weak against.

Fire techniques relate to flame and heat. They’re a bit more dangerous to learn than most since many are formed in the lungs before being blown out in a stream or ball; this requires training in protecting the lungs with chakra first. Fire is doused by Water and consumes Wind to get stronger.

Water techniques relate to water and mist, with ice being out of reach for most ninja. As many of the stronger jutsu revolve around manipulating large volumes at once, an existing source may be required for those without significant reserves. Water douses Fire and is absorbed by Earth.

Earth techniques relate to stone and soil, and sometimes other forms of earth. Many of the techniques involve manipulation of surrounding terrain either for crushing enemies or creating defensive structures. Earth techniques soak up Water, but are broken apart by Lightning.

Lightning techniques revolve around electricity. Lightning is a highly offensive element that users must often fabricate to control properly for their techniques. Manipulation of natural lightning is considered a powerful and astonishing feat. Lightning breaks Earth, but is dispersed by Wind.

Wind techniques relate to air. Most can be split into two groups; forceful whirlwinds, and impossibly sharp blades. The former can take the form of sudden gusts or updrafts, while the latter is usually unseen and highly lethal. Wind disperses Lightning, but feeds Fire techniques.

Regardless of your training, you may freely pick any one of the above to have an affinity for. Purchasing this perk however gives you not only proficiency, but talent with one chosen affinity, as well as a number of techniques relating to it.

Additional purchases for similar benefits with other elements are 100NP. Higher levels of Experience expand on your abilities with your respective element(s) and give you even more grand techniques for your arsenal; maybe the creation of tornadoes, or manipulation of natural lightning?”

>>**Nature Transformation: Weapon Infusion** (100NP) - “It’s something blow enemies off their feet with some sort of typhoon, but it’s another thing to hold that power in your hand. It’s called chakra flow, a specific application of nature transformation for those who prefer the up close approach.

You have both proficiency and talent in this skill, allowing you to infuse your weapons with your given element. Canon examples include lightning, which radically increases weapon penetration through vibration; or wind, which coats the weapon in a variable length, high frequency blade.

Although technically speaking this can be performed with any object, chakra blades and similar objects are much more receptive to this treatment. Higher levels of Experience allow you to flow more of your chakra into an object, and shape it more flexibly.

Note: A singular purchase of Weapon Infusion is all that’s needed to apply its effects to any elements you have training in.”

>>**Nature Transformation: Nin-Taijutsu** (200NP) - “Between water dragons and landslides, electric wolves and wildfires, most elemental techniques are of an external nature. This isn’t to say there is no finesse in normal elemental techniques, but internal use of elements is another Skill-set entirely.

You have proficiency and talent with a particular technique that makes use of your chosen element to directly enhance yourself. Canon examples would include lightning that dramatically enhances speed and destructiveness, or earth which dramatically increases strength and resilience.

This purchase will also come with some specialized taijutsu ability only applicable with this particular technique. Higher levels of Experience increase proficiency - allowing you to maintain your technique for longer - as well as an increasing number of sub techniques making use of it.

Note: A singular purchase of Nin-Taijutsu is all that’s needed to apply its effects to any elements you have training in.”

>>**Nature Transformation: Greater Element** (200NP) - "The elemental nations along with the ninja within them exist in a perpetual arms race. Instead of weapons technology however, it's ninjutsu. Ninja are always on the search for yet more potent and deadly techniques, and hide their discoveries from all but a select few chosen to inherit them. Are you one such beneficiary?

There is only a single canon example of a 'Greater Element,' that of Black Lightning. It's more difficult to control, and more expensive to use, but also far more powerful. Other than the methodology being secret, there is no barrier to learning such an ability. As such, you acquire proficiency and talent with manipulating a greater form of your affinity like that on purchase.

Perhaps you too can conjure Black Lightning, or perhaps some personal creation of White Water or Blue Fire. Whatever the case, it's strong and as generally applicable as its base element. Higher levels of Experience bestow greater familiarity and more flexibility in its application.

Note: Greater Element must be purchased for each element you have training in if you desire its effects more than once."

>>**Nature Transformation: Living Element** (200NP) - "Chakra is the source of life - life force if you will - and some have learned to have it mimic life. Whether through great control or niche tricks, their techniques appear to become animate and move with a will of their own.

On purchase, you too gain proficiency and talent in giving your techniques a crude life of their own. Golems that defend against attacks you didn't see, umibozu that shape themselves to dodge enemy attacks, or maybe even electricity wolves that run their targets down become possible.

Higher levels of Experience represent more intricate life mimicry in your techniques. Maybe they can act more independently, or they can regenerate damage in the presence of their element without your input. Maybe you can even make something a bit more enduring. . .

Note: A singular purchase of Living Element is all that's needed to apply its effects to any elements you have training in."

>**Immense Reserves** (200NP) - "Chakra is the combination of spiritual energy and physical energy naturally mixed within someone's chakra circulatory system. As one grows, they can acquire more through simple effort and training. Some, however, are just born with far more than others.

On purchase you become one of those that have been gifted with more chakra, stronger chakra, and faster growing reserves. As a genin you might even be able to make a few of the notoriously expensive shadow clones. Having more chakra makes it more difficult to build up a reliable degree of control over it though, making delicate techniques much harder to learn.

Higher levels of Experience represent more time swelling your reserves of chakra and getting a passable level of control over it for your level. When it comes to slinging one big jutsu after the next, the average shinobi just won't be able to compete."

>**Miraculous Strength** (200NP) - "Although the humans you meet in this world are definitely just humans, it can be hard to reconcile that at times. With what? With small girls sending boys their age skipping off the ground like a stone off water with one good punch. It's probably a chakra thing.

You've been bestowed with freakish strength, even if you look as skinny as the next ninja. As a kid you could be crushing solid stone without even needing chakra. While ninja mostly attempt to overcome adversaries with skill and wit, brute force is definitely an option for you.

Higher levels of Experience represent more time building on this natural talent, and learning how to enhance it further with chakra. You'll be cratering the ground and leaving fissures in the road off singular strikes, and god help anyone that takes one of those hits head on."

>**Blinding Speed** (200NP) - "Ninja are terribly fast when they want to be. They even have a 'special' running posture for their dead sprints. As in all things however, some are born faster than others. It just so happens that being faster than other ninja is a considerable advantage.

You're fast, way faster than most on your level can catch up with. Even at lower levels you might be able to dodge and counter an enemy's technique before they know what's happening. It's not just about foot speed, but reflexes, and the ability to comprehend things at high speed.

Higher levels of Experience produce greater speeds and reflexes. Upper levels could move so quickly that they could disappear entirely from the eyes of those not on their level, or reliably dodge most dangers with only a fraction of a second of warning."

>**Chakra Absorption** (200NP) - “Chakra is life for ninja. It is the fuel for many of their techniques and abilities, and also their actual life force. Ninja will literally die if they exhaust themselves of chakra. As such, the ability to steal it away is a tempting offer, wouldn’t you think?

There are a number of ways this can manifest, but the baseline technique you’ll be offered is contact based. On activation, you can slowly and steadily steal away the chakra of anyone you’re grabbing, and add it to your own reserves.

Higher levels of Experience mean the ability to steal it away faster and easier. It also means knowing how to work it into other techniques you might know. Just think of the potential of a roaring fireball or water shark that can consume an enemy’s technique to grow stronger.”

>**Food Ninja** (200NP) - “The Akimichi Clan of the Leaf Village is well known for their power, as well as their weight. The weight is the reason for their power though! They have techniques that convert calories into chakra, and to expand themselves in any number of ways. Being ‘chubby’ is their power!

On purchase you will gain proficiency and talent with similar techniques. The Akimichi don’t have a monopoly on growth and expansion techniques, so you don’t really need any relation with them either. As a bonus, you also get some production knowledge on chakra enhancing ‘food pills.’

Higher levels of Experience provide more (and better) techniques (and skills): full body expansion to reach gigantic sizes, rapidly burning all the calories in your body for a temporary super mode, and making extremely potent food pills that bestow great strength at great risk to name a few.

Still, if you do wish to be part of the Akimichi Clan with their specific techniques, knowledge, resources, status, and support structure, fear not. Providing there are no conflicts in purchases, purchase of Food Ninja allows you to opt into being a member of the Akimichi Clan.”

>**Serpent’s Curse Seal** (200NP) - “Orochimaru, infamous and reviled missing ninja of the Hidden Leaf, is brilliant. Awful as he may be, he can be credited with a large number of intellectual feats and procedures. One such credit to his name is a kind of signature Curse Seal, a loathsome mark that bestows great power at similarly great prices.

Applied by his bite at one’s neck, it can take a variety of forms, but they all work much the same way. Its power is separated into two levels; the first of which causes the mark to expand and crawl over much of the owner’s body. After it’s finished spreading, it bestows much greater physical abilities and chakra for the owner to use as they desire.

The second level causes the marks to spread over the entirety of the owner’s body, causing a form of skin discoloration as well as mutating them in one of any number of different ways: horns, tail, wings, spiky armor, could be anything. The eyes are also mutated, with black sclera and yellow irises. The effects are otherwise the same as the first level, just much more dramatic.

The root of these powers is what’s sealed inside of the Curse Seal: an enzyme taken from the body of a boy named Jugo, and ‘Senjutsu Chakra’ donated by Orochimaru himself. However, the Curse Seal also contains a fragment of Orochimaru’s own soul, which brings us to the drawbacks.

Due to the strain of the unnatural transformations and heightened power, prolonged activation can cause fatigue and damage to the body of the one using it. The fragment of Orochimaru’s soul also causes mental deterioration and corruption the longer it’s activated.

Thus, while it provides great strength, prolonged or repeated usage can be exhausting and risky to one’s health. Higher levels of Experience don’t scale the power up much, but allow you to endure the forms and their immense stress for longer. While there’s normally a ritual involved with unlocking the second level, purchasing the Curse Seal here will allow you to skip all that.”

>**Monstrous Vitality** (400NP) - “You are human, aren’t you? Ninja are flesh and blood at the end of the day. You don’t need an entire dragon made of fire to kill one. They aren’t supposed to have skin sturdy enough to deflect shuriken. Why do people like the Third Raikage or you do?

Your constitution far surpasses conventional understanding of human anatomy. While others may need drugs to fight for multiple days straight, you do it comfortably. While others bleed from being struck by metal blades and bruise from stone, you just take more punishment. Vital organs might be skewered and you’d still be able to hang on until the medic arrives, at least for a bit.

Higher levels of Experience represent the development of even greater stamina and resilience. A good portion of your torso could be pulverized and you’d still be ready to fight the one who did it. Even moderate level ninjutsu might be an annoyance at best against your bare body.”

>**Eight Gates** (400NP) - “Hey! You with the marvelous teeth and toned muscles! I can sense the power of your overwhelming youth. You’ve got potential kid. Would you like to learn of an invincible technique? Do you want a technique so mighty, your body can hardly take it?! Then take notes!

Hidden within your youthful body are natural limiters called the Eight Gates. They restrict you to a fraction of your true power and potential. By ‘opening’ even a single one however, one can unleash the extreme powers of their body, mind, and chakra.

You too can acquire speed that could shear your own skin, strength that can fracture your own bones, and overflowing chakra from the reservoirs needed to sustain your life. That’s right, those limits are there for a reason, and those who lack training can very easily seal their own fate.

With time and development of one’s body, ‘early’ gates could be opened for a time with only the threat of stress and fatigue. This is in part due to ‘earlier’ Gates having less dramatic effects on the body compared to later Gates, and the fact that Gate must be opened in a specific sequence.

No matter what though, you must not open the Eight Gate, the Gate of Death. The final Gate located in your heart is said to provide a hundred times the power one is normally capable of, and let a normal ninja compete with the five kage.

It has its name for a reason however; such power can’t be handled by the body. Blood will begin to boil out of your veins. Your flesh will heat to the point of becoming charcoal on your slowly crumbling bones. Yours will be a candle that burns brighter than any other, but only for a moment.

Purchase of this perk bestows knowledge and proficiency with opening a few of the Eight Gates, and some ability to handle their power. Higher levels of Experience not only aid you in opening more Gates however, they will represent bodily training to handle them.

Even the highest levels representing a lifetime of honing your body with the most rigorous and brutal training cannot save you if you open the Gate of Death though. That’s why it should only be opened when you’re ready to sacrifice your life for a worthy cause.”

>**Hashirama Cells** (400NP) - “Hashirama Senju was great, powerful, and unique in ways that have never truly been explored. What can be said is that his constitution itself held power, and those who successfully harness his artificially cultivated cells are granted a measure of that power.

You are granted heightened reservoirs of chakra, a natural healing factor, and the power to wield the legendary Wood Release. The way these abilities manifests is reliant on a choice however. The choice is between being gene-spliced like Yamato, or being given a prosthetic like Danzo.

Yamato as a baby was spliced with Hashirama’s cells, but he was far from a perfect replication of the original. While you will be granted the previously mentioned benefits, your healing factor will be comparatively weaker, and you will hold no natural talent with your Wood Release.

Danzo was bestowed with a prosthetic arm that had much more successful integration of Hashirama’s cells. This arm had stronger life force and could much more naturally wield Wood Release compared to Yamato. However, as it was not a natural part of his body, Danzo struggled with heightened drain from using such techniques, and his healing was rooted in just the arm.

Higher levels of Experience represent different things based on choice. Even if you had no talent with Wood Release as a splice, through hard work your abilities will still match your level. With a prosthetic, you may eventually be able to use Wood Release techniques without hand seals.”

>**Assimilate All Creation Technique** (400NP) - “Ambitiously named and known by few, Assimilate All Creation is a highly potent and flexible Ninjutsu technique. A ninja proficient in this technique needs little other, as the world itself can become their ally.

Able to be used with a single hand-sign, Assimilate All Creation allows the user to to absorb a targeted object or material, and then become that material. This makes them nigh immune to traditional forms of damage, and allows them to manipulate that material in their environment.

With an additional expenditure of chakra, most materials can even be reproduced from the user’s body for a greater amount of material to manipulate. Consequently, the user becomes vulnerable to the weakness of their element, and is still weak to direct attacks on their chakra.

Purchase grants proficiency and talent with this jutsu. Higher levels of Experience represent greater levels of proficiency and training, allowing more complex usage including: partial transformation as needed, dispersion of one’s body, and reassimilation of one’s body.”

>**Pseudo Jinchuriki** (600NP) - “The power of Jinchuriki is great and coveted, but there are only nine tailed beasts in the world. Lesser villages or ambitious individuals who desire this power themselves without incurring the wrath of the great villages find their ways, however.

Someway, somehow, you have obtained powers not unlike the Jinchuriki. This could be the result of a Tailed Beast’s runoff chakra being sealed within you at birth, or the consumption of a Tailed Beast’s flesh without the usual result of agonizing death.

This bestows you with the powers and potential abilities of a Jinchuriki for the Tailed Beast of your choice, without the will attached to said beast. This incidentally means you may never come to an understanding with them however, or become a ‘Perfect’ Jinchuriki.

As the chakra of a Tailed Beast is still volatile, you must train to reach higher levels as normal. Higher levels of Experience represent a great proficiency with your various powers, and more control over yourself when attempting to draw on more of the Tailed Beast chakra within you.”

>**Jashinist** (600NP) - “Hail Jashin! Praise be the lord of death and destruction, for he shall deliver us from the encroaching fear of death! Our god is the mightiest god, and he shall drink deeply of the blood of our good neighbors! If you too wish to preach Jashin’s virtues, you are more than welcome!

Jashinism is an intensely secretive cult praising a sadomasochistic god by the name of Jashin. Jashinist cultists commit themselves to death and slaughter, and have several rituals that aid in the act. The most common is the linking of an enemy to a doll or even themselves in order to share the damage incurred back to them; although this requires specific conditions to pull off.

More impressively, like Hidan you have been successfully blessed with the cult’s greatest power, that of immortality. Burned, electrocuted, chopped to bits, you’ll survive it all and heal much faster than any normal powers. Severed parts unfortunately must be recovered and sewn back on however, but the stitches can be removed in minutes at least.

One may still die from extensive starvation, or attacks on one’s soul, but against traditional means of murder you’re smiling pretty. Small qualifier on that though, obliteration and disintegration aren’t traditional and you will still die if you don’t have a body left.

Higher levels of Experience represent greater skill with pulling off the Jashinist’s voodoo-like techniques, and making better use of their undying body in combat.”

>**Sage Mode** (600NP) - “Chakra is made up of physical energy and spiritual energy, but other forms of energy exist in this world. One that flows through the world, yet is imperceptible to most, is called natural energy. Powerful, yet volatile, those who can properly harness it are referred to as Sages.

Known of only by a select few, natural energy is far more powerful than the chakra produced by mundane human or beast. To gather it at all requires perfect stillness, focus, and tranquility. To make use of it, it must be balanced evenly in $1/3^{rd}$ parts with one’s physical and spiritual energies.

Properly balanced, and it transforms into Nature Chakra, and allows one to enter Sage Mode. In Sage Mode, one’s physical abilities, ninjutsu, and genjutsu are all radically empowered and great feats of chakra control become available. One’s best and most difficult technique under ordinary circumstances could become seamless and taken to unthinkable heights in Sage Mode.

What’s more, Sage Mode offers incredibly intricate and long range chakra sensory abilities allowing one to pick up a target’s location from miles away. Some forms of Sage Mode native to Summon Clans will also offer unique traits or special techniques only available in this state.

Due to its requirements, you’ve also been given substantially more chakra to start. To be a Sage at all is an incredible feat at any level, but higher levels of Experience represent more comfort in this state, and greater ease with building up and balancing the Natural Energy needed to enter it.”

❖❖INDIRECT COMBAT❖❖

>**Explosive Production** (100NP) - “Shuriken and kunai are one thing, but the explosive tag is another common tool of ninja. Simultaneously more innocuous and more dangerous, explosive tags have lethal payloads hidden in the form of a slip of paper with chakra infused text.

You have proficiency and talent with their deployment, as well as their creation. Simply prime them with a bit of chakra, and you can activate them from a distance, set a short timer on them, or have them blow with a sufficient impact. Grenades, mines, booby traps, the options are endless.

Higher levels of Experience enable you to craft them more easily, as well as make use of them more creatively and easily. The highest levels could produce enough to fill a lake if given sufficient time and resources.”

>**Ninja Tool Specialty** (100NP) - “The term ‘ninja tool’ is vague, as anything can be a ninja tool if a ninja can make use of it. Shuriken, kunai, and explosive tags are ninja tools, but flutes, gum, and flowers could be too. As anything could be a ninja tool, you may pick anything to be a ninja tool.

Pick any mundane object or material, and that’s your ninja tool. What it does is aid you in one of your locally obtained skills or abilities. Maybe you have a flute used to transmit your genjutsu through sound, or you’re able to turn flowers into deadly shuriken for your marksmanship.

You of course acquire proficiency and talent with your choice. Alternatively, if you’ve purchased some form of ninja tool here, you may acquire proficiency and talent with it.

Higher levels of Experience grant greater levels of proficiency, though it will always be to supplement your main skill.” (Note: May be purchased multiple times for additional tool selections.)

>>**Ninja Tool Specialty: Personal Techniques** (100NP) - “The arms race between ninja has birthed esoteric and varied techniques and abilities. The most successful thrive and become well known, but there are hundreds yet unique to ninja that have no renown. What have you made?

Take whatever you selected for your Ninja Tool Specialty; you have been granted proficiency and talent with one or more techniques that make use of your choice for their effect. It’s advised for these to be ‘ninjutsu’ techniques, but if you have other plans we’re not going to stop you.

Maybe you have a repertoire of ninjutsu that can turn your bubblegum into explosives, rope, and sticky traps. Maybe you have an array of wind techniques only made possible with that paper fan. Whatever the case, they’re not all that unique or great, but they are yours.

Higher levels of Experience give you greater proficiency, greater skills, and more techniques. Where before your chosen tool or tool archetype may have only served a supplementary role, these techniques will help it truly stand out. Just be careful you don’t lose it, right?”

>**Permeation Technique Specialist** (100NP) - “All ninja are trained to detect when they’re being spied on, or followed. Some are better at it than others, but checking in all directions at all times is drilled into them. What many fail to neglect when looking around and above though, is looking down.

You have acquired proficiency and talent with a particular technique. What the technique is will be up to you, but its core effect will allow you to pass through the ground, or a particular material. Swimming through earth, hiding within trees, your choice but whatever the case you’re good with it.

Needless to say but this technique of yours is great for information gathering, or ambushes. Just beware that the jig is usually up if you go on the attack, or a sensor is around. Higher levels of Experience increase your skill, allowing you to move around more quickly and attack more easily.”

>**Body Flicker Specialty** (100NP) - “In addition to the basic techniques all ninja know, there’s another that most pick up later in their career. The Body Flicker technique, also known as Shunshin, allows the user to move at high speeds to a designated location. It’s not quite as impressive as it sounds though.

Shunshin, practically speaking, is a utility technique. Yes, one can move faster than the average eyes can follow, but that includes one’s self. It’s also linear and predictable with its requirement of a specific destination, leaving you open to enemy counter attacks.

At base you can perform the technique even as a genin, normally for the common application of fast travel within familiar territory. Higher levels of Experience represent a dedication that would actually allow it to be used in combat though. Hide the direction you’re moving, tag enemies as you pass, create clones out of your afterimages; they’ll never see it coming.”

>**Life Force Conversion** (100NP) - “Despite some nations seeming willing to do whatever it takes to win out over their competitors, even ninja have morals and risks considered too great. Techniques considered forbidden take many forms, with some labeled as such because of their dreadful costs.

You’ve acquired proficiency and talent in what most would consider forbidden, in that you can tap directly into your life force. Different from simply manipulating chakra, you are able to perform feats that allow you to trade away your lifespan and vitality to aid others in their recovery.

Higher levels of Experience cannot mitigate the inherent downsides of trading your life for short term aid. What it does allow is the ability to trade your own life to revive the freshly deceased, giving them life again. ”

>**Unorthodox Tactics** (100NP) - “This continent knows war. It’s been at on again, off again war for a millennia now and some things just don’t change. Veterans could write books of all the common tactics and strategies, and yet here you are willing to throw all that out.

You have a way of conducting yourself in battle that make you unpredictable and hard to put down. Your ideas are weird, off the wall, but effective in their own ways. Incorporate gags in the middle of your assaults to daze and confuse, or just be such a little bastard that they’ll be too busy trying to kill you to realize they’re walking right into your win condition.

Higher levels of Experience represent greater cunning and ability to plot around your enemies. Go high enough and you’ll be able to pull the wool over the eyes of immortals and gods, at least if you can live long enough anyways.”

>**Mental Blocks** (100NP) - “Torture and interrogation are real threats to anyone unlucky enough to be captured alive. Enemy ninja may have vital information and the only way to know is breaking them hard enough that they couldn’t lie if they wanted. To this, countermeasures are needed.

Your mind has been warded by a kind of genjutsu, self cast or otherwise. Any attempts to obtain information from you against your will causes this genjutsu to lock it down like a steel trap. This is effective against mind reading, as well as chemical lip-looseners like truth serum.

Higher levels of Experience represent greater warding on your mind. Even those experienced in breaking genjutsu or plunging into the depths of the human psyche will have difficulty prying your unwilling mind open. If broken, this genjutsu will be replaced once you return to safety.”

>**Refined Control** (100NP) - “The many feats of ninja are made possible as a result of chakra. To have more of it is important and valued, but only those who can properly control it can bring out its full potential. Some may spend a lifetime in training for that control, but they aren’t you.

You have acquired especially good chakra control and talent with improving it. This is vital when attempting to learn or master any of the more delicate techniques such as Genjutsu or Medical Ninjutsu, or doing anything at all for those with especially massive reserves.

Without proper control, you may end up spending too much for jutsu, or fail entirely. Higher levels of Experience represent being able to perform even more complex feats of control. Techniques like Rasengan are, after all, entirely built upon masterful control.”

>>**Refined Control: Anti-Sensory** (100NP) - “Contrary to what some might believe, ‘sensing’ chakra is not a skill, but an ability. Not all are born with this gift, but those who are become dangerous foes that can pinpoint your destination with no visible signs. Don’t you want to prepare for them?

You acquire proficiency and talent with a particular form of direct chakra manipulation. You can make it difficult for sensors to locate you or determine your identity by manipulating the frequency, shape, and properties of your own chakra.

Higher levels of Experience make it easier to perform this feat, such that the highest levels don’t even need to think about it anymore. While this scatters your presence into the environment to the mind’s eye of sensors, displays of power like high ranking ninjutsu can still give you away.”

>>**Refined Control: Shape Transformation** (100NP) - “Chakra is active, weightless, constantly flowing. It’s like water in some ways, always slipping through your fingers. That’s why not just controlling it, but contorting it into a defined shape, can be so difficult.

You have proficiency and talent with this specific field of chakra control. This is a critical skill for techniques of pure chakra manipulation, and a regular part of ninjutsu with abnormal structures like those elemental dragons you’ve likely heard so much about. *They’re not actually that important.*

Regardless, higher levels of Experience can more easily shape their chakra into different shapes or forms. While it appears lacking as a skill, one must remember that the pinnacle of Shape Transformation- ‘Rasengan’ -requires no hand seals and can kill grown men with ease. Suck on that.”

>>**Refined Control: Tsunade’s Strength** (200NP) - “Tsunade of the Leaf Village was blessed with great strength from birth, but also incredible chakra control. To maximize these advantages, she developed a tricky technique that puts even her normal strength to shame.

The chakra circulatory system contains a large number of nodes all throughout the body called tenketsu. Tsunade’s technique involves concentrating large amounts of chakra into a relative few tenketsu within the body part she intends to strike with or use. The result is functionally super strength to the eyes of bystanders, allowing one to turn men into speeding bullets with a punch.

Purchasing this gives you the knowledge of how to perform it, and some proficiency. Higher levels of Experience will make you steadily more comfortable with applying it in battle, to the point of eventually being able to perform it on instinct. On the side, its difficulty both in build up and release also makes it an excellent method for training chakra control.”

>>**Refined Control: Strength of a Hundred** (400NP) - “While technically a technique that falls under Sealing, it is born from extreme chakra control alone. One needs to concentrate chakra into one part of their body for years before it’ll form, but once it does then it’s there for good.

On purchase you acquire proficiency and talent with making use of the ‘Strength of a Hundred’ seal. This seal is used as secondary storage for chakra beyond what the user’s body can handle, and siphons chakra away from any technique where it may be wasted. That’s unlikely however given the even greater chakra control of the user.

Then, at any time, the user may release the seal causing black markings to spread from it. The chakra it once contained is now pushed back into the user’s body, enhancing their abilities, empowering their techniques, and giving them a temporarily much greater reserve. The seal remains even if released however, beginning to accumulate chakra once more.

Higher levels of Experience do little more than represent more time with the seal and thus more chakra inside of it. One is experienced with teaching others how to form it.”

>**Tracking** (100NP) - “While shinobi can be divided by rank, they can also be divided into village specific division based on their strengths and weaknesses. Common is some form of unit dedicated to tracking and capture. They’re handy for when a village absolutely can’t let someone get away.

You acquire proficiency and talent with tracking. This helps you scan the surrounding environment for peculiarities, and determine if the evidence is connected with your target for example. It also helps figure out how long ago they were there and which way they might be going.

Higher levels of Experience allow you to more accurately track your targets over longer distances with less to work with. You become more apt at finding discrete traces of evidence and identifying what they mean.”

>**Chakra Threads** (100NP) - "The product of one man's desires and a collaborative shinobi effort. Monzaemon Chikamatsu of the Sand Village developed technique as the basis for what is known today as ninja puppetry with his colleagues, although it's acquired use even outside that field.

You have proficiency and talent with emitting and making use of chakra threads. These threads extend from the user's fingertips and can then be attached to various objects in order to manipulate them. The heavier and more complex something is, the more difficult it is to move.

Gestures and will both play a part in moving objects, and more strings attached to one thing provide more control. While one could manipulate living things, this is generally only possible for willing allies relinquishing that control as enemies can generally break free with ease.

Higher levels of Experience allow one to create more complex movements with fewer strings, having ten weapons dancing through the air with barely any visible movement on the user's part at later levels. Of course, to use them for just that would miss out on their true potential."

>>**Chakra Threads: Puppeteer** (200NP) - "The signature of the Sand Village, and the pride and joy of Chikamatsu. As much an art-form as a it is a fighting style, ninja puppetry involves the construction and manipulations of puppets equipped with various mechanisms, hidden weapons, and poison.

You begin with proficiency and talent in puppetry, allowing you to design, build, maintain, and command a ninja puppet through the use of chakra strings. This generally involves taking a back-line or hidden position and forcing the enemy deal with with the puppet. As many puppets have detachable limbs or weaponized bodies though, even breaking them doesn't remove their threat.

Higher levels of Experience provide a number of benefits, such as: controlling puppets more skillfully, controlling puppets with fewer strings, controlling multiple puppets at the same time, and building more complex and more powerful puppets."

>>>**Puppeteer: Human Puppetry** (400NP) - "After losing his parents through war, the young puppeteer Sasori began to endure mental degradation. He sought eternity, permanence, and developed it with the skills he had available. The flesh is weak, to discard it is correct.

You possess proficiency and talent in an art-form once exclusive to Sasori, 'Human Puppetry.' Human Puppetry involves a meticulous process in which one disassembles, preserves, and augments the body of a shinobi in order to transform it into a puppet.

This process preserves the chakra circulatory system and special abilities of the former shinobi, allowing the puppeteer to flow their chakra into the puppet and access those abilities. Human Puppets are thus capable of greater and more varied feats compared to normal puppets.

It is of course a forbidden art due to the requirements involved, so it's best not to let others know of your efforts. On purchase you will be given one Human Puppet to start your collection as described in the relevant option within the item section.

Higher levels of Experience provide similar benefits to Puppeteer, just for Human Puppetry. Optionally, at any level of Experience, you may convert yourself into a Human Puppet. This provides you a form of eternal life, with your one weak spot being your heart within a cylindrical container.

You no longer feel pain, no longer need to eat or drink or breath, and will no longer age. Your body retains the special abilities it once had, and can be augmented further with mechanisms and weapons. Your chakra reserves will no longer be able to grow as a result of the permanence of your physical body however.

If you feel hesitant about this potential transformation, know that reaching a certain level of skill would allow you to convert yourself at a later date if so desired."

>**Genjutsu Specialty** (200NP) - “As taught in schools, Genjutsu is one of the three core arts of the shinobi world. To tell the truth, this is often less about how useful it is to the common shinobi, but more about the dangers it can potentially present to the uninformed.

You receive proficiency and talent in the art of Genjutsu. Genjutsu is the delicate art of weaving illusions, which can come in any number of forms. One could trick one or more of the enemy’s senses with direct attacks on their enemy’s chakra system, or layer an illusion on their surroundings to make it appear different than it actually is.

Creating sleeper agents, forcing the target to tell the truth, manipulating the target to attack their allies, damaging their mind or sanity with gruesome or overwhelming imagery, paralyzing them into inaction; the truth of the matter is Genjutsu is a varied and useful art. The ease in which one can break out of most of them once recognized can hinder them quite a bit however.

Higher levels of Experience provide you with the ability to use more potent, more complex, and more versatile Genjutsu. While beginners mostly use the art to create temporary distractions and openings, you could end up the one who starts and finishes fights with your illusions. ”

>**Sensor** (200NP) - “Although it’s already been said, shinobi must be born with the ability to sense chakra. While mass quantities of chakra are visible and can physically affect their surroundings - something apparent to anyone - a Sensor has the ability to pick up a ninja doing nothing at all.

You acquire the rare status of Sensor, along with training and latent ability with your gift. This allows you to sense chakra whether or not it’s actively being used for some grand display, from potentially very long distances. You can also tell people apart by the unique signature of their chakra.

Trained Sensors can also determine if someone is lying by checking for discrete fluctuations in their chakra, or affected by some form of Genjutsu or corruption by scanning for irregularities. Sensing chakra is an active ability that requires one to focus and knead their own chakra, so it’s traditionally more support oriented.

Higher levels of Experience will allow you to sense chakra from longer distances, more easily, allowing you to potentially do so in the midst of more hectic situations. You will also be able to examine a target’s chakra more extensively to pick out more complex or finite details.”

>>**Sensor: Mind’s Eye of Kagura** (200NP) - “A special technique known to few, and only available to Sensors. The Mind’s Eye of Kagura, when in active use, allows a Sensor to open their mind’s eye in order to vastly increase the Sensory abilities while in active use.

Whether you know this technique, or a similar one, you do acquire proficiency and training with it all the same. It leaves you even more of a sitting duck than normal active uses of your Sensor abilities, and has a cost of chakra attached, but really is just an improvement to your former ability.

A normal Sensor of the same level might need to be right in front of someone to determine if they’re lying or disguised, while one using this technique could tell from multiple kilometers away. Higher levels of Experience provide greater skill and ease of use with this technique.”

>**Assassination Specialty** (200NP) - “Despite all jokes and observations to the contrary, ninja are pretty familiar with the art of assassination. When the powers that be almost look for excuses to go to war, eliminating loathed enemies without leaving a trace is considered more than just valuable.

You’ve acquired proficiency and talent in direct assassination of targets. This essentially boils down to skill in concealing your presence, staying out of sight, and approaching until close enough to strike out at your enemy’s vitals. Providing things go right, they won’t know what hit them.

Higher levels of Experience allow you to more expertly hide yourself from more perceptive targets, and better zero in on their vitals. As you have talent in this specialty, it should go without saying that alternative means of ending your enemies covertly also become smoother.”

>**Torture Technician** (200NP) - “While there are ways to resist the efforts of torture, anyone actually good at their job knows it’s only a matter of ‘when’ and not ‘if’ they break their captive. It’s not just about inflicting pain, but the intricate art of creating weakness and coaxing out the correct answers.

You acquire both proficiency and talent in torture, as well as interrogation. This includes a more delicate understanding of the human mind and how it responds to various forms of negative and positive stimuli. More the former than the latter to be fair. Covers everything from physical torture methods to more long term mental manipulations.

As a bonus, you will be provided with a few jutsu relating to inflicting pain. Higher levels of Experience predominantly refine your ability to break someone down and extract their secrets. You will also receive higher level techniques to help in this specialty however.”

>**Darkness of the Shinobi** (200NP) - “There is incredible enmity and hatred that churns within these lands. It’s not the result of some great misunderstanding, but the result of many years of ninja being willing to do whatever it takes survive. Murder, bribery, terrorism, do whatever it takes to stay on top.

You’ve become one of the darker elements of this world. You have greater ability and willingness to accomplish the scummiest activities ninja might be assigned, as well as leading others into it. Many don’t actually take to the dark as well as you, but you can show them the way.

Higher levels of Experience represent years of practice being a bastard. You’ll be capable of corrupting ordinarily more moral allies to your line of thought for one. Secondarily though, your ability to perform heartless tasks no matter your personal feelings will climb, such that you could eventually kill your own parents without a tear if you truly thought it necessary.”

>**Shadow Manipulation** (200NP) - “Of the elements, one could say that that five are natural. In truth, it’s more like seven, though the final two are hardly easy to access. Yin and Yang pertain to techniques that make greater use of the spiritual and physical aspects of chakra respectively.

On purchase, you acquire proficiency and talent with techniques that draw on Yin’s potential; Shadow Manipulation. Although normally exclusive to the Nara Clan, nothing prohibits others from making use of them. These techniques allow the user to manipulate their own shadow to attack the enemy or the enemy’s shadow, consistently good for capture and single target elimination.

Higher levels of Experience provide a wider range of techniques, and greater proficiency with them. Similar to Food Ninja, providing there are no conflicts in purchases, one may use this perk to become a member of the Nara Clan. Those who do will acquire the expected benefits of such status.”

>**Mind Manipulation** (200NP) - “While Yang Release molds and enhances the physical, Yin Release makes use of spiritual energy to manifest effects out of one’s imagination. While manipulating insubstantial shadows is one potential application, manipulating the mind is another of note.

You acquire proficiency and talent with techniques that draw on Yin’s potential; Mind Manipulation. Most commonly found within the Yamanaka Clan’s arsenal, these techniques allow one to potentially possess enemies or inanimate objects, dive into or read the minds of their targets, project thoughts over potentially long distances, and other such applications.

Higher levels of Experience provide wider range of techniques, and greater proficiency with them. Similar to Shadow Manipulation, providing there are no conflicts in purchases, one may use this purchase to become a member of the Yamanaka Clan, with all expected benefits.”

>**Clone Specialty** (200NP) - “While not a true branch of techniques unto themselves - such techniques falling under ninjutsu and genjutsu alike - Clone Techniques are fairly common amongst ninja. Why shouldn’t they, when they can provide a series of helping hands, or a convincing distraction?

On purchase, you acquire proficiency and talent with one type of clone technique of your choosing. One example is the illusory clone technique taught to all fledgling ninja. Another is some form of elemental clone composed of your affinity and holding a fraction of your comparative abilities. In both cases, these clones lack autonomy and require an active, controlling hand.

Alternatively, there are also Shadow Clones. Shadow Clones are dangerously expensive, dividing the user’s chakra up among themselves and their summoned clones. They’re also terribly fragile and could potentially be destroyed by simply hitting their shin on a coffee table.

In return though, Shadow Clones are fully autonomous and have the full mental and physical abilities of the original. They’re also capable of using the original’s jutsu with the chakra they were summoned with, making them impeccable supports. Perhaps most valuable of all however is their ability to return knowledge and their remaining chakra to the original on destruction or dispersal.

Whether illusory or elemental or shadow clone or some other technique within reason, the choice is yours. Higher levels of Experience increase your proficiency, allowing for such things as more tactical deployment of clones and using more of them in concert with one another.”

>**Shrine Maiden** (200NP) - “Within the Land of Demons is a long lineage of priestesses gifted with two gifts. One such gift was chakra imbued with the power to defeat evil and protect the innocent. With their chakra, trained priestesses were tasked with protecting the land from demons.

You now share this gift, acquiring both proficiency and talent with its usage. Passively, your chakra based techniques are specially apt at inflicting damage upon demons and evil. More actively, you’ll acquire a variety of techniques relating to this special nature and seals that require no scrawl or text in order to function.

Higher levels of Experience acquire greater variety of techniques and more potent chakra. Lock demons beyond multi-layered seals, seal your powers within an object so others may make use of them, project evil slaying lasers, and potentially more as you escalate.”

>**Spying Styles** (200NP) - “Capture and interrogation of enemy forces can be terribly useful for learning the enemy’s plans. It’s also difficult and time consuming however. For a more active approach in the here and now, there’s alternatives in spying.

Rather than traditional techniques which can be learned elsewhere, you acquire proficiency and skill with jutsu that can be used to spy. Projecting your field of awareness, making use of scrying crystal balls, or applying some form of telescoping effect to your vision are all potential techniques provided on purchase.

Higher levels of Experience involve acquisition of better techniques or abilities, and more refinement on what is already known. Go high enough and one might even acquire techniques relating to prophecy and foresight, vague as they may be ultimately.”

>**Barrier Ninjutsu Specialty** (200NP) - “Barrier techniques are some of the lesser used but more widely techniques to be found. Often they are of less use to the individual, and more by the village or large teams because of their varied purposes. Such things can make wild differences however.

You acquire proficiency and talent with such techniques on purpose. Rather than the suggested meaning of the word barrier, barrier techniques revolve any number of projected fields of chakra. Some may create impassable walls, yes, but others can be set up to alert the one managing them of intruders passing through, or automatically cast genjutsu on those invading it.

Higher levels of Experience will provide greater variety of more potent techniques. Why make an impassable wall when you could make an impassable wall that causes anything touching it to combust? Why stop at an alert when your barrier could identify someone’s very chakra signature?”

>**Summoning Technique** (200NP) - “Summoning is a rare and formidable Skill-set that you won’t find every day. Summoners traditionally bring forth great and almost mythical allies from distant lands, though must also abide by the terms of a contract signed to obtain such power.

You obtain the privileges of a summoner, and both proficiency and talent with related techniques. Many summoners contract themselves with some form of Summon Clan. These are some type of animals - such as toads - that have both sapience and the ability to manipulate chakra.

Summon Clans are located within secluded realms buried within uncharted wilderness, and may be composed of hundreds or thousands of members. Said members are often arranged in a hierarchy based on power and experience, often led by powerful bosses and wise elders.

Summons come in a variety of sizes, with some being the same size as their mundane counterpart, and others being massive; equivalent in size to tailed beasts. Summoning as a base technique is quite simple, but the results are highly variable. One could summon anything from a tadpole to the boss based on how little or how much chakra is being pumped in.

If a summoned creature obtains too much damage, it may automatically be dispelled and sent back home. Make no mistake however, summons can still be injured and killed. Summons often have their own wants and desires for their contractor as well, which can complicate matters.

Summons fond of their summoner may just want to hang out sometime, or a quick snack. Meanwhile, summons that have poor relations with their summoner may ask for unreasonable demands. The boss of the snakes often requested a hundred human sacrifices of Orochimaru.

You may choose any sort of clan reasonably possible for this setting, from Snakes, Toads and other animals to weirder things like Gaki, Baku and other mythological beings. Non-canon clans will have an appropriate Skill-set or specialty as others do.

Alternatively, you could contract with strange constructs, or even with nin-beasts that were trained by your village rather than the more mystical summon clans. Kakashi is an example of such a summoner, calling forth hounds aligned with the Leaf Village as experienced trackers.

Higher levels of Experience make you more familiar with your summons and better at summoning the appropriate one for the job, along with their varied likes and dislikes. You can even pick up alternative techniques like mass summoning or partial summoning.

Orochimaru was capable of expelling thousands of snakes from his mouth almost by will. Jiraiya was capable of summoning the concept of a toad’s stomach and overlaying it on the surrounding area, transforming the interior of a building and manipulating the tissues.

Note: You may purchase this multiple times in order to become contracted with additional clans or entities.”

>**Chakra Kneading** (400NP) - “A forbidden technique of the Stone Village once for reasons one can only guess. My guess is the bodily mutilation and potential to turn yourself into a lump of chakra. After being stolen away, it now rests in a single ninja’s hands; somewhat literally at that.

Purchase causes the forbidden technique to come pre-cast, and gives you proficiency and talent with its abilities. This causes the formation of unusual structures on your hands and chest resembling fully functioning mouths with unusual depth. The large chest one is sewn up to start.

The mouths formed by this technique hold the capacity to take in objects or materials and knead one’s chakra into said material. This allows a ninja to store specific chakra natures or techniques into that material in order to expand the versatility in their deployment.

As the inherent qualities of chakra is life, the user is naturally able to provide animation to their creations providing they use a malleable material and give it complex enough form. The current sole holder of this technique uses such a quality to create a stream of suicide bombing statues.

The mouth found on the chest of the user is significantly more potent and difficult to control, mostly allowing one to push every ounce of their chakra into their material of choice for some ultimate suicide attack. Some materials work better for certain kinds of natures or techniques.

Higher levels of Experience aid in more efficiently kneading chakra into desired materials, and in different ways. It also helps with making more complex movements with the mouths of their hands. This in turn helps with creating more complex structures or shapes with varied mechanisms.”

>**Dance of the Shikigami** (400NP) - "Chakra tends to be viewed in a much more constrained manner than it deserves. While it's true there are certainly easier ways to transform it, chakra has an almost infinite potential in what it can become, and what it can do. This technique is one such proof of that.

On purchase you acquire proficiency and talent with the Dance of the Shikigami technique. This allows you to harmlessly disperse sections of your body and clothing into numerous sheets of paper, and reform yourself just as easily.

These sheets are still part of you, and can be reinforced or manipulated through the air with an application of chakra. This allows feats such as flight. As one's body may be converted into paper beyond 100% efficiency, one does not need all the paper created out of one's body to reform it. Folding or layering paper can allow one to make use of superior techniques.

Higher levels of Experience allow one to more better reinforce the paper made from their form, more skillfully manipulate it, more easily fold it into various shapes, make use of a wider variety of techniques, and even expand their influence to paper that didn't originally compose their form."

>>**Dance of the Shikigami: Alternate** (Free*) - "Chakra is to be viewed with an open mind; the more creative the better. While Dance of the Shikigami was made possible by a girl familiar with origami, there's no reasons similar techniques could not be invented or achieved.

This is not an additional ability, but rather a choice. Rather than the above technique which allows one to convert themselves into paper, you may instead choose some other mundane material of choice. Nothing ultimately too rare really: bolts of cloth, glass marbles, that sort of thing.

Your material of choice is likely to have different benefits and flaws compared to the original. While paper naturally leans into flight or cutting techniques, rubber is likely better at shock absorption and stretching when reinforced. This is otherwise identical to the above purchase."

>**Spirit Transformation Technique** (400NP) - "Rather than what you'd think, the soul is fairly well known to exist. Not only is it identifiable as the source of one of chakra's two components, some techniques can directly influence or interact with it. This is one such technique.

The Spirit Transformation Technique is a technique that allows one to eject their soul from their body as a pseudo construct to various ends. Obvious applications are high speed flight and possessing willing allies to help guide their actions. Less obvious applications are possessing enemies to suppress their spirits and kill them, or transferring chakra into allies on contact.

The most curious ability of this technique is its power to rapidly reach the person the user intends, even if they don't know where they are. The user's body is obviously vulnerable while the technique is in use, but otherwise it's extremely dangerous and difficult to defend against. Barriers as a pure chakra construct is one of the few ways to defend against it, or trap the user.

You of course are given proficiency and talent with the technique. Higher levels of Experience give more, which mostly amounts to being more effective at collapsing enemy spirits."

>**Fuinjutsu** (400NP) - "Fuinjutsu is one of the arts with the greatest number of misconceptions. Although sealing techniques involve chakra infused text, not all chakra infused text falls under the banner of Fuinjutsu. As a quick point of reference, all Fuinjutsu involve sealing something.

You receive a general knowledge, proficiency, and talent in the art. This covers quite a few fundamentals as it requires some understanding of kanji, arrays, and written chakra formulae. With these fundamentals, a good brush, and chakra infused ink, you're capable of a number of feats.

Fuinjutsu can seal basically anything if enough time, effort, and skill is put into the creation of that 'seal.' Basic examples are the common storage scroll which can condense equipment, among other things, within a lightweight paper scroll.

Seals could vacuum flames right off a burning victim or structure and seal them away. Seals could likewise be applied to block off someone's chakra, preventing external manifestation of it. One could even store their own techniques and draw upon them later. Figure out the correct formulae, simple or complex it may be, and you could seal anything.

Higher levels of Experience bestow a wider and deeper array of knowledge, along with more advanced techniques. While most seals are meant to be created ahead of time, some can be created and applied by hand, in the moment, through expenditure of chakra. Go high enough and you could even hold the expertise for sealing away the Tailed Beasts."

>>**Fuinjutsu: Tailed Beast Replication** (400NP) - "A fearsome combination technique built around a core of Fuinjutsu. Victims of this technique lose their mind, their shape, and all semblance of control over themselves. The end result is replication of the fearsome Tailed Beasts, temporarily anyways.

While the exact details are unknown to most, being a secret that its creator is unlikely to share. It appears to include an extreme form of the Transformation Technique, and principles of the Eight Gates however. This lines up with how victims can only remain in the form of a Tailed Beast for a short time, and can even die of chakra exhaustion.

Evidence suggests that the manufacturing of the associated seal is an immense undertaking. After all, despite the ability to control one's victims while they enter an immensely powerful state, the original user used it a scarce few times out of convenience rather than mass destruction.

Higher levels of Experience do little for those who hold knowledge of this technique. One may more easily produce the seal, and acquire a greater expertise in its inner workings. There is little room to grow however."

>**Execution by Kiss|Color Course Change** (400NP) - "There are many in this world desiring ever more. There are those that desire the power of others, those that desire eternal life, and more. Whatever wild ambitions they hold, it's also true that many are unafraid to leave a trail of bodies behind them.

On purchase, you obtain proficiency and talent with a bundle of techniques. Execution By Kiss allows its user to absorb a victim's chakra through kiss. As they steal chakra, they acquire the enemy's elemental affinity, with full theft allowing them to take the enemy's techniques and soul as well. More victims can reinforce affinities you already possess, making them even more powerful.

As the acquisition of affinities, skills, and strength is unnatural, the user's body will not be as apt at handling the power. Color Course Change compensates and prevents the degeneration of the user by storing the user's soul within their hair, and allowing them to swap between extra bodies prepared ahead of time; each body holding a fraction of the user's total abilities.

The original user of these techniques divided the skills, techniques, and affinities she'd stolen with the former between five distinct bodies that she rapidly swapped between using the latter. For lack of additional information, Color Course Change will also be described as the technique which allowed for the division of power between multiple bodies.

As the user's soul will be stored within their hair, it becomes the only vital part of the user's body. Destruction of a body results in the loss of the powers bestowed upon it. Higher levels of Experience represents greater ability in stealing away chakra, and swapping between bodies."

>**Character Bind Technique** (600NP) - "As previously stated, the correct formulae, formations, or text infused with chakra can produce a seemingly limitless number of effects. At the high end of these techniques, one can produce the text out of thin air. This technique simply runs with that.

On purchase you acquire proficiency and talent for the Character Bind Technique. Using nothing but chakra, the user of this technique can write in the air with the style of an ink brush. Based on the idea of words having power, one is able to produce a variety of effects using kanji.

While this at first appears to be a fancy alternative to hand-signs, the Character Bind Technique skips a number of formalities associated with traditional ninjutsu or genjutsu. Rather than needing to mold chakra a specific way, one need only figure out what kanji performs what effect.

Rather than needing Earth, Wind, and Fire affinities, one could simply write the kanji for 'katsu'(split) to make the ground fissure, 'zan'(to kill with a blade) to project wind blades, or 'en'(flames) to conjure a wall of fire. The more chakra pumped in, the more significant the effects.

Immobilizing enemies, mind slaving those weaker than you, or just making things explode are other examples of how this technique can be deployed. Higher levels of Experience result in a wider 'vocabulary' of kanji, and superior ability with writing them quickly and efficiently."

>**Chimera Technique** (600NP) - "There once was a man named Hiruko, who was good friends with the legendary Sannin. Born with no talent or special abilities of his own, he felt an ever amassing pressure in their presence. It was desperation in the presence of greatness that birthed this technique.

You've been bestowed with knowledge, proficiency, and talent with the forbidden Chimera Technique. The core application of this technique is to merge multiple distinct organisms into a singular being with the sum total abilities of their parts.

Hiruko's followers applies this to their respective summons to produce various dangerous chimeras that didn't exist anywhere else in the world, as well as fuse with them to join power. Hiruko himself had far greater ambitions than simple augmented summons however.

With this technique, Hiruko was able to absorb the bodies of bloodline holding ninja to mostly incorporate their unique techniques and abilities into his own. By default, the limitations of the Chimera Technique only allow four bloodlines to be 'mostly' absorbed.

Ritualistic in its construction, one can complete themselves and ascend to new heights by meeting certain conditions. The first is absorbing four bloodlines relating to four distinct elemental affinities, even if loosely. The second involves sources of power relating to 'heaven' and 'earth.' Hiruko planned to siphon power from a solar eclipse while on top of a mountain for this.

The third condition is absorbing a fifth bloodline holder for the last element while meeting the second condition to catalyze the effects. If he'd succeeded, all bloodlines would have been fully absorbed, he would have become a master of the five elements, been able to absorb more, and was 'theorized' to become immortal.

In addition to being able to merge with distinct lifeforms, take in bloodlines, and achieve greater heights, the Chimera Technique also possesses core abilities. These abilities relate to the manifestation of powerful, chakra absorbing, jelly-like constructs from one's body.

Higher levels of Experience does many things: increase one's skill with their gelatinous constructs, provide more experience with merging various lifeforms, increase one's base chakra reserves to perform various feats, and increase one's knowledge of local bloodlines."

>**Earth Grudge Fear** (600NP) - "One of the few noteworthy products of the hidden Waterfall Village, old and lost and it may have been. This forbidden technique was stolen away from the strongest ninja ever produced, and perhaps ever will.

By purchasing this, the technique will come pre-cast on your form, and you will acquire both proficiency and talent in its use. This causes your body to be filled with thousands of gray tendrils resembling thread, replacing most of the systems and organs that once existed.

As these threads in part act as a proxy for the muscular system, the user will find their physical abilities drastically heightened over what they were before. Since the user also has the ability to freely manipulate these tendrils, they can also eject them from their body, or extend body parts.

Aside from just the simple applications of the fibers, they also grant a form of immortality. The user is able to use their threads to steal the hearts of others, preserving them within their body, up to five hearts total. One's lifespan is now tied to the hearts in their body, meaning regular replacement will extend one's life indefinitely.

Earth Grudge Fear users can only be killed through the destruction of all five hearts. Take heed however, attacks to one's chakra system or soul can still be crippling however.

In addition to extending one's life, the user also receives the victim's unique chakra, their reserves, and whatever affinities they may have had. These aren't static, and can be further trained over time if the user puts the effort in.

Higher levels of Experience provide greater skill with manipulating their altered anatomy, more training with making use of various affinities, and more complex techniques. One such technique is the projection of hearts with bundles of tendrils as autonomous golems."

>**Flying Thunder God** (600NP) - “Less than two decades ago in the last great war, the leaf village produced one of the more terrifying ninja the nations had ever seen. Minato Namikaze, the Yellow Flash, is the only ninja to be given a ‘flee on sight’ warning, and it’s partly due to this technique.

On purchase you gain proficiency and talent in the Flying Thunder God technique, or Hiraishin for short. This also comes with heightened chakra reserves, as the consumption of this technique is monstrous enough that it could kill genin with a single use.

This technique comes in two parts. The first is the production of special markers out of chakra infused script. These markers could functionally be applied to anything, though the most famous user had custom made kunai that he applied them to.

The second part of the technique involves teleportation to any marker they’ve ever prepared at any time, with great expense of chakra. Not only can the user teleport themselves, but allies, enemies, or attacks as well.

The user can sense all markers they’ve ever produced, and can teleport to them potentially years after their creation, from one side of the continent to the other. If one of the markers is disturbed in some way, the user can even sense that; example being a marked kunai being thrown.

Teleportation is instantaneous, and they can reorient anything they teleport as desired. Higher levels of Experience provide additional chakra to make use of this technique, greater skill in teleporting between markers in tactically advantageous ways, and greater ease in producing the markers. A sufficiently high level could even apply the markers through contact and chakra alone.”

❖❖NON COMBATANT❖❖

>**Sensei** (100NP) - “Mentors and teachers hold a surprisingly important role in the ninja world. With mortality rates so high, those with the ability to survive and train the next generation are held in high regard. Whether it’s cultivating those kids in academy, or the graduates, you too have such skills

On purchase you gain proficiency and talent with conveying concepts, knowledge, and skills to other in easily digestible ways; teaching, basically. You can forgetful ones retain knowledge more easily, identify a particular student’s strengths and weaknesses, all that good stuff.

Higher levels of Experience represent more and more effective teachers, able to recognize potential and cultivate talent. The highest levels could be compared to kingmakers, potentially able to train legends with time and a bit of luck.”

>**Hobby Craft** (100NP) - “Not sure if you’re aware of this but being a ninja is pretty stressful. Sometimes you just need a hobby to take your mind off of the fact that you’re probably going to die before you’re thirty. Relaxing and recovering increases productivity, so take it and have fun.

Upon purchase you acquire proficiency and talent with some mundane trade or skill of your choice. Pick up writing and publish some trashy romance novels in your spare time. Maybe take up gardening and learn flower language. Pick something niche like chip connoisseur if you really want.

Higher levels of Experience represent more time, experience, and skill with your chosen hobby. You’re more invested, and better at what you do in your free time.”

(Note: May be purchased multiple times to select additional trades, hobbies, or skills.)

>>**Hobby Craft: Ninja Style** (200NP) - “Alright, well, this is the reason you don’t see many ninja with normal hobbies. Survival desires driving them, many ninja join whatever skills or knowledge or resources they have with their primary occupation. Often, something strange is born.

For those who can’t separate their work from their private lives, you have now integrated your hobby into your primary career. As an artist you could have developed the ability to animate your drawings. Meanwhile, gardeners may have figured out how to cultivate plants that can be manipulated with proper application of chakra.

The core get from this is a style of ninjutsu reflecting your chosen hobby, and a few techniques to start. Higher levels of Experience get more techniques, stronger techniques, and more skill with their various techniques. These techniques are generally equal to other jutsu based perks on this price tier however. Fairly free-form, get as creative as you like.”

>**Manipulation** (100NP) - “Sticks and stones may break my bones but words may never hurt me. A childhood classic, isn’t it? Words have power though. The wrong words could spark war, while the right words can turn enemies into allies. You want to pick the right words, don’t you?

This perk bestows proficiency and talent with bending the ears of others. You can more effectively observe other people to figure out how they tick, and which words may convince them to do what you want. If you’re feeling sadistic, you can also pick the words that hurt most.

Higher levels of Experience represent a more sophisticated ability to manipulate others. With a bit of study and one conversation, may even be capable of planting the seeds of ruin in someone with an otherwise bright future. To what ends though? That’s for you to know, and no one else.”

>**Ninja Psychology** (100NP) - “Can I be honest with you? This world has problems; mental problems. In a world dominated by warfare it isn’t unreasonable that grievances and trauma would form. What is surprising is the complete lack of attention these problems face.

This perk bestows proficiency and talent in the field of psychology, which technically isn’t going to really come into its own for a while yet. This generally aids with treating mental health like physical health, studying your target’s brain for signs of damage and working to heal it.

This perk is built for problems that can be solved through communication, rather than issues with the brain’s chemistry itself. Higher levels of Experience provide more intricate skills with understanding a target’s mental profile and better methods with helping them through issues.”

>**Secrets of Chakra** (100NP) - "The core concept of chakra is fairly simple. Spiritual energy plus physical produces the average lifeform's life force, chakra. Like most things in life it's nowhere close to that simple though, with an uncountable number of intricacies and mysteries to it.

You have expanded knowledge of chakra and chakra systems, along with the skills to work directly with it. This is mostly for the study and theoretical applications of chakra than active tampering or battle awareness. Your talent in this field is notable.

Higher levels of Experience involve greater proficiency so you may, like Orochimaru, create synthetic chakra systems to power power abominable constructs. High enough and you could even fabricate variations of things such as Senjutsu with enough time figuring out how it works."

>>**Secrets of Chakra: Jutsu Development** (100NP) - "It should come to no surprise that ninja everywhere are attempting to develop new jutsu all the time. This is easier said than done of course, due to previously explained complexities with chakra and the studies around it.

Your receive proficiency and talent with the development of new jutsu; ninjutsu, genjutsu, or otherwise. The complex mechanisms of chakra are laid bare before you, allowing you to theorize things like what may result from certain hand seal sequences.

Higher levels of Experience represent the ability to develop stronger, more complex, and more useful techniques in general. You don't hold the same skill with the techniques you create, but on the bright side there's time to practice and no one will see them coming."

>**Chakra Transference** (100NP) - "Chakra is life. Even if a relative minority within the collective populace can actually put it to use, every living thing on the planet - and the planet itself - has chakra in some shape or form. As such, it shouldn't be that hard to just give it away, right?

You'll obtain proficiency and talent with the power to bestow your chakra upon someone else. This isn't the simple feat you'd expect as few actually have this ability. This ideal for aiding allies with recovering lost chakra and continuing the fight, or helping empower an ally's attack.

Higher levels of Experience can more efficiently and more easily transfer their chakra to allies. Get good enough and you could instant bestow any given amount of your own chakra to an ally."

>**Ninshu** (100NP) - "The lost origins of ninjutsu. A forgotten practice whose memory was thought lost beyond the fog of warfare spanning centuries. There is some tragedy in the simplest and most peaceful application being lost on many.

You'll obtain proficiency and talent with Ninshu, the spiritual art of connection. This ability allows individuals to open their hearts to each other with other without communication, and was the precursor skill to ninjutsu that allowed the binding of one's spiritual and physical energies.

Higher levels of Experience may allow complete mutual understanding between yourself and another through a single touch providing their heart is open. The very highest levels may - much like the Sage long ago - awaken chakra and its natural systems within others not yet inducted to it."

>**Animal Rearing** (100NP) - "Despite the variety of skills and abilities possessed by ninja, they can't do everything all the time. Certain individuals and clans out there thus train animals to different ends as faithful companions. Some also just do so for the sake of companionship, and that's okay too.

You'll acquire proficiency and talent with raising animals on purchase. This means understanding their animal instincts, the biological reasoning behind them, and working with them to condition specific behaviors or the ability to follow orders.

Higher levels of Experience can more skillfully and naturally train animals to perform more complex tasks. You'll also be able to train less easily trained animals at higher levels."

>>**Animal Rearing: Beast-Human Style** (200NP) - "As is usually the case, all skills can be turned towards ninjutsu. I mean, why not? If animals have chakra too, it's just a matter of training them to make use of it. Even if they don't have hands, you do, so go team up with man's best friend.

You obtain proficiency and talent with a specific form of beast: training it to use chakra, training it for combat, and even picking up ninjutsu based on the beast. If you're having trouble picturing it, just take the Inuzuka clan with their dog partners and unique transformation techniques.

Higher levels of Experience obtain greater techniques and can train their partners to perform greater feats. Why, some seemingly mundane animals could even learn how to talk from your efforts.

As with certain other options, providing there are no contradictions in your purchases you may use this option to opt into being a member of the Inuzuka clan."

(Note: May be purchased multiple times to select - and become proficient in training - additional types of beasts beyond the first.)

>**Mortician** (100NP) - "Many ninja would rather destroy themselves than ever give the enemy a chance to take them, dead or alive. This is because any faction worth its salt has ninja trained professionals that can extract all manner of secrets from corpses, and do a little more.

On purchase you acquire proficiency and talent with corpses. What does that mean? It means for one you'll be able to dissect most corpses in fairly clean and efficient manner, and study them for abnormalities such as bloodlines or modifications to figure out how such things work.

Higher levels of Experience can even modify corpses and manipulate them using various medical and chakra based techniques. Make them look like someone else, erase their scent, command them like puppets with chakra; who's going to complain? Not them."

>**Mortician: Corpse Ninjutsu** (400NP) - "A distinction should be made between the manipulation of corpses using chakra and medical techniques, and the use of ninjutsu to manipulate a corpse. The former is a defilement, while the latter is downright necromantic.

On purchase you acquire proficiency and talent with a field of ninjutsu manipulating corpses through various means. This can range from mass reanimation of the dead as an unfeeling army, to crude resurrection over skilled but forcefully obedient revenants.

The highest levels of Experience may even provide elucidation regarding the Impure World Resurrection technique, which creates immortal undead that - while lacking much of their original power - may be cleanly manipulated with a control seal. For clarification, this would be the original form of the technique, and not the form augmented through unknown means by other individuals."

>**Mundane Medicine** (100NP) - "You might be under the impression that ninja are all about leaping through tree tops and mystical life-force manipulation. It's like few other skills matter, you know? When dealing with cuts and colds though, even normal doctors are great.

On purchase you become proficient and talented in a wide variety of mundane medical practices, and how to apply that knowledge. You've got an eye open for herbs useful for dealing with common maladies, and can stitch up a wound or two after a kunai fight. Any team would value your first aid abilities, and your knowledge of human biology is deep.

Higher levels of Experience represent more in-depth medical training. This would eventually allow you to perform complex surgeries or diagnose and treat a wide variety of disease. Your knowledge becomes more intuitive, to the eventual point that attempts to scramble your nervous system's signals could be averted through anatomical familiarity alone."

>>**Mundane Medicine: Pharmacist** (200NP) - "The chakra system is as much part of one's body as their heart or lungs. As such, it should come to no surprise that ninja have developed drugs that can affect it. They also developed a few other nice things along the way too.

On purchase you acquire proficiency and talent with the production of a wide variety of drugs and medicines. Where Mundane Medicine alone could identify common herbs useful for treating general ailments, those with this perk surpass that with knowledge of the chemical makeup of their ingredients and the ability to theorize how those things could be used for new drugs.

Higher levels of Experience are able to more easily make more complicated drugs. It wouldn't take too high a level to develop Military Rations Pills which can replenish chakra and fight for multiple days straight without rest, but it would take more to develop something that doesn't comes with all those negative side-effects."

>>**Mundane Medicine: Medical Ninjutsu** (400NP) - "You know, throw out what I said before; everything is better with chakra. Doctors are great, ninja doctors are better. Surgeons and pharmacists eat your hearts out, let's start working miracles.

On purchase you become proficient and talented with the broad and complex field that is medical ninjutsu. These chakra control demanding techniques accelerate the natural healing process in the target of one's effort, with some techniques being superior for treating specific problems.

'Medical Ninjutsu' comes with some knowledge of various drugs that work alongside specific techniques, or for the purposes of treating their deleterious effects; example including Military Rations Pill overdose. Comes with heightened chakra control to use such techniques in the first place.

Higher levels of Experience become even greater at healing and saving the lives of others, acquiring greater familiarity with the human body and delicate techniques to repair it. One could cast such techniques on themselves in a manner resembling regeneration, or save the lives of those who other medic-nin would consider fatally wounded."

>>>**Medical Ninjutsu: Doctor Death** (200NP) - "Doctors are pretty good, ninja doctors are incredible, but murder doctors are just delightful to have around though. Orochimaru thinks so anyways. All that medical expertise used for what, saving lives? Lame! Let's teach you how to use it the right way!

On purchase you acquire proficiency and talent for turning all that medical expertise once useful just for healing people and turn it all towards destruction. Chakra scalpels are useful not just for clean surgery, but also for slicing veins beneath someone's skin with one swipe. Send an electrical pulse into someone's body and scramble their whole nervous system!

Higher levels of Experience mean greater ability to destroy a target's body from the inside out in increasingly complex and terrifying ways. You are now the incarnation of medical malpractice."

>**Poisoner** (200NP) - "You may be surprised to learn that poisons are mixed into this international arms race that many nations have going with ninjutsu. Most ninja have no suitable defense against it, so there's constant development of new poisons and antidotes for them.

You acquire proficiency and talent with the development of poisons, toxins, and deleterious drugs. This basically includes anything that could be used to destroy someone from the inside out. As a bonus, it also comes with skill with developing antidotes for whatever you're making.

Higher levels of Experience are capable of synthesizing more complex compounds, which is more difficult than it sounds. The wrong mixture could mute the dangers that individual components would pose. Sasori himself favored a delicate combination of heavy metals and scorpion venom that he though incurable, and was for a long time."

>>**Poisoner: Toxic Ninjutsu** (200NP) - "As with many things, ninja have found ways to simulate a trade or skill with chakra. In this case is the dangerous field of synthesizing poisons through ninjutsu, though the dangers are presented to all sides in the hand of someone careless.

Purchase provides proficiency and talent with poison ninjutsu. This allows you to produce a variety of poisons and toxins, usually from within your body, and expelling them as smoke or liquid. Similar to fire techniques, the user must guard their bodies in the process or potentially fall under the effects themselves.

Higher levels of Experience are able to synthesize more dangerous killing agents in a wider variety of ways. As the perk also comes with more combat ability with poisons in general, you will also benefit in heightened skill in those areas as well."

>**Espionage Specialty** (200NP) - "You've perhaps dabbled with information gathering techniques, but those are for independent missions and field surveying. This is where you get into real spy work; infiltrating enemy territory, going undetected, and digging things up over long periods.

On purchase you acquire proficiency and talent as a spy. This helps with stealth and covering your tracks, but also provides a notably higher than average ability to memorize information.

Higher levels of Experience are even capable of infiltrating secure structures deep inside enemy territory, collecting battle plans or guarded techniques, and slipping out without a trace."

>>**Espionage Specialty: Wall Flower** (100NP) - "Then there's this, a form of spying much more difficult in the world of ninja. Few are capable of slipping within the ranks of the enemy with sensors everywhere and registries as strict as they are. Yet, that said, here you are.

On purchase you acquire proficiency and talent with a form of stealth that deals not with going unseen, but allowing attention to flow off of you. You can become someone that no one pays attention to, or forget with little effort such is your ability to become plain.

Higher levels of Experience increase your infiltration skills in breadth and depth. In addition to diverting attention, your ability to falsify records and act also become considerable. At the high end they could even help you slip into the military of one of the greater villages as one of their own and gather information from that position for years, only being discovered when you wanted it."

>**Weapon Development** (200NP) - "The weaponry of a ninja can sometimes be as fantastical as the ninja themselves; giant shuriken that fold on in themselves, blades made of chakra conducting metal, and kunai grenades to name a few. Well, those strange things have to come from somewhere.

You become a specialist in crafting and developing weapons, acquiring both proficiency and talent. These weapons are necessarily shinobi focused, and can come in a wide variety of shapes and sizes. Often the only limitation is time and resources, though more esoteric things will likely elude your abilities.

Higher levels of Experience enable you to make yet more bizarre, complicated, and powerful weaponry. Who doesn't enjoy a giant spiked ball manipulated through clever use of explosives? If you've heard of the Second Hokage's 'Sword of the Thunder God,' this is how you make it."

>**Ningineer** (200NP) - "The sheer versatility of chakra, which can potentially do anything, has in turn caused stagnation in technological progress. What does exist seems sporadic and nonsensical by our standards. Still, a select few throughout do study the applications of machinery and electricity.

You have a generalized understanding of various academics and scientific disciplines, and a talent in working with mundane technologies. You can most likely disassemble some of the sporadic tech you encounter, figure out how it works, and replicate it with enough time and effort.

Examples would include trains, airships, kunai volley guns, basic generators, snow mobiles, and even primitive computers. Yet with everything you're likely to fine, there's not a car in sight. The civilians in this world don't have it easy, huh?

Higher levels of Experience allow you to more easily dabble with more advanced technologies, understanding their principles and replicating them and so on. Perhaps a country warming generator to shake off the tundra-like cold without melting everyone, huh?"

>>**Ningineer: Chakra Tech** (200NP) - "Make way plebeians, everything becomes better with chakra. So what if flamethrowers are obsolete in the face of fire techniques, or ninja can throw kunai harder than guns sling bullets? You just have to make ninja flamethrowers and ninja guns!

You acquire proficiency and talent with analyzing mundane technologies and figuring out how to enhance them with the mechanisms powered by chakra. Ninjutsu enhancing armor that emits a projectile deflecting field? Check. Chakra powered gliders allowing for flight? Check.

Higher levels of Experience can help you break out of your shell and get into the truest forms of mad science. Go high enough, amass the proper resources, and you can make your own 'Mecha'!"

>**Leader's Charisma** (200NP) - “For ninja all too common for ‘us vs them’ mentalities to form and suspicions to mount. This place can get pretty cloak and dagger at times despite the bright colors. So the power to not only earn trust, but belief, and have people marching in line with you is strong.

On purchase you just have what many people don’t, charisma. The strength of your personality leaves deep impressions in the minds of even acquaintances. Such is your charisma that you can potentially sway others to your line of thinking from the energy behind your words alone.

At higher levels of Experience, you acquire more actual experience with actually leveraging your natural charisma rather than relying on it. Sway the hearts of the many behind you, influence the politics between nations, and change the world. That’s if you don’t get assassinated anyways.”

>**Battlefield Command** (200NP) - “You would honestly think with the way ninja all have their own specialties and large differences in power from one to the next that most fights could be settled by strength alone. Simple tactical advantages can have big payoffs though.

Provided within is proficiency and talent with battlefield strategy; on both the personal and macro scale levels. This includes analysis of older, notably successful strategists and their varied tactics. This gives you a wide playbook to reference for whatever battle you may be heading into.

Higher levels of Experience is literal experience in more battles, tempering your knowledge with practical application and insight over how to read the situation. Regardless of your personal power, your plots and plans could potentially change the tides of an entire war.”

>**Body Modifications** (200NP) - “You’re gonna meet some freaks in this world, those who would do anything for power. If they could cast away their humanity for the sake of getting stronger then you better believe they would. Usually, however, they just open themselves to great augmentation.

Through experimentation, your body has been altered in some way that is probably beneficial. Maybe you’ve acquired unnatural flexibility with all joints modified for inhuman range of movement. Perhaps you picked up some extra arms and an eye or two. Maybe you’ve got webbed digits and gills to move through the water like a fish.

Whatever the case may be, you’ve been granted proficiency and talent with these modifications such that they can serve as a solid advantage in combat. If desired, this perk can also be purchased multiple times.

Higher levels of Experience give associated ninjutsu to exaggerate or expand on your augmentations, with most being accessible through simple will and expenditure of chakra. Stretch those bendy limbs and choke a bitch from across the battlefield. Cough up some silk to go with your eight limbs for full spider themes. Don’t just swim like a fish, turn into a full on fish monster.”

>**Body Modifier** (400NP) - “Freaks of this world who would do anything for power, meet the freak who takes that literally. You are one of those abhorrent dabblers that actually performs the procedures turning others into monsters, or worse. You’ll get plenty of admirers for that, not.

You acquire an intimate awareness of the human body, with proficient and talent with changing it. Hiding weaponry inside bones or modifying joints is child’s play, which is fine since you might be one. Splicing animal DNA into someone or giving them extra limbs can be quite a bit harder.

Higher levels of Experience here can go much deeper in the modification of the human form through surgery and forbidden techniques. You can even develop techniques that only work with certain modifications, essentially letting you replicate ‘Body Modifications’ on others.”

>**Endless Calculation** (400NP) - “There are outliers in this world, ninja that don’t seem human. Maybe it’s a side effect of chakra but some are just gifted in ways that don’t seem possible. Among them, a few have such considerable intellects as to be incalculable by mundane means.

You are a certifiable genius, outpacing your contemporaries in almost all forms of testing. You think faster, more deeply, more creatively; processing information from multiple angles while filing it away with a memory as impeccable as your other mental abilities.

If you have even the slightest motivation, you’ll be a star pupil excelling at whatever academic pursuits you put your mind too. Higher levels of Experience simply temper your intellect, aiding you in avoiding logical pitfalls a younger form of yourself might miss.”

>**Living Corpse Reincarnation** (600NP) - “The forbidden product of Orochimaru’s obsessive research into immortality. With it, he has rendered himself a monster, and extends his lifespan with the lives and bodies of others. If it was worth it is something only its users can determine for themselves.

You acquire proficiency and talent with performing this technique, your choice if it comes pre-cast. The first time it’s used renders one’s true form a serpentine monster made of other snakes. In this form, one acquires greater physical abilities, but that’s a negligible advantage at best.

Its true usage is to consume a target; taking their body as the user’s own, suppressing their spirit, and taking their knowledge, skills, and special abilities in the process. The user essentially gets everything of the one they eat while keeping what they had.

The technique has several large drawbacks however. For one, the technique has a three year cooldown. The technique also has a period, three year required usage. The user’s body will begin to decay through rejection of the host, and only shedding their form and taking a new body can stop it.

What’s more, those with powerful mental techniques or abilities can potentially fight off possession, due to there being a window where the user and potential victim occupy a mental space at the same time before full possession occurs. A battle of wills can even slow or halt it.

It would take a truly special host to remove the drawbacks of decay, allowing the user to remain in a body for longer than three years. Higher levels of Experience will empower the user’s monstrous snake form, and enhance their will/ability to suppress the mind’s of their targets.”

❖❖❖BLOODLINES❖CLANS❖❖❖

This is the Bloodline & Clan section. In this world, particular families were able to foster specific mutations within their lineage to give themselves advantages over other ninja. These abilities are referred to as 'Kekkei Genkai' or 'Bloodline Limits.'

Below you'll find these many abilities, becoming blood related to whatever lineage produces them if you purchase them. You may purchase a maximum of two natural abilities from the below list, representing inheritance from individual parentage. There are no discounts here, but Experience can increase your baseline abilities with Kekkei Genkai the same way it benefits perks.

If truly desired, you may buy more than two bloodlines. These will be artificial implantations and splices, however. Not everywhere in the world can you get something like that, and so a **+200NP** flat cost hike is implemented on these additional purchases.

❖❖ADVANCED ELEMENTS❖❖

Advanced Element Kekkei Genkai are the ability to combine two or more distinct elements into something new. While individuals may acquire mastery over multiple elements, the ability to combine them is highly unlikely for anyone aside from those with special circumstances of Bloodline Limits.

Purchase of an Advanced Element gives natural affinities for both base elements. Some of the below Bloodline Limits do not have both of their components revealed within the series. As such, you may assign whatever the second component is by your own line of reasoning.

Note: Purchase of any of the below elemental bloodlines will count as a purchase of the 'Nature Transformation' perk for that element. As such, Nature Transformation's sub-perks such as Nin-Taijutsu or Living Element may be purchased without buying the base perk.

>**Boil Release** (200NP) - "Boil Release is the result of combining Fire and Water chakra into something new. Boil Release techniques revolve around the production of highly corrosive vapor resembling steam that can break down most materials within a short amount of time.

Due to its gaseous state and volatile properties, it's especially dangerous in confined spaces, and can be threatening to enemies and allies alike. Higher levels of Experience aid in producing even more corrosive vapor, and acquiring new techniques for shaping or producing it."

>**Crystal Release** (200NP) - "Crystal Release is the resulting combination of Earth chakra and an unknown secondary element. Crystal Release users are able to use their techniques to convert surrounding matter, including the air or water, into crystal; this does not include chakra or energy.

Crystal Release is also effectively able to preserve enemies in crystal, and release them at a later date or shatter them to kill them instantly. Higher levels of Experience allow the production of harder crystal, and more varied shapes and varieties of crystal."

>**Dark Release** (200NP) - "Dark Release is the resulting combination of two unknown elements, though context clues indicate one is Water. Dark Release users are able to absorb the chakra of enemies, potentially at range, in order to nullify techniques or induce chakra exhaustion.

Dark Release users can manipulate the stolen chakra as their own, potentially even replicating techniques until the stolen chakra is expended. Higher levels of Experience allow one to use superior chakra stealing techniques, and make better use of the stolen chakra."

>**Explosion Release** (200NP) - "Explosion Release is the resulting combination of Earth chakra and an unknown secondary element. Explosion Release users are able to, as one would expect, make things explode. It's a highly volatile element native to Iwagakure, a notable portion of their military might.

Explosion Release techniques can be nullified by Lightning, transmitted through contact, or used to create various bombs. Higher levels of Experience can more flexibly use the volatile element in various ways and produce even greater explosions."

>**Ice Release** (200NP) - “Ice Release is the result of combining Water and Wind chakra into something new. Ice Release techniques revolve around the creation and manipulation of ice; with special properties that resist melting or breaking. It is a bloodline native to Kirigakure’s Yuki Clan.

Ice Release users are naturally resistant to cold and always emit cold into their surroundings. Higher levels of Experience allow usage of more strange and powerful techniques, like entering mirrors of ice and projecting one’s self at high speeds.”

>**Lava Release** (200NP) - “Lava Release is the result of combining Fire and Earth chakra into something new. Lava Release is unique among elemental bloodlines in that it can manifest in different ways from one user to the next; often producing materials related to volcanoes and volcanic activity.

Some users are able to conjure molten rock. Some users are able to produce corrosive quicklime and volcanic ash. Some are able to bellow for an acidic mud. At least one user is even able to conjure forth vulcanized rubber.

You may decide what form of volcanic materials your form of Lava Release relates to, acquiring techniques that create and manipulate it. Higher levels of Experience vary, but predictably bestow stronger and more complex techniques relating to your element.”

>**Magnet Release** (200NP) - “Magnet Release is the result of mixing Wind and Earth chakra into something new, presumably. Magnet Release allows the creation of magnetic forces allowing one to manipulate metal in their surroundings; often used with metal particles for the sake of control.

Some diamagnetic strains are able to magnetize certain materials that would otherwise not be magnetic, which allows some users to manipulate gold dust, or sand. Higher levels of Experience can manipulate larger quantities of material and produce more powerful fields.”

>**Scorch Release** (200NP) - “Scorch Release is the result of mixing Fire and Wind chakra to create something new. Scorch Release allows the creation of plasma-like spheres containing intense yet controlled heat that targets moisture, usually evaporating water on contact.

Tends to do strange things like leaving enemies as desiccated mummies rather than burn them to cinders, or producing steam explosions as it explosively dries out an environment. Higher levels of Experience provide greater flexibility and even more intense displays.”

>**Steel Release** (200NP) - “Steel Release is the result of mixing Earth chakra with an unknown secondary element. Steel Release users can convert portions of their body into extremely durable, jet black steel, or produce from their body in various shapes or forms.

The steel produced from Steel Release is far superior to mundane steel, and is infused with chakra which can be useful for use in weaponry. Higher levels of Experience allow one to produce even better steel, and convert more of themselves into it, or produce more at a time.”

>**Storm Release** (200NP) - “Storm Release is the combination of Lightning and Water release chakra to create something new. Storm Release traditionally manifests by combining the energy potential of lightning with the control of water in the forms of bending beams and speeding lasers.

Storm Release can also be used to produce crackling storm clouds, but lasers are far more common and deadly at personal scale. Higher levels of Experience allow more intense beams or greater storms to be produced, and aid with controlling your displays of strength more efficiently.”

>**Swift Release** (200NP) - “Swift Release is the combination of two unknown elements, though context clues indicate one is Wind. Swift Release is one of the more enigmatic elements, but clearly deals with speed. One display allowed the user to reach near invisible speeds to outpace their enemies.

One may thus presume that Swift Release techniques can hasten the user in other ways for high speed strikes, or perhaps be infused in weaponry to throw it with the speed of bullets. Higher levels of Experience enable higher speeds to be reached, and sustained for longer.”

>**Dust Release** (300NP) - "Dust Release is the combination of Earth, Wind, and Fire chakra to produce something new. Dust Release allows the production of three dimensional objects that expand in different ways when released, based on the object formed.

These 'shapes' fly at high speeds on release, and possess extreme destructive potential. Divided between translucent outer walls and a shining core, enemies caught within the walls are trapped, and anything that touches the core is pulverized down to the molecular level.

Additionally, the end result of most Dust Release techniques is the detonation of the core, pulverizing everything trapped within the walls of the created shape. Even chakra and chakra based constructs will be sundered and disintegrated, with few methods of defense being possible.

Variants of the techniques can allow the explosions to escape the shape's containment walls, or transmit the pulverizing properties to the walls in order to destroy everything it touches on contact. Still, it is not without its weaknesses.

Such intense power obviously comes with steep costs as far as chakra is concerned. Additionally, the formation of the various shapes made from Dust Release takes some time and concentration, the use of the user's hands aiding their focus. This makes them weak to interruption.

Dust Release is technically something called a 'Kekkei Tota' which is an advanced and complex form of Kekkei Genkai that can be bestowed upon others. Onoki himself received this power from his master, but the details on how a genetic power is given are unclear.

Higher levels of Experience allows one to more quickly construct and project their various shapes, and make a wider variety of shapes. The user can also produce larger - potentially much larger - shapes if one's abilities are high enough."

>**Wood Release** (300NP) - "Wood Release is the combination of Earth and Water chakra to create something new. This enigmatic Advanced Element is exclusive to Hashirama Senju and those who have been spliced with his DNA, or was thought to be at least.

Wood Release users are able to rapidly produce chakra infused wood from their body or environment and manipulate it in a large number of shapes. With training, this can extend to all manner of different floral lifeforms.

Wood Release is unique among Advanced Elements in that it has the hidden quality of suppressing 'demons.' Users of Wood Release can suppress the powers of tailed beasts, drastically weakening them of forcing back the transformations of a Jinchuriki.

Higher levels of Experience allow one to create larger and more complex constructs of wood and other plants, and allow them to more effectively suppress, weaken, and restrain Tailed Beasts, Jinchuriki, and similar creatures."

❖❖UNIQUE CONSTITUTIONS❖❖

Bloodlines found within this section generally provide unique powers cultivated within the body of a specific lineage. They can vary a great deal from one to the next, so read each carefully.

>**Aburame Clan** (200NP) - "It's a strange way to start the section, as the Aburame Clan have no bloodline. Instead, they perform specific procedures upon their newborns, implanting them with a larval insect queen for a beetle species called 'Kikaichu.'

This procedure allows the queen to bond to the life-force and chakra of the Aburame host, creating a symbiotic relationship. The queen and her tens of thousands of drones feed on the host's chakra, and they in turn do the host's bidding via complex chakra signals relayed to them.

Other than chakra consuming Kikaichu, which they have numerous techniques relating to, the Aburame cultivate a number of special insects with their own purposes. Bikochu are insects with an intense sense of smell.

Kidaichu expand to colossal size from incorrect chakra consumption, eating their way out of unlucky victims as they grow. Kochu carry a body paralyzing, lethal toxic which disappears after death. Shokaichu dig into the ground and possess sensory abilities.

The Aburame clan carries gourds or jars to transport these other forms of insects whenever they go on missions where their use may be needed. In addition however, Aburame clan members possess techniques allowing them to communicate with and command various insects.

Higher levels of Experience bestow more Aburame clan techniques, and grant greater proficiency with cultivating and manipulating the various clan insects, especially Kikaichu. The Aburame Clan is native to the Leaf Village."

>>**Aburame Clan: Rinkaichu** (100NP) - "Rinkaichu are a breed of microscopic insect employed by a select few members of the Aburame Clan. Housed within their bodies like Kikaichu, Rinkaichu have trouble acting independently or exiting the host's body.

In turn however, Rinkaichu can be transferred to an enemy's body through contact, where they act like a virus; multiplying rapidly and infecting the victim with their venom. This causes excruciating pain and cellular destruction that few can avert once it begins.

Also like a virus, specific antibodies and antidotes may be cultivated to protect against Rinkaichu infection. Higher levels of Experience bestow a wider variety of techniques relating to Rinkaichu and controlling them more efficiently."

>**Hozuki Clan** (200NP) - "The Hozuki Clan possesses unique constitutions that allow them to transform their body into a liquid state with the Hydrification Technique. Clan members use this technique to liquefy any part of their body at will, from hair to flesh to bone.

Hozuki Clan members can render themselves nigh immune to physical attacks by rendering themselves liquid at the time of impact. By converting their bodies into liquid, they can increase the size of themselves or their body parts temporarily imbuing themselves with greater strength.

Hozuki Clan members must stay well hydrated at all times to support their unique constitution. Hozuki Clan members are also extra vulnerable to Lightning techniques. If knocked unconscious, Hozuki Clan members collapse into a jelly-like state.

By default, Hozuki Clan members are able to transform into water, but can alter the mixture through training and experimentation. Hozuki Clan members are able to absorb and command water in their environment to become more powerful.

Higher levels of Experience allow one to perform greater and more complex techniques. Examples of which include altering their constitution as previously mentioned, or using themselves as the medium for Water elemental ninjutsu. Native to the mist village."

>**Iburi Clan's Kekkei Genkai** (100NP) - "The Iburi Clan possesses the ability to transform partially or fully into smoke. While in this smoke form they become immune to most forms of damage, being mostly incorporeal. However, they can still physically interact with the environment themselves.

The Iburi Clan in this smoke form is also able to possess others by entering their body. In this state they have control of the other's body and share their senses, being able to experience the food they eat, or cold on their skin.

While possessing someone, Iburi Clan members can attack their enemies by oxidizing them from the inside out. Curiously, this ability may be temporarily bestowed on another through blood transfusion. While powerful and full of utility, there are several serious drawbacks.

The Iburi Clan does not have complete control of this power, causing them to sometimes become smoke, either partially or completely, until they will themselves back into shape. The other problem is a fatal weakness to even mundane wind.

If an Iburi Clan member, in their smoke form, is dissipated in any form or fashion then they'll die. The Iburi Clan lived underground due to the threat that living on the surface posed. Higher levels of Experience can allow more control over their transformation, and more dangerous possession.

Native to the Land of Fire."

>**Jugo's Clan Kekkei Genkai/Sage Transformation** (400NP) - "An otherwise extinct clan from regions unknown, with only a boy named Jugo remaining in the present day. This bloodline bestowed a unique constitution which caused members to automatically take in Natural Energy.

The clan was not composed of sages however, and neither did they turn to stone when their body took too much Natural Energy into themselves. Instead, imbalance would eventually trigger bouts of madness and destructive impulses that would cause them to go berserk until it wore off or they calmed down. These bouts of madness caused them to develop a wildly negative reputation.

The unique constitution of this clan allowed them to perform feats considered 'Sage Transformation.' This gave them the ability to transform their body in fantastical ways; contorting or extending flesh, creating powerful weapons out of their limbs, or mimicking mechanical structures such as pistons or chakra based thrusters to name a few canon applications.

Clan members are immensely resilient, in part due to their ability to absorb the flesh of others in order to restore their own bodies. They could also expend some of their own flesh to heal relatives or those with compatible physiology, causing them to appear younger for a time.

Because of Natural Energy's power, even their imperfect 'Sage Transformation' abilities bestowed them with superior physical and chakra based abilities, and much more chakra than normal ninja. Members are normally tranquil and bonded with nature outside their rampages.

Theoretically, if one were to learn the secrets of Sage Mode then the drawbacks of this power's imbalance could be resolved. Higher levels of Experience provide even more strength, and a greater variety of transformations that one may feel comfortable with using."

>**Kodon Clan/Kotaro Production** (100NP) - "Although not technically a bloodline, it's something like one. Near the Howling Wolf Village is a type of plant that grows in abundance. When properly refined, it becomes a drug known as 'Saigenzai.'

Saigenzai is a kind of narcotic that affects the chakra system, inducing effects similar to genjutsu in those who take it. Saigenzai can be deadly if taken improperly, but is taken by some retired ninja living in the village to get over their now dull lives or old injuries.

The Kodon Clan has a unique constitution however; if they consume the same plants used to produce Saigenzai, their body begins to produce a superior form of the drug called Kotaro. This superior, higher strength variant can then be mixed with other herbs and medicinal plants to create a number of powerful medicines depending on how it's refined.

Kotaro Clan members can also expel the Kotaro as a purple fog to force those who inhale it to hallucinate from its genjutsu-like properties. Higher levels of Experience give greater knowledge of how to use Kotaro as both medicine and in combat."

>**Weather Manipulation** (600NP) - "A bloodline belonging to a particular, nomadic clan. Possessors of this bloodline have the ability to manipulate the weather and conjure up weather based phenomena around them, all without handsigns.

Possessors of this bloodline have been shown to be able to conjure rain, snow, lightning, wind, and even intensify existing sunlight. They also control the elements more directly associated with these weather patterns.

Individuals could conjure rain as well as control its intensity and direction, but also form the water into pressurized streams or huge bubbles. Strong winds can also be manifested as tornadoes or sharpened blades of great intensity.

Each weather phenomena has unique traits associated with it, such as 'Rain/Water' draining chakra and inducing melancholy, or 'Sunlight' inducing plant growth within one's surroundings. Any unique traits belonging to other weather types/elements are unknown."

>**Kurama Clan Kekkei Genkai** (400NP) - "The Kurama Clan is, for the most part, a Leaf Village clan with higher than average skill in genjutsu. Like certain other bloodlines, the Kurama Clan Kekkei Genkai only manifests very rarely in its clan members.

Those who manifest it will be born with extreme talent for genjutsu, able to cast the illusory even after a basic understanding of chakra and no proper training. Additionally, the genjutsu are so powerful and deep that they can actually trick the brains of victims into believing they're real.

The depth of this manipulation is such that damage the victims believe they've occurred, will actually occur. Illusory fire burns, and illusory restraints actually bind; chakra helping enact effects. Logical reasoning cannot overcome the genjutsu being applied to the chakra system of victims.

The downside of such awesome power is an inability to control it. The young, untrained clan members who manifest this can't handle the power. Thus, a second personality buried in their subconscious is created to help safely regulate it.

This secondary personality will randomly and spontaneously overcome the original personality at times, transforming them into an out of control monster that acts on their underlying negativity or desire for self-preservation.

Theoretically speaking, one might be able to overcome the necessity of this secondary personality through training; reaching a level of strength where power regulation is no longer needed. Higher levels of Experience will help with that, as well as increasing one's genjutsu skills and abilities."

>**Mutation of Shin** (300NP) - "Shin 'Uchiha' was a man of vague origins practically raised by Orochimaru. He had a unique constitution that the snake prized for its complete acceptance of any new genetic material as its own, preventing any form of rejection from transplants.

Transplants, splicing, and genetic tampering among other procedures may be performed without risk or harm to the host organism. It was ironically difficult to use anything about him for the sake of others, though it did make genetic clones of him highly viable.

Via this purchase, you obtain similar anatomy. Higher levels of Experience do practically nothing due to the nature of this ability, but it does provide a meta benefit. Due to one's unique constitution accepting all modification, the flat cost on extra bloodlines is removed."

>**Sakon & Ukon Clan Kekkei Genkai** (200NP) - "An unnamed bloodline ability possessed by the brothers Sakon and Ukon, and the rest of their relatives presumably. This power allows them to break their own bodies down at the molecular level and fuse with others.

This ability can be used by clan members to hide within the bodies of fellow clan members and aid them from the inside. Sakon for instance could throw simple melee attacks like a punch or kick, with his brother Ukon quickly adding his own fists or legs to the attack.

This ability can also be used to invade the bodies of enemies, becoming a parasite that slowly takes over and parisitizes the body of their victim. This causes them to share physical damage however, and the victim attacking themselves will affect the one with this power.

Purchase of this ability grants a Discount for the Other Half companion which can be found later in the Jump. Higher levels of Experience increase the variety of cooperation based tactics with this sibling, and the lethality of possessing and destroying enemies from the inside."

>**Senju Clan** (400NP) - "The Senju Clan is a legendary founding clan of the Leaf Village. They inherited incredible life force from their distant ancestor, but it's talent as ninja that most know them for. Before getting into anything else, basically all members had a great volume of powerful chakra.

Their preference for mastering all ninja arts, and natural talent that allowed them to do it, carried their names to the winds. Whether it was ninjutsu, taijutsu, or genjutsu, all Senju seemed to be masters, with additional strengths or specialties on top of it.

Life force that enhances your natural healing abilities and stamina, greater chakra than most other ninja, and talent in all ninja arts is what you're getting here. Higher levels of Experience represent being further along in your training, and thus more gains in all fields.

Note: For the purpose of bloodline purchasing limits, Senju Clan and Wood Release count as one bloodline if both are purchased. This means a third bloodline may still be purchased before one faces the flat price increases."

>**Shikotsumyaku/Kaguya Clan** (300NP) - "The Kaguya Clan is now extinct, except for one surviving member. Most did not possess the clan's kekkei genkai, only barbaric lust for violence that led to their deaths in a woefully doomed attempt at rebellion.

Very rarely, a member will be born with the clan's bloodline ability; Shikotsumyaku or 'Dead Bone Pulse.' This power gives the wielder the ability to manipulate their skeletal structure in various ways, with the ability broken into three distinct parts.

The first is control over the body's osteoblasts, the cells responsible for producing bones. The second is control over their osteoclasts, the cells responsible for breaking down bone. The third is the ability to regulate their the calcium density of their bones.

The power is mostly employed through chakra expenditure and will alone, requiring no hand seals. Functionally, one has the ability to shape, strengthen, and manipulate their skeleton and produce new bones entirely. These bones can even be made stronger than steel.

Bones can be formed into armor plates under the skin, or pushed out of the skin to form a wide variety of weapons. It's unknown if this causes pain, but unique qualities of the Kaguya's body causes the skin to seal up the moment something is no longer protruding.

Providing one has the chakra and skill, a Kaguya with this power can appear nigh invincible and capable of inhuman feats. It's not all good however; those manifesting the bloodline obtain white hair and an unusual physiology that make medical treatment difficult for them.

Higher levels of Experience allow one to better protect themselves from a larger variety of attacks, forming a wider variety of implements out of bone, and perform more unusual feats. Go high enough and one could even form an entire forest of bone that they can travel through."

>**Uzumaki Clan** (200NP) - "The Uzumaki Clan is the mostly extinct relative of the Senju Clan. They're not as omnicapable as the Senju when it comes to being ninja, but their life force is even more overwhelmingly intense compared to others.

Uzumaki naturally have longer lifespans than normal people, and age slower compared to others too. Uzumaki are also capable of surviving much more severe injuries, while likewise being more capable of recovering from injury or exhaustion.

Uzumaki can potentially heal others or themselves by consuming the Uzumaki's chakra, though this often requires biting into the Uzumaki and can be dangerous. Uzumaki, for the most part, are also naturally talented when it comes to Fuinjutsu or sealing techniques.

Higher levels of Experience doesn't do terribly much. Your life force will likely have been cultivated to greater extents, and you'll have more chakra as a result, but many of the Uzumaki's talents require knowledge of relevant skills."

>>**Uzumaki Clan: Gifted** (200NP) - “Some members of the Uzumaki Clan inherit unique abilities. While not as rare as the Kaguya or Kurama Clan’s bloodline abilities, these aren’t traits that all members were gifted with. On purchase, you will be though.

The first is sensory abilities, which many Uzumaki found themselves gifted with, and natural talent in this role. Much more significantly however is a unique chakra that allows the production of ‘Adamantine Chains.’

Adamantine Chains are constructs formed from one’s chakra resembling actual chains. They can be manipulated by the creator’s will; moving, splitting apart, or used alongside various sealing techniques of the clan.

Their durability is extreme, such that a stronger user of this ability could restrain Tailed Beasts with them. Higher levels of Experience aid in reaching this potential, bestowing more techniques relating to the chains, and enhancing those sensory abilities too.”

>**Six Paths Chakra** (600NP) - “A particular form of chakra belonging to the Sage of Six Paths, randomly inherited by his descendants with extreme infrequency. To put it in simple terms, you possesss what is significantly better chakra than most other people in the world.

Your chakra is much denser, much more potent, and yet in the same breath much easier to control than that of your compatriots. The same technique in your hands compared to another ninja of roughly similar age and training will be easier to pick up and master, stronger, and easier to use over and over again without depleting your reserves as much.

Those with Six Paths Chakra acquire an affinity for Yin-Yang Release techniques which governs purest fusion of the spiritual and physical, however no innate knowledge is given. The scarcity of such techniques may make this irrelevant for most individuals.

Peculiarities with Six Paths Chakra cause it to affect the constitution itself of those it manifests within. Individuals will simply be stronger, faster, and more capable than the next ninja after equivalent training, and more resistant to more deleterious forms of chakra.

High Experience levels may even allow you to tolerate the caustic chakra of a tailed beast, like the Gold & Silver Brothers who were able to subsist on the stomach flesh of the Nine Tails after being eaten before eventually being spat back up, and even deriving Jinchuriki-like power from it.

On that note, Six Paths Chakra is able to more easily connect and synergize with other forms of chakra and energies to elevate it to greater heights. This is the trait that allowed the Gold & Silver Brothers to activate a kind of tailed beast cloak after the event noted above.

This same trait is also what allows for the acquisition of miraculous powers like Six Paths Senjutsu and Truth-Seeking Balls, abilities that can only be acquired with this chakra. Other applications are not known, but could be surmised as a result of the above examples.

High Experience levels may allow one to grant Six Paths Chakra to another. This gift can elevate the chakra of that individual to new levels and grant them some of its special qualities, however there may be certain requirements like the target’s own chakra needing to be strong enough to take and adapt it. This seems to affect chakra primarily, rather than constitution.”

>**Otsutsuki** (---) - “Celestial being from beyond the sky, who once came to this world to sow the first seeds of chakra for reasons far from benevolent. Otsutsuki are parasitic entities of incredible power and the genetic originators to several of the greatest clans in the shinobi world.

They appear quite human but have white skin, pale hair, and a pair of flat horns of varying shape and arrangement. Wandering throughout space, they attempt to plant ‘God Trees’ on planets hosting life so as to concentrate that energy into a Chakra Fruit which grants godlike power and longevity, though most will refine and share the fruit rather than eating it directly.

To select this option and become a biological Otsutsuki, you must purchase the Senju Clan, Kaguya Clan, Six Paths Chakra, Hyuga Clan, Uchiha Clan, and Rinnegan bloodlines. A stand out trait of Otsutsuki beyond the powers of the listed is that the outstanding potency of their chakra allows them to perpetuate their will after death as a kind of ghost.

Otsutsuki also tend to develop one unique ability unto themselves standing out from their distant relations, often a mutation of their eyes. Shrinking and growing themselves and inorganic matter to an excessive degree, or perception of invisible barriers crossing between dimensions are but two possible examples.

Although you have the biological constitution of an Otsutsuki, you are a fledgling of sorts, or a newborn by their standards. Your potential is greater than virtually any shinobi alive, but like any other option your current development is associated with the Experience level you start with.

Being an Otsutsuki, you also have the potential to develop the Tenseigan with the right resources. These powerful eyes can endow a unique chakra cloak on the user, as well as being one method of obtaining the usage of Truth Seeking Balls.

Keep in mind that these eyes will give greater benefits the greater your own chakra is, similar to other chakra cloaks. You won't be cutting moons in half unless you're already a very big deal.”

❖❖DOJUTSU❖❖

"Dojutsu" are bloodline ability that manifest in the form of special eyes native to the clan that holds them. Dojutsu are normally active abilities with different forms between inactive and active states, requiring chakra to keep switched on.

Unlike many bloodlines, one can technically steal dojutsu by replacing one's own eye(s) with the stolen eye(s) of someone who possesses this kind of ability. The downside is that the eye(s) tend to be weaker in some way compared to one who naturally holds them.

In some cases the eyes can't be "switched off" and cause persistent chakra drain unless covered or sealed when not in use. In other cases the ability is just flat out dulled compared to the original, such as reduced range or greater costs to use its power.

>**Byakugan/Hyuga Clan** (200NP) - "Special eyes of the Hyuga Clan of the Leaf Village. The Hyuga Clan are a prestigious founding clan of the Leaf Village that are incredibly possessive of their power, even placing seals on branch family members to control them and destroy their eyes on attempted removal.

While inactive they appear as gray or lavender discs - pupil and all - which gives the impression of blindness. While active, they gain a certain intensity and the veins on one's face near their eyes bulge out noticeably.

Byakugan can essentially be called super eyes, enhancing the various functions of an eye. Their vision can penetrate most surfaces such as walls, the ground, skin, and so on. Byakugan have near 360 degree vision, with a single blind spot expanding out from their first thoracic vertebrae.

Byakugan can even focus their expansive, all-encompassing vision to look further out in any direction or inspect a particular target in greater detail. The exact range varies between individuals, but this can be trained to a dramatic extent.

While active, the Byakugan even allows the user to see chakra, and can do so with an intense degree of detail. This is used alongside the Hyuga Clan's Gentle Fist style to directly attack the enemy ninja's chakra system, blocking off pathways to prevent chakra flow in areas of the body.

Higher levels of Experience increase your potential range of vision, and skill in the clan's Gentle Fist style. One who only picks Byakugan will be born into the main branch, while those of mixed heritage or acquiring it in other ways may face issues with the Hyuga."

>**Future Telling** (600NP) - "The dojutsu of a lineage of sacred priestesses originating from the Land of Demons. These eyes appear to give pink irises with lighter colored pupils; like the Byakugan the user is not actually blind. The user has no means of directly activating their ability however.

Outwardly, the ability appears to be a form of foresight. The user will have visions of a time and place where they would die with great clarity, and the chance to correct such events. The truth is a bit more complicated however.

Whenever the user would die via unnatural means, their eyes activate and take on a shifting, geometric pattern with sacred significance. The user automatically expends a portion of their chakra to project their soul backwards in time with all recent memories, thereby allowing them to alter fate.

As this ability stems from the power of chakra, one will not be able to revive if entirely exhausted of chakra. As this ability only influences the soul, only growth of the soul would transfer backwards in cases of revival.

Abilities that damage the soul overcome the ability, and abilities that destroy the soul would cause a true death that these eyes would be unable to overcome. Higher levels of Experience do nothing as this is an uncontrollable ability."

>**Ketsuryugan/Chinoike Clan** (400NP) - "The dojutsu of the near extinct Chinoike Clan. Members of the clan have purple irises, but when the Ketsuryugan is active their irises become black, their sclera and pupils glow red, and their pupils elongates like a goat's.

The Ketsuryugan's abilities can be categorized into two sections. The first is its potent genjutsu abilities which can be activated through eye contact or skin contact. Powerful users of the eyes can hypnotize enemies, or even extract memories from them using this facet of the eye's power.

The second is its incredible power over 'any liquid with high iron concentration.' This naturally means blood and those proficient can inflict a great variety of terrible fates on those with open wounds, but it also works on iron rich hot-springs, or bloodied bodies of water.

The techniques that users of the Ketsuryugan become capable with under the right circumstances resemble Water Release, but much hardier and destructive. Higher levels of Experience allow one greater feats of genjutsu and 'iron rich fluid' manipulation like some mentioned above."

>**Ranmaru's Dojutsu** (300NP) - "An unknown ability held only by a single, sickly boy. It may have been born with him, and died with him. The user's eyes are red by default, but otherwise unremarkable. When active, they begin to glow red but do not transform like other Dojutsu often do.

As with many dojutsu, this one gives the user the ability to see chakra. Their perception is quite refined, being able to notice small changes in chakra to tell if someone is under genjutsu, or an altered state. They're even able to specifically see the target's life force.

More notably, this dojutsu provides control over a strange, red chakra particle that acts as the vector for their other abilities. As these particles form a ring over a solid surface, Ranmaru was able to see through it similar to Byakugan's own penetrative vision, as an example.

This dojutsu also makes use of these particles to form illusory constructs noteworthy for their ability to trick other dojutsu, which often have the ability to see through or cancel genjutsu with ease. These constructs are finely made, even simulating fake chakra circulatory systems.

As the user pushes these particles out, they can use them to 'see' and 'hear' even from long distance by using them as a vector for these senses. In fact, this dojutsu appears to give heightened analytical powers that help the user understand whatever they're studying.

A target that sits still and doesn't resist could even have their minds read by someone with this power. Despite the user most likely not wishing to use it, this bloodline also allows one to trade their life force to another, reviving the recently deceased at the cost of their own life.

Higher levels of Experience are vague in what they provide, due to the singular instance of this ability belonging to a child of relatively low training. One may surmise that their sensory abilities and illusory constructs will become greater in strength however."

>**Sharingan/Uchiha Clan** (600NP) - "The well known and infamous dojutsu of the near extinct Uchiha Clan, one of the founding clans of the Leaf Village. The Uchiha Clan were once known as one of the two strongest clans in the world of ninja because of this power.

The Sharingan must first be unlocked by most Uchiha before they can be used, requiring some training in chakra and the experience of a powerful emotion: loss, hatred, or stress being more common but positive emotions also being possible.

When active, the Uchiha's eyes go from black to red with 'tomoe' found in each eye. The more tomoe found in each eye, the more mature the Uchiha's Sharingan, up to three in each eye.

The Sharingan's abilities are great and many, but have been summarized by some into two broad groups. These are the 'Eye of Insight' and the 'Eye of Hypnotism.' The former, to begin with, gives the user the ability to see chakra while the Sharingan is active.

While the user can take in various details about chakra and can potentially even pick it up through walls, it lacks the true penetrative vision of eyes like Byakugan. The user is also bestowed with extreme visual clarity which allows the Uchiha a number of feats.

This includes the ability to read lips, perfectly mimic the movements of another person, pick up fine details like flexing of a target's muscles to determine lies, and other such abilities.

More notable applications of their visual acuity is high speed motion tracking that can reach predictive capabilities at full maturity. This allows the Uchiha to reposition and counter enemy techniques before they've even been made.

The main weakness of such predictive ability is that one needs the physical abilities to keep up with what their eyes are telling them, something that isn't always possible. It's thanks to their visual acuity that they can also copy enemy hand seals however, leading to the final 'Insight' abilities.

Due to a combination of their visual acuity, chakra perception, and their Sharingan's power to perfectly memorize everything they see while the eyes are active, the Sharingan can automatically copy almost any ninjutsu, genjutsu, or taijutsu techniques they perceive.

As one would expect, the user must have the prerequisites to copy such techniques, barring them from copying bloodline specific techniques or those requiring strange anatomy. Otherwise, their ability to copy is great, and they may modify such techniques on their own time.

The latter abilities, the 'Eyes of Hypnotism' primarily involve the Sharingan's expansive, innate genjutsu abilities. The Sharingan at all levels can apply genjutsu on others through eye contact alone, which become more difficult to resist with the strength of the user in question.

Applying normal genjutsu that confuse the senses is one potential application, but more common is the inducement of hypnotic states to put a victim directly under the user's control.

As with other genjutsu, the effects can be resisted or broken, with this becoming easier if the Sharingan user's attention is split over multiple targets. The very strongest Uchiha were even able to put Tailed Beasts temporarily under their control however.

The Sharingan's abilities do not actually end here though. Available to all those who possess these eyes are a pair of secretive forbidden techniques by the name of Izanagi and Izanami. To cut down on the already great degree of bloat, these descriptions will be moved to the **Notes** section.

Higher levels of Experience increase the maturity of one's abilities, and give more experience with copying or reading others and manipulating them with the Sharingan's various genjutsu-like abilities. It won't take much to have them reach "full maturity" of three tomoe in each eye however.

Additionally, one is given certain options relating to Experience. At upper levels, one is allowed to to opt into greater forms of the Sharingan called 'Mangekyo Sharingan,' or 'Eternal Mangekyo Sharingan' at the very highest level.

These are transformations of the base Sharingan that come with significant and unique powers, but also with burning memories of past trauma. They are also highly variable in their manifestation though, coming with different benefits from one to the next.

To save space, these eyes will not be covered within this document, so one is advised to do independent research to make sure the choice is right for them. As the choice is left in your hands, so is the way they manifest."

>**Rinnegan** (---) - “The Rinnegan are a mythical dojutsu in modern times, the eyes of the Sage of Six Paths which most only believe to be legend at this point. Although they are possible to find in the modern world, it is only under unique circumstances to be detailed later.

The Rinnegan appear as faded purple or gray orbs with concentric circles rippling out from the pupil. Before even getting into its unique powers, Rinnegan bestows the owner with an incredible amount of chakra, which is overwhelmingly potent compared to the user's peers.

The Rinnegan, as with other dojutsu, has acute chakra perception abilities allowing them to see chakra in and outside the body, as well as otherwise invisible chakra barriers. Users also have effortless mastery of all five basic elements, and extreme talent with all forms of jutsu.

Rinnegan wielders have a large number of abilities, starting with the ‘Six Paths Technique’ appropriately split six ways. The first is the Deva Path, which can command attractive and repulsive forces. Someone powerful enough can even create miniature moons or crater villages.

The second is the Asura Path, which can mechanically alter the user’s body. It may not make sense, but yes, the Rinnegan user can use this power to unleash missile salvos from their body, or transform their hand into a powerful laser cannon.

The third is the Human Path, which can grab hold of the enemy’s soul by placing their hand on the target’s head or chest. While grabbing onto the victim’s soul the user can obtain information and secrets within the target’s mind, however this is an inevitably lethal ability.

The fourth path is the Animal Path, which can summon a variety of great beasts without blood or hand-seals. These creatures can later be revived even if killed. Rinnegan users can also learn to summon comrades directly using the powers of this path.

The fifth is the Preta Path, which has the ability to absorb chakra. This can be performed through contact to weaken or kill enemies. It can also be performed through the formation of a chakra absorbing barrier around the Rinnegan User which can neutralize enemy ninjutsu.

The sixth is the Naraka Path, whose power relies around the summoning of ‘the King of Hell.’ The summoning calls forth a great, monstrous head from a ring of flame. When grabbing an enemy, the King of Hell will reach forward with a tongue shapes as arms to grab the target’s soul.

When the user asks the target a question, the King of Hell judges them. If they answer honestly, their soul is released. If they answer dishonestly, their soul will be devoured and their life ended immediately. The King of Hell has more abilities than that however.

The King of Hell can store bodies and souls within its mouth, particular souls extracted by the Human Path. At a later time, the King of Hell can then regurgitate fully restored bodies, and or release stolen souls back their original body.

After the Six Paths technique comes the ‘Outer Path.’ It is treated as a seventh, tertiary piece of the Six Paths technique with its own variety of powers, the first of which being the vector in which a self-sacrificing technique can be performed to revive the dead, potentially en mass in a given area.

After that is the formation of ‘black receivers’ that allows the Rinnegan user to broadcast their will and chakra over a distance. The user can use this power to disrupt the chakra flow in those pierced by the rods, or form them into piercings.

These ‘piercings’ would allow the creation of high end puppets using human corpses, assigning these ‘corpse puppets’ one of the Six Paths of the Six Paths technique. Each corpse manifests a faux Rinnegan, and acts as an extension of the user’s will.

Rinnegan users may also summon and control the Demonic Statue of the Outer Path, the husk of an immensely powerful once sealed tightly inside the moon. This statue can also be used to siphon and store the power of the nine tailed beasts as part of a greater act.

Rinnegan may only be acquired when the chakra of Asura and Indra are allowed to mingle within one body, these being the ancestors of the Senju and Uchiha clans respectively. That said, even the transmigrated host of Indra spliced with Senju Cells took decades to awake them.

By purchasing the Senju and Uchiha bloodlines from the above section, you will secure the necessary physical components to awaken these eyes. We’ll meet you halfway and give you the spiritual components thusly, but there is no other way to obtain them ‘naturally.’”

❖❖CUSTOM❖OTHER❖❖

>**Implanted Doujutsu** (100/200/300/600NP) - “These eyes of power, such glittering jewels. So easy for a greedy shinobi to pluck for himself. Bloodlines have always been a way for the average shinobi to rise above his peers, causing no small amounts of jealousy in some.

Such envy has led ninja to create ways to steal bloodlines and of such ways, doujutsu are the most easily taken. You've been implanted, or have a healthy eyeball stored away safely, with a certain Doujutsu. The Byakugan, for 100NP, or the Sharingan, for 300NP.

Such a surgery has granted you power, the ability to use the doujutsu. But there are downsides to it. Biological incompatibilities mean that the eye will constantly drain chakra from you, unable to be de-activated naturally, and requiring external measures such as fuinjutsu to safely seal. An eyepatch might be in order.

The abilities of the doujutsu tend to be somewhat weaker or not fully accessible as well, particularly with only one eye implanted. The unfortunate price of power.

Additionally, you may gain a large number of extra eyes in safe storage containers by paying more points. For 200NP, you can have ten spare Byakugan. For 600NP, you may have ten spare Sharingan eyes. These storage units will not refill after use, so expend the eyes wisely.”

>**Custom Bloodline** (Variable) - “There are a large number of bloodlines on offer in the sections above. Despite that, if you still feel as if nothing is of interest, but you do have fantasies of something you think would be more fitting, look no further for freedom is now on the menu.

The rules are simple: make something that could reasonably fit in this world, pay whatever amount you think that ability is worth using the bloodlines in the sections above as references.

Minimum pricing is 100NP, maximum pricing is 600NP. No making anything better than Sharingan or Future Telling, but otherwise it’s all up to you to figure out the specifics.”

>**CUSTOM CLAN** (100/300/500NP) - “You were given options here and there to attain some form of family, but many of these established families came with their own allies, enemies, and hangups.

If you desired control over the circumstances you were born into, while still having the safety of a ninja family backing you, we can provide that. The following section you may use ‘Clan Stipend’ points to design your own clan.

The number of points allotted for this task is based on how much you spend on this option. 100NP nets a lesser clan and 300CS to customize it. 300NP provides a moderately good clan with 600CS to spend on customization. 500NP provides a greater clan with 1000CS to spend on it.

Regardless of what your clan is like or how you customize them, you are also given the choice of if you’d like to bring them along or not. They will function as followers if you do take them.

An additional clarification. Humans obtain a clan as described above and below. Summon Animals will be designing their summon clan, with most options carrying over. Mecha and Demon however, if buying into clans, will have a clan of lesser beings due to the innate power of their races.

Note: Companions may not purchase a Custom Clan due to balance issues relating to a potential joint military force made up of Greater Clans.”

>**Status** - “The Status of a clan is the degree of recognition and respect they’ve earned over the course of their existence. Smaller clans with little history may be unknown to most, while older clans would have the connections and sway to meet with Daimyo and others of political importance.”

>>**Lesser** (Free) - “Whether because of their recent formation, being sidelined, or shameful acts, your clan has little importance politically. They’re unlikely to sway their own village over important decisions, much less make waves with those who run the country.”

>>**Moderate** (100CS) - “Your clan is known among the elemental nations. Your local ninja village’s inhabitants will likely give clan members a degree of respect, and the leadership will appreciate the clan for its past contributions regardless of its current state.”

>>**Greater** (200CS) - “Your clan holds status equivalent to royalty, at least within the local ninja village or country it belongs to. Civilian members could comfortably mingle in the courts of aristocracy. The clan’s leadership likely holds a significant amount of sway in their local politics.”

>**Wealth** - “Wealth dictates how well off your clan is economically. Clan wealth determines not just money, but what the clan can afford to give its members.

Are the members essentially left to make their own way, or do they have backing for various supplies and tools? This wealth could stem from past exploits or current businesses.

>>**Lesser** (Free) - “Your clan is either destitute or close to it. Ninja belonging to your clan are essentially expected to pay their own way through their career. Good luck if you get seriously injured, you might need to rely on the charity of others for groceries.”

>>**Moderate** (100CS) - “Your clan has moderate funds that allow them to endure tough times and care for its members. This likely stems from successful past members, or small associated businesses.

Basic ninja tools and supplies will be provided to the clan’s members and regularly replaced. The crippled or retired are given financial aid, though it’s mostly what’s necessary.”

>>**Greater** (200CS) - “Your clan has great or even excessive wealth. More likely than not, this wealth stems from a major business the clan owns. Maybe they’re big into textiles, or have exclusive rights to cultivate a high demand cash crop.

This allows them to procure and supply high end tools, clothing, and services to their members. Only the most reckless spending may become an issue for your clan. Having the clan regularly pay for lunch is a-okay though.”

>**Size** - “The Size of the clan is quite literally how many members it consists of. The smallest clans can consist of a single family, while the largest clans could populate their own small village. Larger clans are composed of multiple families with a shared lineage.”

>>**Lesser** (Free) - “Your clan consists of a small number of core families, between one and three. Virtually all members of the clan are direct relatives with common ancestry, and usually require external blood to keep the clan going.”

>>**Moderate** (100CS) - “Your clan consists of multiple families that are related to one another, either closely or distantly. The scale of your clan is great enough that there may be distinct ‘branches’ to it. Your clan may be a significant force when their local village goes to war.”

>>**Greater** (200CS) - “Your clan is incredibly large, with a multitude of families constituting it. Members of the families can be of distant enough relation that intermarrying may not be uncommon. Your clan’s ninja are numerous enough that they could form a small army unto themselves.”

>**Property** - “This is essentially the land and structures that your clan officially owns. This is distinct from wealth in that poor or weakened clans may have inherited a great deal of land from ages past. This is about genuine ownership, meaning your village can’t legally take it, but you can sell it.”

>>**Lesser** (Free) - “The families composing your clan may own the homes they live in, but not much more than that. If your clan has some form of business associated with it, they likely own the structures but maybe not the land they sit on.”

>>**Moderate** (100CS) - “The clan has a compound unto themselves; essentially a gated community or super mansion within their local ninja village or country. This place has housing for its members, and other structures such as an armory or warehouse for supplies, and their own training grounds.”

>>**Greater** (200CS) - “Your clan has all of the above and more. Conquest or wealth in ages past means your clan has properties and bases throughout their native country. It wouldn’t be unlikely for them to have their own village somewhere, or a whole mountain under their name.”

>**Strength** - “Whatever your clan might own or be known for, it doesn’t matter as much as their strength in times of war. This determines how strong your clan is compared to other ninja, and how good they are at raising up the next generation.”

>>**Lesser** (Free) - “Yours is a relatively weak clan with few to no unique benefits unto themselves. If any clan members managed to attain the rank of Jonin, you could count them on one hand. Something significant needs to change if your clan is to attain some status as a war power.”

>>**Moderate** (100CS) - “Your clan is a moderately strong clan. Members of your clan have distinct advantages over the average ninja, likely growing faster and stronger than most. A respectable number of members attain the reach of jonin, and your clan can contribute in times of war.”

>>**Greater** (200CS) - “You have a powerful clan feared by anyone aware of their strength and abilities. Many members of your clan eventually attain the rank of jonin, and it may produce legendary ninja every now and then. Dangerous and watched out for by your village’s enemies.”

>**Culture** (100CS) - “Without this option you may dictate what your clan is like within reasonable norms. If you wish to give them some truly strange or questionable customs that appear almost illogical by the average person’s perspective, then you buy this.

This allows you to to dictate the customs, traditions, and general culture of your clan. Perhaps branch families get branded and treated as slaves, or maybe all of them are trained to be totally okay with even the creepiest, crawliest bugs.”

>**Allegiance** (100CS) - “Many clans have formed alliances between each other. Some of these alliances were even formed before the ninja villages themselves. With this option you may now select a clan of your home nation that your clan holds some deep alliance or friendship with. This is comparable to the relationship between the Akimichi, Nara, and Yamanaka clans.”

>**Specialty** (Free/100CS) - “Your clan has some broad, inherent specialty for some common branch of the ninja arts. The options would be taijutsu, genjutsu, ninjutsu relating to one of the five elements, or bukijutsu/weaponry.

They’re just better in this field than average ninja, although how much depends on the clan’s Strength. Your clan will likely have some basic techniques relating to that field that they’re particularly good at. All clans get one instance of this, but more can be purchased for 100CS.”

>**Hidden Techniques** (Free/100CS) - “Your clan possesses unique techniques which are kept secret from those outside the clan. These techniques relate to one of your own Perk purchases, generally falling under the same banner.

The variety and strength of these techniques is based on the clan’s Strength. The importance of this purchase is fact that your clan’s members have training and knowledge of the techniques at various levels, giving you close allies who can help you grow with them.

All clans get one instance of this, but more can be purchased for 100CS. If your choice is a guarded technique or jutsu that was created by someone, such as Living Corpse Reincarnation, it is likely that your clan only knows something similar. You may opt into this alternative for yourself.”

>**Bloodline Clause** (-) - “This isn’t an option you need to pay for. It’s basically clarification that if you have a bloodline, that you may make this the custom clan’s bloodline. This is mostly intended in case you buy a custom bloodline, but will also apply if your purchased bloodline belongs to an unknown or ill-defined clan or family in canon.”



ITEMS

The below section is filled with a large variety of items and equipment. As before, you are given a number of floating discounts to that may be applied freely. Two 50NP freebies, two 100NP discounts, two 200NP discounts, two 400NP discounts, and one 600NP discount.

Some alternative purchases of certain items are priced at 300NP, 400NP discounts may be used to discount these. You will also be given a 400NP stipend for this section, but it may only be used on items priced 200NP and below. Discounted 400NP items are not applicable for the stipend.

>**Forehead Protector** (Free) - "A strip of cloth with a metal plate attached, often with a symbol engraved on the plate. The pride of a ninja, even one without a village. Almost as long as there have been ninja, they have kept their protectors close.

Yours has the symbol of your home village on it, perhaps with a slash to mark your abandonment of that village, or even a personal symbol of your own choice. Despite the name, ninja will often wear it in alternate fashions, such as a necklace or armband or even a belt.

Through a quirk of fate, the forehead protector will never be scratched unless you intend it."

>**Standard Ninja Toolkit** (50NP) - "A pouch covered belt that contains all an aspiring ninja will ever need in the field. Kunai, senbon, shuriken, ninja wire, makibishi, a smoke bomb or two, rations, a basic first aid kit and a sturdy few camping tools. Not too many of each but they slowly reappear when used or lost. It'll save you a few Ryo at the ninja-mart over the years, at least."

>**Scrolls** (50NP) - "All part of the ninja aesthetic. The favoured method of writing is on these rolled pieces of paper or parchment, making for easy storage. The protected outer layers help in the dirty places ninja often go to.

You've got a lifetime supply of such scrolls, high quality stuff that'll serve well for any budding Fuinjutsu artist. You'll be able to find a few blank scrolls nearby each day and even one or two well made storage scrolls every week, seal scrolls that can store various non-living objects in a hidden space."

>**Personal Weapon** (50NP) - "A basic weapon of some kind. Well made and sturdy, it won't be snapping just from clashing a few times with enemy ninja. A sword, axe, spear, bow, or other form of mundane weapon are all appropriate choices here. A starting point for Bukijutsu specialists.

This option can also represent the stranger weapons found, such as fuuma shuriken or even man-sized kunai. From whip blades to razor hats, all sorts of ninja tools abound."

>**Medical Kit** (50NP) - "The dearest companion of all Medical Nin. A small case containing everything one needs for on the spot battlefield surgery. Sterile equipment, plus the tools to clean your subject as best you can, as well as a range of surgical tools.

First aid gear comes as a necessary measure, as well as a range of antidotes to many commonly used Shinobi poisons and biological agents. It's no substitute for the hospital but it will save lives. The resources here will slowly replenish once used or broken."

>**Seal Kit** (50NP) - "The core to any sealmaster's work. Reams of high quality paper, the sort that won't tear at high speed movement or be damaged from water soaking. These are packed tightly into a pouch, which also carries a number of writing implements and several ink holders. All these resources replenish soon after and are quick to be retrieved from the various pouches."

>**Bingo Book** (50NP) - "An uncommon find. The personal bingo book of a veteran ninja of your village. In it are profiles on the notable ninja and missing-nin of your own village and all other factions of note. Nothing secret is found within, the information here is what most villages would give to their ninja about their enemies, but it's terribly useful to have all in one place.

Your special, Jump-purchased Bingo Book will update with similar information in future worlds for relevant individuals within those worlds."

>**Cat Ears** (50NP) - “Fluffy cat ears made by a cat fanatic. When worn, cats will see you as one of their own, even intelligent Nin-Cats. Only the oldest and most powerful felines will be able to see through your disguise, unless you take the fluffy ears off. Then the jig is up. Cats are notoriously furious when fooled, so make your escape swiftly.”

>**Eye Scope** (50NP) - “A rare and expensive device. A scope that fits over one eye, not hindering your vision but allowing you to instantly zoom in across huge distances with just a twitch of your facial muscles.

Giving you a clear visual even from miles away, the scope automatically measures distance, making for a perfect companion to any long ranged combatant. It does absolutely nothing to protect against Genjutsu, so be careful what you peek at.”

>**Ninja Armor** (50/100/200NP) - “Most ninja don’t rely on armor, given their preferences for agile combat and quick battles. But not relying on something doesn’t mean you can’t appreciate a little of it. This option covers the various forms of mundane protective gear found in the world.

The first tier - costing 50NP - represents the common Flak Jacket that most shinobi forces rely on. Providing moderate protection to the body without hindering limb movement, it also includes a range of useful pockets and hidden slots for any ninja tools. This could cover any kind of light armor as well, such as small breast plates to protect the heart and lungs.

The second tier - costing 100NP - represents heavier kinds of armor rarely seen. Shinobi Battle Armor that was traditional in the Warring Clans periods can be found here, providing good protection against mundane blows but still not replacing chakra reinforcement against serious hits.

The third tier - costing 200NP - would consist of an unusual, custom piece of armor made of chakra metal. Rare are ninja who wear heavy armor in the first place, and rarer yet are those with techniques that emphasize it, but this armor accentuates such techniques nonetheless.”

>**Smoke Bombs** (50NP) - “A ninja’s perennial friend. A bag full of smoke bombs and tags, creating a burst of thick white clouds immediately on use. The classic way to make an escape or hide one’s presence. The tags work much like explosive tags, able to be activated remotely.

Though few in number, you also have several poison smoke variations. Each one filled with some nasty poison to hurt or kill those breathing it into unguarded. The bag will replenish in time with more supplies.”

>**Weights** (50/100NP) - “How else are you going to get stronger, except by strapping increasingly heavy weights and running around town? These bars are easy to use training weights, able to be connected and wrapped together for a range of possible positions.

Right now, each bar weighs ten kilos and you receive forty of them. For a ninja in training, it’s a nice start. If you pay 100NP instead, you can regularly receive heavier sets of weights from a friendly sponsor that wishes to see young men flourish in their youth. Every time a set of weights gets too easy to wear, a new set arrives that weighs enough to slow you down greatly.”

>**Puppet** (50/100/200/300/400NP|200NP) - “The trade tools of Suna’s puppeteers. A ninja puppet is a weapon made in image of life, such as a human or animal, from wood and metal. These materials are specially treated, meant to complement the chakra strings that puppeteers wield so that the puppet can be manipulated with a thought.

At least in the hands of a capable puppeteer. A puppet can act as an extension of its’ wielder, enhanced with chakra yet able to accomplish feats of agility or combat that few humans could match. Some are living armories, hiding dozens of weapons on their bodies, while others possess brutish toughness, particularly larger puppets.

For 50NP, you receive a basic puppet. While competently made, it has little special about it. Taking the form of a human or similarly sized animal, it only has one or two weapons and is likely constructed simply. What a puppeteer might start with or build as his first puppet.

For 100NP, you receive a proper puppet that would serve any Suna puppeteer well. The equal of Crow or Black Ant wielded by Kankuro, these are built tough and equipped with numerous special features, from weapons to poisons to explosives.

For 200NP, you can receive 10 basic puppets in a single purchase.

For 300NP, this may be 10 advanced puppets or a 100 basic puppets.

Finally, for 400NP, you can have a collection of a hundred advanced puppets. For most puppeteers, this simply provides a wide variety of tools to use, as it would take an inhuman amount of skill to control more than ten puppets at a time. Even ten would be the work of a master.

Instead, for 200NP, your puppet will be the result of forbidden arts. A Human Puppet, a corpse converted into a powerful artificial weapon. It has the attributes and construction of a 100NP puppet but also receives 800NP to spend as if it were a newly created companion, representing the abilities and skills it held in life.

Human puppets are the hardest to control of any of this type of ninja tool, requiring an expert puppet-master to bring out even a fraction of their living power. Sadly, with current techniques, even a master puppeteer cannot truly replicate the power that top class ninja wielded in life. Human puppets may only be bought one at a time.”

>**Money** (100/200/400NP) - “Even the strongest Shinobi needs some ryo, every now and then. Be it savings, inheritance or fortune, you’ve got a fair bit saved and safely locked away.

An initial purchase contains enough currency to live a comfortable life as a civilian in a hidden village for your ten years here. You might even have a proper house of your own, instead of just the apartments most shinobi use as cheap accommodation.

This and later purchases will take effect in other worlds, to similar end results.

For 200NP instead, you’ve made some larger investments. You might own a business, or even several smaller ones, that bring in that much more money. You’re mostly self-sufficient now, living in comfort and even relative luxury at some points, while requiring only a little work to maintain your stores. Whatever those stores might be.

At 400NP, you’ve come into enough financial power to rival the larger organizations in the world. Large companies like Gato Shipping or even smaller kingdoms like the Land of the Moon. It might be a company, various investments, a massive hoard of treasure, you have a vast amount of wealth.

Though likely spread out and difficult to use all at once, you’d be able to provide a significant amount of the funds a major Hidden Village needs to function if desired. Maybe even prop up a minor one all on your own. Such wealth can make you a target, particularly without personal power of your own or capable guards, as criminal ninja often ransom off the wealthy but weak.”

>**Chakra Weapon** (100NP) - “A weapon made from a specially treated material. Taking on the form of some kind of mundane weapon - melee traditionally being better - it is extremely receptive towards chakra. Any Chakra Flow techniques that a wielder possesses are far easier when used in concert with this weapon, as it naturally absorbs and releases chakra according to the user’s will.

A Chakra Blade might vibrate at high speed in response to Lightning Chakra or cut with extreme sharpness and distance when imbued with Wind Chakra. The weapons, due to their material, are difficult to break even for high level Shinobi.

This purchase can instead be used for two smaller weapons, such as two trench knives or claw gauntlets, instead of one larger one. Alternatively, one may elect to have a small salvo of throwable weapons such as basic shuriken, senbon, or kunai made from the material, though recovery is your responsibility. This stuff doesn’t grow on trees ya know.”

>**Kabutowari** (100NP) - “One of the Seven Swords of Mist. This chakra weapon takes the form of a large axe attached by sturdy rope to an even larger hammer. As sturdy as any chakra weapon, able to channel chakra in the same fashion, these are among the more unique mist blades.

The intention is to use the hammer to slam down on the back of the axe, breaking any defence open. Using the rope to do that is another matter entirely.”

>**Nuibari** (100NP) - “One of the Seven Swords of Mist. Taking the form of a long and narrow needle, this ‘longsword’ is a particularly cruel weapon. The wire attached to the blade can be easily threaded through anything that the sword pierces, binding it together with other victims.

The sword and the wire are both made of chakra weapon material, making it difficult to break free and easy to channel deadly energies through. The wire seems to never run out, letting you bind dozens of unfortunate souls together with the right skills.”

>**Chakra Disruption Tools** (100NP) - “A range of binding tools designed to inhibit or entirely seal the chakra of any wearer. From manacles to chains to collars, it’s a veritable dungeon of materials. If successfully locked onto a wearer, they’ll find their chakra lessened or disconnected entirely from their control. However, even the heaviest duty device here can only restrain so much. More chakra than a capable Jounin has access to can leak out and eventually break the restraints.”

>**Blue Fire Powder** (100NP) - “A special substance made from potassium, sulphur, charcoal and other ingredients. When exposed to water, this powder reacts in a powerful explosion. Small amounts can react to just the moisture in one’s breath but clever uses have begun to place the powder into cylinders filled with rocks, making for dangerous projectile weapons. You receive a sealed bag of the powder, a few kilograms of the stuff, and it’ll restore a few days after being emptied.”

>**Communication Devices** (100NP) - “A central part of the Shinobi war efforts. This set includes both technological and chakra based tools. Radios, wireless headsets and easily hidden communicators each running on electricity. There are also longer ranged and larger communication tools, including ones that require the entire body of the user to be linked, but can transmit across the elemental nations to prepared receivers by draining on the user’s chakra.”

>**Curry of Life** (100NP) - “The secret recipes to a most amazing dish. A curry possessing spice so powerful that it can shock the unconscious or dying back to the alert world, perhaps long enough to get actual medical treatment.

The sheer red hot spice of the dish leaves it a crimson red, sure to very slightly increase the strength of anyone who can actually survive eating the dish. If you can handle this spice, there’s nothing that can scare you. Those too weak of heart might be left unconscious from it’s power.”

>**Explosive Tag Bag** (100NP) - "A satchel with row after row of explosive tags packed within, totaling several hundred all up. These are scripts of paper with special seals written on. When infused with chakra, they become powerful bombs. A single one could smash a hole in a brick wall.

They can be activated instantly after chakra is embedded, even from range by the one who set them up. But they can also be set on a time delay, allowing for the common practice of linking exploding tags to thrown weapons for an extra bang.

Being soaked in water won't stop the explosion and the seals have an adhesive that makes it simple to stick onto any target, even an enemy. The bag will restock at the end of each week.

Included in a smaller section of the bag are a few dozen Flash Tags, as well. Working identically to Explosive Tags, these instead produce a blinding flash of light. It can even damage the eyes if seen too close without protection."

>**Ninja Info Cards** (100NP) - "Don't worry too much just yet. Maybe you can get some help with these Ninja Info Cards. A deck of cards that appear blank until the right chakra signature is used on them. A range of information then appears, each card detailing the general capabilities and reputation of a given ninja.

A bingo book would have about the same level of detail but what makes the Ninja Info Cards so useful, is that you can pull out a card for anyone you meet. Even people the hidden villages wouldn't know anything about."

>**Shinobi Drugs** (100/200NP) - "A variety of useful drugs created for Shinobi. Your first purchase gives you a range of health supplements and ration pills, stuff that keeps a Shinobi healthy on longer missions. They taste terrible but they do well enough at replacing food while storing much easier.

You also have a small supply of Blood Increasing Pills, which are potent medicines that do exactly what they say, and Military Ration Pills. These powerful stimulants restore one's stamina and chakra continuously, allowing for continual battle for hours or even days on end with little rest.

The end result is total exhaustion however, if not worse injuries. All these medicines will replenish every few days if used.

For an extra 100NP, you can also receive a secret stash of the Akimichi Clan's Three Coloured Pills. These pills instantly convert portions of the body's fats into chakra, providing a large boost in power at the cost of damaging the body.

The green Spinach Pill provides a moderate boost but is fairly manageable. The yellow Curry Pill can provide a temporary increase of power several times over but carries a serious risk of permanent damage. The red Chilli pill is said to convert all fat in the body to power, multiplying a ninja's power more the fatter they were, but leaves the eater on the edge of death. Only advanced medical treatment with knowledge of the pill's effects can hope to save the user."

>**Kunai Launchers** (100NP) - "The precursor to even deadlier ranged weapons, the Kunai Launcher is a handheld machine that can automatically fire kunai at the press of a button.

It has a high rate of fire, firing several projectiles per second, and having good accuracy even over a hundred or two meters away. The launchers, of which you have two, can hold a surprising number of kunai and come with easily reloadable cartridges.

It won't take you more than a few seconds to add a few dozen kunai back into it. The launchers come with the notes on the creation of this technology, as well as larger variants that fire more or bigger projectiles."

>**Poisoner's Kit** (100NP) - "The most unpleasant part of any ninja tool-set. Poisons are as useful as ever and ninja have been productive in making ever more deadly substances to use against each other.

This pack contains a wide variety of poisons, chemicals and corrosive agents intended to be used with the ninja arts. From paralytics to poison that causes agonizing pain to simple death dealers, this can turn your existing weapons into far deadlier tools.

There's instructions and tools for making more, not all that expensive either, in case you wanted to work some large scale projects. What you have in the package will restore each week, though it'll last all but the most toxic shinobi a long while already."

>**Chakra Metal Supply** (100NP) - "A large box filled with the mined and refined material used in the creation of Chakra Metal weapons and armor. It's good quality stuff, with little to no impurity in the ore. Though you'd still need to be a skilled smith to forge it into it's final shape, what you have here is enough to create a full set of armor or a number of smaller weapons like swords.

It can also simply be sold for a fairly hefty price, given the value of such weapons. The amount will refresh about a month after being used up."

>**Elemental Tool** (200NP) - "A uniquely designed weapon or object that helps you focus ninjutsu of a particular elemental style. A pipe that assists in water jutsu centred around bubbles, a bracer to amplify sounds to lethal levels or even a massive folding fan that helps to harness the power of the wind.

The end result is that you can use your specially-made tool to enhance your elemental jutsu. Whether to notably increase their power or reduce how much you expend in terms of chakra. While well-made, the tool is not without limits and may fail to hold up to particularly mighty ninjutsu being channeled through it."

>**Elemental Gourd** (200NP) - "A sturdy container, easily slung over the back. It's filled to the brim with a specially prepared element of your choice or something close enough. It might be filled with water, sand, compressed air, incendiary powder or something else that represents a natural element.

Gold dust is about as rare as you can get. This material has been charged with your chakra, making it perform exceptionally well for elemental techniques that use the resources within. It's simply that much easier to control. There's a surprising amount packed it but it's not endless. If you've managed to use it all up, it'll replenish at the start of each day."

>**Jutsu Instrument** (200NP) - "A musical implement designed to be the perfect companion to a Genjutsu mistress. Whatever form it takes, it enhances the power and range of a Genjutsu by transmitting it through the music the instrument produces. Skillful play appears to heighten the power of such techniques even further. These instruments are manufactured with similar materials to chakra weapons, leaving them tough enough to smash bone or clash with kunai unharmed."

>**Kubikiribocho** (200NP) - "One of the Seven Swords of Mist. The demon decapitation sword is a massive cleaver, difficult for any but the physically brawny to wield. With two holes in the edge, it's an ideal weapon for chopping heads.

Exceptionally sharp and durable, it is a tool intended for protracted battles. Any damage the sword takes can be quickly undone, simply by soaking it in the blood of living things. The sword absorbs the iron from the blood to restore it's own blade. The sword itself is exceptionally durable, far moreso than most chakra weapons, and can also channel elemental chakra in the same fashion."

>**Shibuki** (200NP) - "One of the Seven Swords of Mist. A wide, flat blade that features a large scroll attached to the side. This scroll unfolds onto one side of the flat blade, revealing a seemingly endless number of high-power explosive tags.

These tags can be automatically attached to anything the blade strikes or flung out in long strips to be used as normal for the tags. They'll automatically explode after a few seconds, unless the user suppresses this for an ambush. The blade is made of chakra metal as usual but the scroll itself is near indestructible, perhaps some quirk of the seals used to make it."

>**Sword of the Thunder God** (200NP) - "A hilt with no blade. But when charged with chakra, a powerful lightning emission is created. The blade of concentrated electricity requires barely any upkeep from the user and can cut through most physical matter.

Even chakra can be sliced by it, though the blade can be temporarily shattered with enough power. It leaves paralyzing shocks in the bodies of living beings, doubling up on the danger. A more experienced wielder can have rings of lightning emit from the blades' path, shocking any caught inside the rings."

>**Flying Machine** (200NP) - "A glider-like contraption that allows for the miracle of flight. This man-sized golden machine is able to channel the users' chakra to provide continual thrust and lift in the air, letting the wearer fly as long as they can supply the energy.

The flight is quick and agile, keeping the users' hands free for jutsu seals or other attacks. This seems to be a prototype of some sort, as it doesn't require a prepared launching pad to take off. As long as you have a clear stretch of land, you'll be able to lift off with a run up."

>**Demon Sealing Crystal** (200NP) - "An emerald gem, mined from the same rock that the First Hokage's necklace originated. Not nearly as valuable, due to not being owned by such a legendary figure, the crystal gem is still worth a hefty sum. But it's powers are unique.

Abilities that control or suppress demons, even incidentally, are greatly empowered when this crystal is held. The gem responds to the chakra of the wielder, magnifying the effect of any sealing or warding techniques that are used against a demon like the Tailed Beasts for these methods."

>**Petrification Gauntlet** (200NP) - "A stone gauntlet to fit one hand. The user is able to manipulate rock and stone telekinetically, the gauntlet acting as an extremely efficient technique to move the substance. It can also petrify things it comes into contact with, spreading the effect deeper and wider the longer it is touching a person. Quick intervention with medical jutsu can reverse the process but more than a few hours and the petrification is permanent, often with lethal side-effects."

>**Samehada** - (400NP) - "One of the Seven Swords of Mist. This living blade doesn't cut, it shaves. The mass of dark scales ripples when it touches anything, the scales slicing away with edges to match any chakra blade. The hilt can extend and warp as the wielder desires, stretching the weapon to attack at odd angles, or even extending blades from the hilt to force away unworthy users.

Samehada hungers for chakra, its' basic sentience driving it to hunt down sources of energy for meals, and the merest graze of the scales can drain large amounts of chakra. A direct hit could shave away significant amounts even from a Bijuu.

The weapon can even absorb the chakra of jutsu, canceling them out. The more chakra it absorbs, the larger it will become, eventually wriggling with satisfaction in your hands.

The sharkskin sword can transfer chakra it absorbs to you, replenishing your vitality or even healing serious wounds in moments, though it always keeps a portion for its' own belly. A secret technique to fuse entirely with the weapon to become a shark-demon exists, though only those who bond intimately with it can unlock such a thing.

Samehada feeds on chakra and is particular with its' tastes. More distinctive and powerful energies make it shiver in delight. It has a noted distaste for fire-nature chakra as well. Though often it would only accept powerful ninja as a wielder, it appears to have a fondness for you.

It approves of your energy, however little it might be, and will crawl back to you if separated. If you treat it well and keep it sated, it might even cry when you're hurt."

>**Hiramekarei** (400NP) - "One of the Seven Swords of Mist. A wide, flat blade with two handles. The blade itself is dull, instead acting as a chakra battery able to store enormous amounts of energy. When the words 'Hiramekarei Kaiho' are uttered by the user, this chakra envelops the blade in a shining blue projection.

This chakra can be effortlessly shaped into different forms, turning the greatsword into a hammer, extremely long blade, even splitting it into two swords or firing the chakra as many needles at range. The more chakra stored into the weapon, the larger it is when finally released. Even moderate amounts can let Hiramekarei extend ten or twenty meters."

>**Kiba** (400NP) - “One of the Seven Swords of Mist. A pair of blades, though able to combine, with jagged edges. Imbued with lightning, they vibrate like a chakra weapon enhanced by lightning chakra, cutting through physical matter easily.

The thunder-swords greatly aid lightning jutsu, letting the user freely transform their chakra into that element and manipulate it easily. It allows for lightning jutsu to be cast without hand-seals and greatly amplifies the power such jutsu can demonstrate, while keeping chakra costs low.

Kiba can be used as lightning rods, attracting natural electricity or thunderbolts and converting it into chakra for the user. Even amplifying lightning chakra and returning it to the wielder is possible, making the two swords excellent for longer battles.”

>**Sword of Kusanagi** (400NP) - “The very blade of legends. A deadly longsword of many mysterious powers. The sword has sharpness beyond natural means, able to cut through almost anything in the world, short of a Jinchuriki’s stage two cloak or an adamantine staff.

It can be controlled through telekinesis, the current wielder moving it at high speeds with thought alone. The blade itself can extend in a flash, shooting to many times it’s normal length in a deadly surprise attack. Combined, it makes for an exceptionally lethal weapon that attacks alongside the wielder. It can even turn into a snake to move unnoticed, perhaps hinting at its’ true nature.”

>**Strange Meteorite** (400NP) - “A purple star that fell from the heavens many years ago. The rock constantly emits a special kind of radiation, one that can grant special chakra to any who spend time in its’ presence. In addition to making your chakra stronger, this special chakra is the secret to the Mysterious Peacock Method; a versatile and powerful way of manipulating chakra.

This technique allows one to shape their special chakra into a number of physical constructs much like the chakra cloak of a tailed beast but even more flexibly. Blades, beasts, blasts, and even functional wings can be made, among a large variety of other shapes and potential applications.

However, the meteorite’s radiation is deadly, slowly weakening the body and eventually causing total bodily shutdowns. Mastering the Peacock Method can slow this process but so far, nothing has been discovered to entirely remove the harm it causes.”

>**Hero Water** (400NP) - “A special tree, grown from a seed taken from Takigakure. While the location of the tree is in a hidden grove known only to you, it regularly releases small amounts of the substance known as Hero Water. Enough to fill a small bottle each week, far less than the original tree but at a much more constant rate.

This water holds enormous power, able to magnify the chakra of any who drink it by tenfold. Even a weak ninja can become mighty for a few hours with this in their system. But it carries a terrible price. The lifespan of the ninja that drinks the water is reduced to a tenth of what it once was, their bodies strained terribly by that enhanced power.

Still, it provides a way to turn an unimpressive force into a terrifying army for a single day, if enough is gathered.”

>**Chakra Armor** (400NP) - “A marvel from the Land of Snow. Via a crystal generator in the chest, an invisible barrier is generated around the bodysuit. This barrier acts as a forcefield, deflecting physical attacks and negating chakra based techniques.

While powerful, it will crack or even be bypassed entirely by powerful blows. Several exploding tags at once or an A-Rank ninjutsu are enough to damage the suit and anything greater would blow past it entirely.

Chakra Armor also come equipped with other inventions from the Land of Snow, including a wrist-mounted grapple launcher and foldable gliding wings on the back. Your model appears to lack the explosive malfunctions the current make has a tendency towards, merely shutting down when sufficiently damaged.”

>**Four Celestial Symbols** (400NP) - “A group of four ninja tools made by the weapon experts of Takumi Village. This purchase grants all four but they can be taken individually for 200NP each, also discountable.

The first of the chakra tools is the Fire Sword, a long black blade that can emit or control large swathes of fire at will. The user can freely make use of the equivalent to a Jounin’s fire jutsu this way.

The second tool is another weapon, the Garian Sword. A three pronged blue sword, each blade has a wire running through it that responds to chakra, letting the wielder extend and control the blue prongs similar to sharp chakra threads. Used together, the three blades can even form a small dragon that chases any foe down, still connected to the handle.

Third are the Weaknessless Soaring Shortswords, twin blades that focus the power of all wind based jutsu, letting wielders use such techniques with minimal energy use and significantly increased power. The blades themselves even allow for limited manipulation of wind freely, similar to low level wind jutsu.

The final and most useful is the Infinite Armor. A chest plate that has a terrifyingly potent chakra absorbing effect on whatever it touches. It can drain the chakra from a ninja’s attacks before they’re finished, leaving most jutsu and even enhanced taijutsu useless.

Ninja that come in contact with it are left empty of chakra within moments, even Jinchuriki can be drained after a few minutes. The effect can be extended through the user’s body or even a held weapon, for ranged drainage.

However, fast enough attacks can pierce the armor before it has the chance to absorb any chakra. The others weapons can be combined with the Infinite Armor, taking new shapes to fit the user’s will.

Note: You may not spend your stipend on individual weapon purchases.”

>**Stone of Gelel** (400NP) - “A bright green stone imbued with the essence of life itself. A mere fragment of the vein that many wars were fought over, this easily palmed stone has a surprising amount of power.

When implanted into a body, or held tightly against bare skin, you can draw out the power within. A healing factor is the basic benefit, matching that enjoyed by the Nine Tail’s Jinchuriki as cuts heal in moments and broken bones restore in hours.

But the energy can be used to reinforce chakra techniques or even take the place of chakra entirely, converted into elemental attacks, illusions or blasts of raw life power. Those who embed the stones into their body can access a monstrous transformation, gaining enhanced power in a similar way as the Cursed Seal grants.

The stones are not endless in power, originally mined from a vast vein supposedly with the power to destroy half a continent. But your pebble is somewhat special, slowly refilling with power drawn from life around it, in harmless amounts.”

>**Shuigu** (600NP) - “A golden cane, created by the Sage of the Six Paths himself. By signing a contract hidden within the cane, a user may connect with the Six Paths chakra inside and wield the cane.

Shuigu has the power to generate and control vast amounts of water, enough to provide flooding rainfall for a small nation by itself. So long as it is held by a rightful wielder, they can freely shape the produced water in the same way as a skilled ninja would a water jutsu.

The cane can become a powerful weapon, vast streams of crushing water spilling forth in times of need, but is primarily intended to solve droughts and support life. The cane itself is apparently unbreakable, at least to the efforts of ninja so far.”

>**Dragon Blade** (600NP) - “An artefact from the mountain of dragons. This kunai-like sword is of supreme quality, shearing through the toughest metals with ease. The blade can even cut chakra or absorb it on contact, similar to the famous shark sword, giving the wielder a constant supply of energy during battle.

Perhaps most impressive are the five coloured orbs delivered along with the Dragon Blade, each representing one of the five basic elements. When an orb is inserted into the blade, of which it can only hold one at a time, the user can freely use jutsu of that element.

Manipulating fire and casting fire jutsu is easy even for a ninja with zero training in the fire element, as long as the red orb is inserted into the stone. Only high ranked techniques will be out of reach but with some skill of your own, even that can be reached with the help of the sword.”

>**Scroll of Seals** (600NP) - “A collection of forbidden knowledge. This large scroll contains many of the most dangerous, yet also most powerful, techniques that have been created in the village of Konoha.

From the Kage Bunshin to the Eight Trigrams Sealing Style and more, forbidden and costly jutsu are found aplenty. Instructions on learning and performing each are within but almost all these jutsu are sealed in such a way for a reason.

Many are dangerous to even perform and others have horrific costs to prepare. Not to mention the danger if the Hidden Leaf finds out you have such a precious item in your possession.”

>**Shinigami Mask** (600NP) - “A treasure of the Uzumaki clan. A mask in the shape of the Shinigami’s dreadful visage. It allows the wielder to summon the Shinigami through the mask as a vessel, allowing the God of Death to be controlled as it possesses the wielder.

Actions taken by the wielder’s body will be replicated by the Shinigami as it floats behind them. Such a being can devour the souls of those it kills or release those who have already passed on.

The exact limitations of this technique are unknown, save that the user is no more immune to harm than before, and that messing too much with the affairs of a God may have unfortunate consequences in the long run.”

>**Sage’s Treasured Tools** (600NP) - “Five relics of the past, each a mighty artefact. The Bashinso, a fan that creates vast amounts of any of the five elements when swung. The Kohaku no Johei, a sealing pot that forcibly seals away any who respond when the holder of the pot calls their name, unable to escape without the owner’s permission.

Then the Benihisago, Kokinjo and Shichiseiken combo. A gourd, rope and blade. Those hit by the Kokinjo rope have their Word Soul drawn out, the word they have spoken most in their lives inscribed upon the Shichiseiken blade. If struck by the blade, the next time they speak their most repeated distinct word, they will be sucked into the Benihisago gourd. Like the Kohaku no Johei, there is no escape from this gourd without the owner’s permission.

Each of these relics requires a large amount of chakra to use, enough that common ninja would pass out in less than a minute of continued usage. Only those blessed with vast reserves could freely use these tools.

An individual treasure can be taken from this selection for 300NP instead, discountable.”

>**Mugen Castle** (600NP) - “A site of countless grudges, long having disappeared from the world. But with this mask and these seals, you can bring Mugen Castle back to reality. The eight seal tags in your possession can be activated together to summon a hundred storey castle, a traditional design that floats in the air on a massive rock formation. The seals are spread throughout this castle and must be individually destroyed to dismiss the castle.

Mugen Castle absorbs the vitality of those around it, covering a large enough area that an entire Hidden Village could be affected at once from some distance away. This vitality is absorbed into a large cauldron in the basement of the castle, thirty levels beneath the ground floor and hidden by a powerful genjutsu.

The mask you gain is a plain one, powered only by hatred and other dark emotions. By holding onto such feelings as you wear it, you’ll be able to become one with the castle, a ghost that exists as part of it. It also lets you turn that absorbed vitality into illusions, even ones with physical effects on any who dare to threaten the castle. If your feelings of hatred subside, the mask will crack or even shatter, though it soon reappears in your hand.”

>**Spirit Weapon** (600NP) - “Mythical weapons without physical form, taking shape from pure spiritual energy. Each such weapon is it's own fable, a tool with magical powers beyond their raw strength. Once found and mastered, they exist within the user to be summoned at will into physical form.

Known examples include the Sword of Totsuka, a gourd which can emit a blade of sake, entrapping anyone stabbed eternally in a world of drunken dreams. The blade's liquid edge, moving to the wielder's will, can cut through almost any material as well. Alternatively, the Yata Mirror is a shapeshifting shield of almost-absolute defence, which can alter its' own elemental nature to negate various kinds of ninjutsu outright.

You obtain a Spirit Weapon of your own with this option, which may be one of the above or one of custom design. These weapons drain your chakra to manifest and utilize. However, this same trait enables them to be enhanced or adapted through your energy.

Increase in size or manifest a giant chakra armor and your spirit weapon may grow to match. You might learn to channel elemental natures or specific techniques through your weapons. Even to alter the weapons themselves, given that they are masses of spiritual energy.”

(Note: May be purchased multiple times, with additional purchases being discounted after the first. Perhaps additional purchases were found together with the first, like a set.)



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❖❖❖COMPANIONS❖❖❖

This section is dedicated towards companions, whether that's providing for old ones or making new ones. The rules for each option can be found within their text, so pay attention.

>**Team Jump** (Free x3/50/200NP) - "A team of your own. Each purchase of this option can be used to either create an original character as your new companion or to import a preexisting character into this jump. Both options gain 800NP to spend and all other free choices, discounts and benefits that you would receive in making your own choices here.

Original characters may be designed within reason. You can decide their history, personality, relationship with yourself, so long as nothing offers a tangible benefit that matches or exceeds things they'd need to pay points for.

You gain three purchases of this option for free. These might represent your genin team and your jounin, the rest of your ANBU squad, your samurai brothers or just the friends you've grown up with since you were a kid.

Alternatively, you may pay 200NP to import or create a set of eight companions. Each follows the same rules as a single purchase. Both the individual and group options can be bought multiple times. You can transfer your NP to companions at a 1:1 ratio. This applies to a single companion, not to all of them at once. Companions may not take drawbacks.

Note: Companions may not take the Demon or Jinchuriki options for canon Bijuu. They can be otherwise identical demons or jinchuriki, or ones of the same power, but they can't be the canon ones with the ability to combine to recreate the ten-tailed bijuu. It's an unfortunate solution but the only one that keeps the most fun in the game."

>**Companionship** (50/200NP) - "Each purchase of this option provides a single ticket, able to be used to offer companionship to any single character from the setting of Naruto. Provided they accept, they'll become your companion at the end of your time here.

Alternatively, this ticket may be pre-targeted at a canonical character of your choice. While this does not guarantee that they will join you, it does ensure you are able to meet them in numerous positive situations, making it much more likely they become fond of you.

For 200NP instead, you may create a preexisting relationship with any one canonical character of your choice. You could become someone's friend, student, lover, rival or even child. Provided this does not contradict the rest of your choices, like being someone's child before they are born. You could not turn someone into your willing slave and even love might not stop some from pursuing their ambitions."

>**Other Half** (200NP) - "A sibling so close, they had to be separated at birth. You were literally born conjoined. That connection never faded, even as the two of you group up. Never far from your side, your twin is your best friend, biggest rival and closest ally all in one. They know how to encourage you to be your best and how to pull you out of any funk you're in. If you let the memories in, you'll feel the same towards them too.

They're a twin in more than just relation too. They've have roughly the same abilities as you, including all your various purchases, though some things might not carry over if desired. They're a match for you and more than that, they're exceptional at using their similar toolset to complement and enhance your own. There'll be no end to the combination jutsu the two of you can dream up on the spot."

>**Naruko** (Free) - “Through some contrived coincidence, you’ve ended up in the company of the most unpredictable kunoichi in the world. Uzumaki Naruko is every bit as bubbly, cheerful and talented as Naruto, whatever their relation is, and it seems she’s as fond of you as can be.

Her childhood wasn’t the easiest due to the Bijuu within her belly but it hasn’t dampened her dreams of becoming a great ninja. Maybe even the Hokage themselves. Naruko might be your best friend, your adopted child, your newest apprentice or some other hastily justified connection.

Whatever the case, she’s happy to put her all into it. She just might drag you into a whole lot of trouble in the process. Something about a chosen one.”

>**Sasuko** (Free, incompatible with Naruko) - “A dark presence is by your side, the ever gloomy and dour princess of the Uchiha clan. Last of her family, Uchiha Sasuko burns with the desire for both revenge and the restoration of her clan to its' glory days.

It gives her the driving passion to push herself to the limits and awaken the potential within, but it may also lead her down a path of darkness. Yet you might be able to hold her back. Some how, the two of you have a connection.

A childhood friendship not yet torn apart, the bond between teacher and apprentice, even being the last of her family, albeit likely adopted. It may very well be down to you to either stop her from becoming a monster or to finally push her over the edge.

Sasuko might replace Sasuke in your world, exist alongside him or even have been dragged here from her own world, along with other potential explanations.”

>**ORIGINAL COMPANIONS** (Variable) - “The following options cover a range of premade companions. Each one, if bought, will find themselves meeting and becoming fond or attached to you in some way. If they survive until the end of your jump, they’ll become companions in full.

Companions here have the abilities and resources both described and that would be common sense for them to possess. For an additional 100NP, you may give them the same benefits that imported or newly created companions receive, such as NP, discounts and other benefits.”

>**Self Insert** (50NP) - “Not alone anymore. Another who calls your original world home appeared in this world, likely some years ago as a baby. They’re grown now and shortly to run into you, realizing in moments that you aren’t meant to be here either.

An ordinary person from Earth, perhaps even someone you know or whose story you’ve read before, transmigrated into this world. They could be a Nara heiress with a fascination for seals, a Yamanaka girl obsessed with gaining power to survive or even a budding swordswoman of the Gekkou clan. They’re not particularly special or notable in their talents but their foreknowledge of events and this world puts them in a similar position as you.”

>**Noble Scion** (50NP) - “The third son of a Daimyo, one of the leaders of the Elemental Nations. He was born physically frail and as third in line, considered unimportant as anything but a tool to be married off. But he has a mind to match the sharpest Nara.

His ambitions to change the world are matchless, though they may not be for the better. He seeks to take hold of this nation and shape it in his own image, utterly different from how it is now. But the scion has few allies and fewer ways to gain them.

His weak body chains down that brilliant soul. It was only a chance encounter with you while travelling that gave him hope. With an outstretched hand, he asked that you help him change the world, to rise up with him and stand among the greatest leaders in history.

He has the political mind to achieve his ambitions, if only someone could act as the body he was never gifted with, the world might really change.”

>**Spirit Monk** (50NP) - "Though the lessons have been forgotten, chakra was not always a tool for war. This man's towering physique can cause fear at a glance but he has a gentle soul. Inducted into a spiritual order at a young age, he holds faith that there is a greater purpose for chakra.

His devout Buddhism led him to the partial rediscovery of Ninshu, a method of communicating between hearts with the energy of life. He left the monastery to spread his teaching to all who would listen, believing even against reason that war need not be the way of life for the Elemental Nations.

Though he is peaceful, his powerful body and strange chakra techniques can strike down many powerful foes if he must protect someone. For now, he has met you and come to the belief that you share some of his views. He's begged sincerely that you join his journey, to help bring an end to war.

>**Knock Off Naruto** (50NP) - "Beep. Boop. Believe That! Strange sounds drew you down an alleyway, one day. Sparking and beeping, you found this mechanical construct. Like some sort of advanced puppet, it resembles a human being. A red-haired boy with whiskers, in fact.

But such blocky construction and worn components must be the sign of amateur work. It was only more shocking when it started talking, requesting a ramen refuel of all things. This machine believes itself to be Naruto Uzumaki but unlike another robot, it's not a good copy.

The colours are wrong, the face is a bit beat up and it's got some very strange ideas about how to be this Uzumaki boy. It keeps yelling Rasengan while spinning it's own hand and punching people, for instance.

As janky as it is, it's earnest in it's desire to help people and become the robokage, leader of it's own people. He's a bit shy about it but if you offer to help him, you might be able to find this Robot Village somewhere and fix him up into something special."

>**Succubus** (50NP) - "The Kure are a clan that refused to join any hidden village. They sought to produce the greatest Shinobi of all, becoming obsessed with carefully orchestrated breeding, marriages and other eugenics projects.

Over the long years, the efforts paid off, as the Kure are known for producing many powerful ninja. With strong bodies, minds and an awesome talent for the Eight Gates, they act as highly desired mercenaries for daimyo and even kage. All the while, they seek out worthy mates to induct into the clan, welcoming with a friendly smile all who increase the family's glory.

This young woman is something of a heiress to the clan, granddaughter to the current head. A superbly talented rookie, she's adored by all her many terrifying brothers and uncles. Outwardly, she is as friendly and cheerful as any other young woman, but she hides the same lust for battle and death as the rest of her clan.

She's also become quite smitten with you, after a chance meeting. It only took a few minutes before she was leaping on you and declaring her love, demanding that you return with her to be wed. As any good Kure would do."

>**Anti-Demon Ninja Clan** (50/300NP) - "The Taimanin are a primarily female clan of misfits, outcasts and exiles. Beautiful women from many different villages that have left their homes and come together for a common purpose, that of hunting down evil in this world.

The Taimanin are more like a small village in their own right, comprised of at least a few dozen elite kunoichi that each hold unique bloodlines or hiden jutsu. The clan also trains numerous students at the same time, having their own secret academy. On paper, it seems like a mighty force that could threaten even a major village.

But the kunoichi here have a habit of getting into trouble they can't handle. Their reputation is that despite their skill and power, they have terrible luck when it comes to missions not ending badly. Most proper ninja dislike working with them because of this constant misfortune.

Yet one's decided to attach herself to you anyway. One of the Taimanin Kunoichi, from the shadow-bending blonde second in command to the lightning-gun armed junior, considers you a prospective student. They're here to try and tempt you to come join the village, even as a shinobi.

You might need to help save them a few times, given the unfortunate situations they get themselves into. Alternatively, for 300NP, the entire clan could become so attached to you, able to come as companions if they manage to survive until the end of your time here."

>**Spirit of Love** (100NP) - “The remnant of someone who loved you dearly. A friend or family member that passed on, yet their love was such that their chakra remained behind to protect you. It is bound to your spirit, specifically able to work through your elemental affinities in order to protect you.

It can use it’s chakra to animate or even create elements that you are attuned to, using these elements to automatically protect you. It’ll do so, even to save you from yourself. This loved one’s chakra is intimately bound to yours, letting you grant it greater power by adding your own energy to it, or easily take control of the element in question.

It could be your protective mother, remaining in the sands of your homeland to shield you. A partner whose love burned brightly, enough that it remains in the flames that ignite whenever you are in danger. Even as simple as a best friend whose spirit harnesses the air that surrounds you, always pushing you to keep moving forward in life. Their awareness is limited, they might not even be truly sapient anymore, but they’ll never stop protecting you.

>**Cat and Bee** (100NP) - “A thunderclap with every step! A dark skinned woman with the sly gaze of a feline, along with her ever attentive and ever jealous assistant, a short woman with a waspish personality. The older lady is famed for her electrifying nintaijutsu, whereas the assistant is a master of numerous instant-kill assassination techniques.

They left Kumogakure to help a friend flee, a scientist falsely accused of human experimentation. Orochimaru was the true culprit and now they hunt the snake in hopes of clearing their names. Not that they can’t have fun on the way.

The older lady loves to teach and tease others in equal measure, her risque manner causing no end of embarrassment to her friend. The poor younger woman harbours a secret crush on her partner, one she’ll never admit to but causes her to be quite the terror to outsiders.

The two happened upon you recently, the cat-lady taking a shine to you and deciding to offer a few lessons. Prove capable and they might ask for some help on their quest.”

>**Lord of Shadow and Iron** (100NP) - “A lord of the iron lands with grand ambitions. This old samurai sought to combine the arts of both Samurai and Shinobi, enhancing the result with newly invented technologies. Already, he has clad himself in a heavy suit of powerful armor, while gathering a clan of foot-soldiers enhanced by his discoveries.

His megalomaniac desires would see the whole world kneel at his feet. Sadly, his clan can’t match up to the iron lord himself. Though his kenjutsu and ninjutsu combinations are fierce, the razor claws on each gauntlet feared across the Samurai lands, it was difficult to master.

The foot soldiers are unfortunately bumbling in their duties, struggling to match even ordinary ninja or samurai. Now, the lord of iron seeks a worthy heir to help him shape the clan into fighting condition. Brutish and secretive, he nonetheless rewards those who perform well.

>**Tobi** (100NP) - “Wait for me, Senpai! You’re stuck with him now, after you let this silly fellow out of the basement he was tied up in. Tobi’s ever so thankful that you rescued him, you can just hear the smile in his voice, even if the spiraling orange mask hides his face.

He says he was too naive before, letting that awful one-eyed man trick him, and he’d better learn from a smart person like yourself before he can continue his quest. Tobi’s out to bring laughter to the world, using his specialised clown-jutsu to get a chuckle out of even the bitterest ninja.

He’s stunningly competent at it, able to use his silly ninjutsu and comedic taijutsu to keep up even with an S-Class criminal. But while Tobi means well, he’s easily tricked by others, especially those he thinks are good people. It’s how his identity got stolen last time. But his luck at surviving even the most dangerous situations paid off again, saddling you with this excitable junior for a good while yet.”

>**Bloody Princess** (100NP) - “Silk hiding the bloodiest steel. This young lady is the very image of a dutiful heiress, any Samurai household would be glad to have her. Elegant, ever graceful and skilled at all tasks of the household, she’d be almost perfect to marry off. But a hidden beast rests inside her heart, a bloodlust that can rarely be sated.

The heiress is a prodigy with the blade, surpassing even the elders of her clan, and has snuck away from home to test it on powerful opponents and bandit trash alike many times. Her obsession with death has even led her to create jutsu to reanimate her fallen enemies, continuing a terrible battle or turning them against their own allies.

She feels conflicted over these violent urges, struggling to reconcile her noble upbringing with her brutish talents. Learning the wrong lessons from her family, she seeks a strong partner to decide the right course of action for her life.

>**Mother Snake** (100NP) - “One way or another, this woman’s got a hunger for you. A snake-like lady who appeared from a mysterious hole in the sky, falling onto you and smothering you beneath rather generous assets. She took an immediate shine to you, muttering about space-time focal points and dimensional journeys, and offering her services as a scientist of great skill.

The snake woman lives up to her claims and more besides, being a skilled scientist and ninja of immense power as well. She keeps the exact methods she uses for research hidden from you, at least until she ascertains your ethical beliefs more accurately.

There’s no doubt she’s on your side for now though, the constant physical affection she shows and almost motherly protectiveness keeps you certain.”

>**Big Red One** (100NP) - “With a roar of laughter and another mug of ale downed, this towering old man demanded you sit and hear the glories of Uzushiogakure from him. He’s quite the storyteller, managing to keep your attention in the busy bar you were accosted by him in.

Though he looks like any other drunken elder, he says he was once one of the great Sealmasters of the Hidden Whirlpool, a man who trucked with the gods themselves, feared by entire villages. It’s hard to believe the lush but there is a dangerous glint in his eye.

Put up with his often wild tales and he’ll take a liking to you, offering to teach you a thing or two. His lessons are intense, sometimes outright lethal, but it’ll show his claims of awesome ninja powers and reality-bending secrets to be no fabrication.

It’s as much a task to learn from him as it is to keep the old man out of trouble though. He’s no end of grudges in the world and he’s not shy about starting fights. Mighty as his mind is, his body is starting to fail him and he’s not the terror he once was.”

>**Moon Princess** (200NP) - “A princess from a place far, far away. A long time ago, she came to this world. Not as an innocent or a traveller, but as someone seeking to destroy all things. But then she hit her head and fell into a long slumber, before her plan came to fruition.

You fell into the cave where she rested, waking her up, only to find she remembered nothing of her past. The rabbit eared woman is lost and confused, looking to you for guidance and support. Unlike her brethren, she's eaten no magical fruit but her abilities are still varied and potent, even without knowledge or cultivated chakra.

She has an intense fascination with chakra and those that wield it but also a disturbing lack of care for the lives of others. It’d be easy to fall into the path of what she once was. But you can also guide her to be better than that, to use her potential to bring peace to this world.”



❖❖❖DRAWBACKS❖❖❖

In the below section are a number of alternative options, challenges, and drawbacks that either change the state of the world or inflict direct annoyances or threats to your life. Nothing is truly beneficial beyond this point, except for the part where most of them give you additional points for the sections above.

>**Gaiden** (+0NP) - "With such a rich history, who could blame you for wanting experience some of it firsthand? This option allows you to set your starting time further back in the world of Naruto. You can go as far back as the childhoods of Madara and Hashirama.

Any further back and it fades into murky pre-history. You can either stay for ten years as normal or extend your time up to when you would normally leave. Any drawbacks taken will alter to remain as serious even in the past. If circumstances make a drawback impossible or ineffectual, it cannot be taken."

>**A New World** (+0NP) - "There's been more than one variation on the Naruto world so far. This option allows you to go to one of those. This can range from a true version of the Genjutsu World, one of the alternate realities in the Infinite Tsukuyomi, an alternate world from some of the art to outright fanfiction and custom made creations.

Whatever your choices, what you gain from this jump will still be based on the primary canon of Naruto and all drawbacks will remain in place. They will either adjust to be as threatening in the newly chosen world or be unable to be picked if truly incompatible."

>**Filler Up** (+0NP) - "While the primary canon of this universe remains, there's an awful lot to add on. This option allows you to toggle on and off every additional piece of media connected to the Naruto franchise. Anime original content, movies only material, video games, the sequel and so on are all valid targets of this option."

>**Next Generations** (+0NP) - "Ten years is a long time but not even close to enough to raise a child. This option allows you to extend your stay in this world for up to forty years. More than enough time to see your legacy out to another generation or two."

>**Social Pariah** (+100NP) - "For some reason, you've become a social outcast in your home village or faction. It may or may not be something you are responsible for but the end result is being widely disliked and disrespected by others.

It's difficult to work around, as most people have either come to dislike you or are at least aware that everyone else does. Gaining people's trust is hard but you can work through these problems, especially on an individual level. Changing everyone's opinion of you is going to take some doing though."

>**Bounty** (+100/200NP) - “One of the major factions of the Elemental Nations has put a bounty on your head. One of the great Ninja Villages, a powerful organisation like the Akatsuki, even a non-ninja entity with a far reach like one of the nations themselves.

At the first level, this amounts to what any high value target receives. If those affiliated with your enemy have a chance, they’ll take you in or take you down. As will any prospective bounty hunters that hear of the significant sum on your head.

Those that want to capture you invariably desire things far worse than death. Kumo’s reputation for bloodline stealing has become quite infamous.

For 200NP instead, it’ll go beyond just a high value target. The faction will be actively hunting you and expending major resources to do so. An accurate example would be the way the Akatsuki hunt down the Jinchuriki and their demons. A Hidden Village might even be willing to go to war over your death.

Sound is not a major faction. Instances of Bounty may not overlap too much with each other; i.e. you may not select Fire Country as well as the Leaf Village. This option cannot be taken more than five times total, no matter what tier you take it at.

With each additional instance of Bounty taken after the first, the effects become more severe as more of the world falls in line over this one individual that multiple major factions hate until it becomes global with five instances of the drawback; with you becoming either internationally most wanted, or someone the world would unite over just to put in the ground depending on level.”

>**Dark Past** (+100/300NP) - “It hasn’t been an easy life so far. Your childhood carried a lot of emotional baggage, including plenty of outright trauma, and you’ve not really managed to work through it yet. Leaving you broody, often sullen and finding it difficult to enjoy even what used to make you happy.

The nightmares suck pretty hard too. It’s not impossible to work through all your issues over time but considering psychology only starts emerging a decade from now and ninja live harsh lives, it’s not looking good.

For an additional 200NP, your past can link you to one or more future foes. People whose own darkness intersects with yours, making you into a target of hatred. They’ll inevitably end up being potent adversaries, ones where a peaceful solution is close to impossible to gain.”

>**Ninja Loser** (+100NP) - “Not everyone can be good at everything. But some people are actively bad, not just lacking in talent. In regards to one of the three major Ninja disciplines, you find yourself so flawed. Choosing Taijutsu will leave you with a significantly weaker than normal body and a lack of ability when it comes to any martial art.

Ninjutsu will make most jutsu a challenge to perform and what you can do will often be weakened or poorly controlled due to your flaws. A Genjutsu flaw not only makes the field almost impossible for you to learn but makes canceling Genjutsu used on you far more difficult.

This drawback may be taken twice, leaving you only one efficient path to pursue.”

>**Human Monster** (+100NP) - “You’ll be wishing for bushy brows and a jumpsuit after this. Even by ninja standards, you look like a freak. A humanoid snake, with white skin, snake eyes and all kinds of serpentine aspects.

A fish person covered in scales, gills and vestigial appendages. Perhaps just someone so horrifically scarred that nothing short of a full body jumpsuit can prevent people recoiling in horror. Whatever you look like makes it impossible to blend into a crowd and you’ll likely be considered an inhuman creature by many that you meet.”

>**Antisocial Nature** (+100NP) - “You just can’t figure out how people are meant to fit together. There’s some problem you struggle with that makes social situations a nightmare, for you or for everyone around you. An inability to not act like an obnoxious asshole in search of the attention you crave.

Crippling social anxiety around anyone you’re not close to. The inability to understand more than the most direct and logical speech, causing much of any conversation to become incomprehensible. You might learn to control or overcome it in part but it’s likely to always be an issue you struggle with.”

>**Fangirl** (+200NP) “A ninja fights for love! Those trashy romance novels poisoned your ideas of what it means to be a ninja. You’re the girly kind of girl, much more focused on beauty and boys and all sorts of shallow things than becoming a proper ninja.

It’s very difficult to put energy into training when you could be preening and ruining your figure with bulging muscles is completely out. You’re pretty squeamish at the sight of blood and gore too, likely to freeze up more than once if you’re truly inexperienced.

What’s worse, your habit of gossiping and acting the bitch isn’t going to make many friends. Maturing out of this girly phase isn’t impossible but it’ll take a number of stressful breaking points to really get through to you that it’s time to go. Hopefully you can survive that long.”

>**Fanatic** (+200NP) - “The bloody way of life that Ninja lead has given life to some truly horrifying beliefs. The Jashinist cult that worships slaughter and mass murder, a follower of Pain who believes in bringing peace through genocide and the threat of such, an adherent to the ideals that the ends justify even the most barbaric and insane means for your village.

You’ve come to have a zealous faith in one such destructive belief. Not only are you too stubborn to change without it being beaten out of you, likely more than once, you’ve become quite hostile to anyone that you see as interfering with your ideals. That’s before you get into the problem that, whatever you chose, your ideals are certain to bring you into violent conflict with others.”

>**Lazy** (+200NP) - “Even shinobi are like this, sometimes. Your work ethic is pretty down in the dumps. In a life threatening or critical situation, you can act with urgency, but otherwise you’d much rather look at clouds all day. As a naturally laid-back fellow, you’ll struggle to treat anything seriously.

You’ll have to force yourself to train most days and it'll be difficult to invest too much, unless an important battle is coming up. That bad habit extends to procrastination, running you up against deadlines and even to the point of lateness for non-vital tasks.”

>**Red Beast** (+200NP) - “It’s not uncommon for Ninja to get lost in the red haze of war. The natural urges for violence that are in all men continue to grow, until it becomes an unholy lust for carnage. You’ve found a potent blood-thirst within, which seems unable to be quenched.

Your murderous nature leaves you violently cruel in battle, leaving any enemy alive or at least not screaming in pain requiring great force of will. Even though ninja tend to be morally grey in their outlook, your allies are rarely that comfortable around such an eager sadist as yourself.

Unless kept constantly sated, your own hunger for murder will likely lead you to reckless incitement of fights. Even when you really, really shouldn’t be starting something with someone.”

>**Geezer** (+200NP) - “Experienced? That’s one way to put it. You might have started late as a ninja, to explain it, but you’re well into your seventies. If not older. It’s left your body infirm and weak, your chakra reserves shrinking significantly from your prime. Your mind reacts slower and sometimes it’s hard to recall quite everything you once knew. You could still be a powerful warrior but anyone who knew your glory days will see what a shadow you’ve become.”

>**Haemophobia** (+200NP) - “How can you even be a ninja if you’re this terrified of blood? The sight of it causes you to freeze in place. Get close to an open wound and you can start to feel the vomit swelling up fast.

For a ninja, where blood is a part of everyday life, it might as well force you into retirement. With great effort, you can power through for a time, but you’ll be shaking with a mix of fear and disgust the entire time. You won’t be anywhere close to your normal level of skill when in such a state.”

>**Friendly Fire** (+200NP) - “You have an unfortunate charisma about you. As fate would have it, those who could become genuine and cherished friends or more will find their way to your side. More than like they could even become something as close as a brother even if you had nobody before.

The unfortunate part is that your loved ones - both new and old - will be under assault for the next ten years. Strange, new, dangerous elements seem to target them at complete random with their undivided attention and malicious intent.

An entire army of mercenaries might set their sights on someone who just changed your whole worldview at their lowest point. S-Ranked Ninjas either together or alone have complex plans that require your friends and family’s sacrifice to make possible.

You could attempt to push everyone away to avoid being hurt, or risk being caught in the crossfire. If you lack the capacity for love in the first place then you just can’t take the drawback.”

>**Juuuuuumpeeeeer** (+300NP) - “Orochimaru won’t be satisfied with just an Uchiha anymore. He’s spotted a far greater prize. Learning of your true nature, he desires to take your body and being for his own, stealing away in place of you on your journey.

Willing to put all his wits and resources towards taking you for himself, he’ll stop at nothing. It might start with tricks and seductive promises of power but it won’t be long before he tries to force the issue and make you bow to his will. Even if he has to turn everyone else against you to help.”

>**Chakra Empty** (+300NP) - “Though it should be impossible in this world, you simply possess no chakra at all. You’re not just incapable of using it outside of your body, you completely lack a chakra system and any ability to interact with the energy and it’s variations.

Your body even rejects attempts to gain access to it or the organs to produce it. You won’t be able to escape the ninja side of things either, as this drawback will guarantee some form of regular contact with them, inevitably leading to conflict.

Depending on how you handle yourself, this might just be in the form of collateral damage. Isn’t this the actual ninja experience you were wanting? At least no one can detect you with chakra sensing.

This option is incompatible with any other drawback that interacts with chakra or chakra-related aspects.”

>**Naruto's Dead, Believe It** (+300NP) - “Or maybe he was just never born. The protagonist isn’t here anymore and yet no one else is going to step up to fill his place. Naruto’s responsible for a great deal of the good in this world, as well as why it’s been saved several times from destruction now.

Without him, the world is pretty conclusively screwed. So guess who has to step in and fill those messianic shoes? As an added note, taking this drawback also blocks the ability to take the ‘Naruko’ Companion. No side stepping things that easily.”

>**Sealed Away** (+300NP) - “The fate of all truly powerful beings. You’ve been sealed away in a human vessel, a living sacrifice to your power. Your vessel is built as an imported companion, albeit with zero points to spend, and they have a penchant for getting into all sorts of danger.

You won’t be able to use any of your powers because of the seal but you can share a portion with your new vessel. The further you are from true friends, though, the more it will hurt them to use your power. Using a lot of power only enhances the pain and damage they suffer.

They’ll make time to visit you here and there, for whatever reasons, so try your best to get a bond going. Since if they die, you will too.

Any drawbacks you have taken will apply to your vessel instead, where possible to remain as threatening.”

OUTRO

Spectacular work, shinobi. Whatever methods or means you used to get here, you have successfully survived in this world for ten years or longer. The only thing that comes now is figuring out what you're to do next. You will be given three options.

>**Go Home** - "This is a world of hatred and hostility and terrible dangers. It's only fair that you may have found yourself fed up with the idea of more of this place, or somewhere even worse than this down the line. So you know what? You're going home.

Your chain stops here, and you're going back to your original world. Everything you purchased here and in the Jumps leading up to this place will remain with you. Your companions will follow along. You will essentially keep everything but your forward momentum through worlds."

>**Stay Here** - "In all likelihood you probably participated in a way, maybe even two or three depending on when you touched down. You fought bravely for a country that you grew alongside, or possibly risked your life for the entire world. It's only right to be attached.

Don't worry, you don't have to leave. You can stay here, though your chain has ended. You keep everything you've purchased or collected as per the Go Home option, but will remain in this world rather than going back to your original."

>**Keep Going** - "As fond as you may be of this world or your old one - which might not be at all to be fair - you haven't lost that spark within your chest. There's places to go, things to see, and new worlds with new adventures waiting for you ahead. The chain goes on!

You keep everything you had, but you're packing up and getting this show on the road. The past worlds remain frozen, and this one will join them. Go on and pick a new Jump, because we're shipping you off to your next destination."

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❖❖❖NOTES❖❖❖

>1. The Dream Team, NuBee and Valeria, made this Jump. We're the best.

>2. While the Rinnegan appears to be the result of someone with both Uchiha and Senju Bloodlines, one must naturally hold one of those Bloodlines for Rinnegan to manifest. This is due to Danzo - who had Sharingan implants and Hashirama cell grafts - displayed no Rinnegan.

>3. The way in which Allegiance and Summon Clan is generally one of contractor and contracted. Summon Clans as a general rule aren't part of any ninja village, per-se. As such, you may opt into having someone of your chosen village or territory be your summoner or contract holder.

>4. Greater Element may be applied to Advanced Elements.

>5. You'll notice the key terms "proficiency and talent" in almost every perk within this Jump. This is to indicate that you're not only getting however much proficiency your Experience level would imply. The talent you're getting assures you're naturally capable in the fields/skills/abilities a perk entails, and will grow more quickly and efficiently in those areas than the average ninja.

Low levels of Experience mean you're not immediately getting as much out of most perks as high levels, but the talent given means it's not unreasonable to reach the levels talked about later; like with time and effort. Experience's intent is built on giving various options for starts, not pushing certain builds as superior to others.

>6. Those looking for talent with Curse Seals will find it more or less bundled under Fuinjutsu. If desired you can simply fluff specialty within that field over the more general base that Fuinjutsu covers, up to you.

>7. Izanagi and Izanami are secretive, forbidden techniques of the Uchiha Clan. The reason for their forbidden categorization is that after usage, one of the user's Sharingan will go blind, usually forever outside highly unique circumstances.

The former can best be described as temporarily transforming themselves into an illusion. During such time, the user is able to completely manipulate or alter their state to declare what is or isn't true, often used as a final safety measure to avert one's own death. One Uchiha even set it on a delay, having it cast after his death to change his status back to being alive.

The latter traps their victim in an infinite, looping illusion disregarding the senses until they 'learn' a specific lesson the caster dictated ahead of time. Such is the depth of this manipulation that those who awaken from it are forever altered from their previous self and believe it to be their choice, due to arriving at their conclusions 'naturally' over the course of an eternity of looping.

>8. Like Mangekyo Sharingan, those who awaken Rinnegan will have be able to eventually use some special, unique power that varies from one to the next. This ill-defined aspect of the eyes is left in your hands to figure out.

>9. Followers are similar to Companions, in that they respawn eventually if killed and follow you between worlds. Followers have no restrictions on how many you can bring into a Jump, but may not be imported as a Companion.

You "can" import a Follower, but this will transform them into a Companion. This means they now follow traditional companion rules which limit how many can be active at a time.

>10. It is entirely in your hands how chakra works after this Jump concludes. Is it present in other Jumps, so genjutsu and other abilities still work? Is it exclusive to this world? Your choice.

>11. Mecha and Demons having clans of 'lesser beings' basically indicates followers of something resembling them. Mecha would have less powerful robots in a mock parody of a human clan, a dragon demon would have lizards or koi servants beneath them, etc and so forth.

>12. Below, a list of Tailed Beast names and abilities will be prepared, as well as what they provide to a Jinchuriki that houses them. Their personality and extraneous abilities will not be listed. While it should go without saying, the more tails a tailed beast has, the stronger they are.

>>**One Tailed Beast/Ichibi**: The Ichibi is a great tanuki composed of sand. While the weakest of the tailed beasts, it still has fearsome abilities that make it capable of threatening ninja villages on its own. The Ichibi can fire off massive wind blasts, and control sand. The Jinchuriki of the One Tailed Beast likewise is bestowed with the ability to manipulate sand.

>>**Two Tailed Beast/Nibi**: The Nibi is a giant cat composed of blue flame. Its great size is joined with flexible musculature that gives it high mobility even at its towering size. The Jinchuriki of the two tailed beast has an enhanced affinity for fire allowing them to conjure extra powerful flames.

>>**Three Tailed Beast/Sanbi**: The Sanbi is a composite monster vaguely resembling a giant turtle. It boasts some of the best defense of the tailed beasts with its hardened body. The Sanbi had a great affinity for water, and the power to manifest and manipulate coral. The Jinchuriki of the three tailed beast likewise acquires the exclusive ability to manipulate coral with various techniques.

>>**Four Tailed Beast/Yonbi**: The Yonbi is a giant, red furred monkey. Due to its anatomy, it is among the most nimble of tailed beasts and possesses knowledge of martial arts to make use of that. The Yonbi also possesses the power to create and manipulate lava; i.e. molten rock. The Jinchuriki of the four tailed beast likewise possesses the power to manipulate lava with various techniques.

>>**Five Tailed Beast/Gobi**: The Gobi is a composite monster vaguely resembling a horse mixed with a dolphin. It has among the greatest willpower of the tailed beasts and is difficult. The Gobi possesses the power to manipulate steam, as well as boil its own chakra to enhance its physical strength. The Jinchuriki of the five tailed beast shares this steam/boiling power.

>>**Six Tailed Beast/Rokubi**: The Rokubi is a colossal slug covered in ooze. The Rokubi possesses the ability to create various corrosive substances in either liquid or gaseous states. It also possesses the ability to make strong, sticky adhesive slime. The Jinchuriki of the six tailed beast possesses the ability to create various kinds acidic substances just like the beast.

>>**Seven Tailed Beast/Shichibi**: The Shichibi is a giant beetle, with six of its tails actually being wings. It primarily attacks with its large horn and powerful mandibles, but it also possesses the ability to produce powder which can detonate in a blinding flash. The Jinchuriki of the seven tailed beast likewise has the ability to produce this flashbang powder.

>>**Eight Tailed Beast/Hachibi**: The Hachibi is a great ushi-oni. It possesses among the greatest physical abilities of the tailed beasts, and can produce a 'tailed beast ball' superior to others. This is a

destructive blast of pure chakra unique to tailed beasts and their Jinchuriki. The eight tailed beast, and its Jinchuriki, possess the ability to produce and manipulate ink.

>>**<u>Nine Tailed Beast/Kyubi</u>**: The Kyubi is a massive kitsune. It is the strongest tailed beast by far and possesses as much chakra as the other eight tailed beasts put together. Its brute force is also considerable, and it's deceptively fast for its size owing to the form it takes.

The Kyubi has great sensory abilities, with the unique ability to sense negative emotions in humans. Emotions are much harder to hide than chakra, and so it's wise to even small hints of aggression in its environment. The Jinchuriki of the nine tails will possess greater chakra than others.

>13. This has been asked, and we've decided to allow it under certain conditions. You may replace canon characters within the series, providing you can create a build that captures their capabilities. In this way you will essentially acquire nothing except their position in the plot, as you bought everything else they have with your own points.

>14. If you and one of your companions take some combination of the Jinchuriki Perk and Demon Race, your companion may be the demon housed within you as a Jinchuriki or vice versa. This can only be performed once. No Jinchuriki Matryoshka shenanigans.

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