Generic Naruto Fanfiction

Jumpchain CYOA

Version 1.1

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Introduction

Welcome to the Elemental Nations! This is a world of Ninja, a world of fighting and war, of intense combat and hidden darkness. A world of… giant harems? Gods and Demons, and ninjas acting less like folklore heroes and more like pop-culture ninjas?

It's a strange world, this one. It is the world of Naruto fanfics. Yes, all of them! Well, not really, but it can be! Exiles and Hokages, Sharingan bearers and Akatsuki members, all versions of Naruto exist somewhere out there in the giant multiverse that is Naruto Fanfiction, and you're going to one of them!

You may pick a Naruto fanfiction in which you are inserted upon taking this jump, within a couple of limits. Firstly, the story must be set in the Naruto world. Fusions are fine, characters tossed into other worlds are not, unless it's other universe character coming to Naruto. And secondly, the fanfiction must not have a jump of its own. Everything else goes! Yes, 'Portal' fanfics are okay too.

Alternatively, you may be inserted into a more 'Generic' world, one where a random assortment of common tropes from Naruto fanfiction plays out.

Either way, you'll probably need these **1000 CP**.

Time and Place

By default, you're inserted at the start of whatever fanfic you choose to enter with this jump. However, if that's not what you want, you may freely choose the location and time period of your insertion.

Age and Gender

Your age is set to 1d8+10, and your gender remains the same as it was before this jump. Or you may freely pick either, if you so wish. Whatever, man.

Origins

Drop-in

You arrive as you are. No new memories, nothing. If you want you can have a village ID card and/or a hitai-ate (headband with a metal plate and your village's symbol on it) for your starting village and an unremarkable existence on paper, but that's it.

Prodigy

You're a prodigy! A genius, like Hatake Kakashi or Uchiha Itachi. You could graduate from the academy early, or even might have graduated already!

Exile

Ooh, something went wrong. Konoha (could be another village, but let's be serious here, it's probably Konoha) has exiled you from the village, and declared you *persona non grata.* How much sense this makes is entirely relative and dependant on the fanfiction in question, but y'know. That's how it is.

Demon

Maybe the world of Naruto isn't as simple as one would like it to be. Maybe there are older, greater things than humanity running around. You're associated with the more mythological aspects of Naruto fanfictions, gods and demons, spirits and prayers and the rest.

Perks

100 CP perks are free for their origin, all others are discounted to that origin.

General

Chakra Coils- Free

The basic ability to use chakra, as represented by "chakra coils" that are a nebulous part of your body and/or soul now. You have top-quality chakra coils which would place you in the top 5% in this world in terms of both capacity and control.

After this jump your chakra system and body continue to function just as they do in this world, retaining any improvements or additions made along the way. You may also, if you choose to, induce the development of chakra coils in other people simply by pushing some of your chakra into them.

Academy Training- Free

You already have all the basic training necessary to start on your career as a ninja. Your physical stats and resilience are what civilians would call 'peak human' and you can mold chakra, use kunai and shuriken, do the academy three jutsu (henge, kawarimi, and bunshin), and have learned a basic taijutsu style. You've even studied ahead a little and learned tree climbing, chakra-boosted jumping, and several D-rank techniques.

Elemental Affinity- Free/100 CP

Not much to see here. You have an extremely strong elemental affinity in one of the five primary elements of this world, those being Fire, Wind, Water, Earth and Lightning. The first purchase of this perk is free, second and onwards cost 100 CP though you must purchase a different primary element each time.

Jonin at 8- 100 CP

There are all sorts of limits that become irrelevant if you're talented enough. Enrolling into the academy before your peers are potty-trained, becoming an active ninja before you're five, that sort of thing. You have this advantage too!

Your age, with this perk, is entirely irrelevant to anything you want to do. You could get promoted to Chuunin at 6 and Jonin at 8 and become Hokage at 10, had you the skill. Naturally,

this applies to the same extent in all future jumps. No one will think this is odd or strange no matter how out of place this would normally be.

Specialist- 200 CP

Pick one aspect of the ninja arts. You are now *awesome* at it. Taijutsu specialists are the second coming of Maito Gai, genjutsu specialists make Kurenai weep in envy, ninjutsu specialists can do one-handed seals faster than Kakashi and so on.

You may start out either with all the relevant knowledge already mastered or simply with the potential to be such and rapidly master the field as fast as you can search out the relevant tutelage "in play", your choice.

If the example specialties given above are not to your taste you can specialize in something else as long as it's something actually on offer in Naruto, such as fuinjutsu or kenjutsu or medic-nin or torture & interrogation.

You may purchase this perk more than once to gain knowledge of multiple specialties.

Clan Restoration Act- 200 CP

The dream of perverts everywhere. You now have the legal right to take multiple spouses and/or as many concubines as you can afford.

They will all get along with each other if possible, even get into relationships together, or agree to mostly ignore each other if not, and neither they nor anyone else will have any objections to your indulging in this type of arrangement.

Furthermore, your charm, looks and sheer sex appeal are massively boosted. You also possess sufficient talent, endurance, and time management skills to ensure that none of your harem ever feels shortchanged for "affection".

Perfect Control - 300 CP

Okay, whoa. This is quite nifty! Your chakra control is now utterly, absolutely perfect, which means that no matter how much of it you use and how many different manipulations you do at a time, you never waste so much as an iota of it, retaining absolute pinpoint control at all times.

And chakra isn't the only thing you can control so finely, either. Welcome to the world of perfect muscle control and coordination. You have utterly inhuman mastery over each and everything in you, your energies and your body, so strong that it never frays, let alone breaks, no matter what. You can manipulate chakra with your mind alone, and thus perform any Jutsu you know without the need of hand seals at all.

In future jumps your control over your bodies expands to cover any other bodies you may acquire, and you can control any and all powers and abilities you acquire just as finely as your chakra.

Unlimiter - 400 CP

Your potential knows no bounds. Even with everything that chakra can do, other ninjas eventually reach a limit on how strong or fast or agile they can be, how much chakra they can store or channel, etc.

But not you. Never you.

You have the capacity for limitless growth inside of you, breaking all of the natural limits on the human body, mind, or soul. With enough training you could eventually grow to equal the gods, and then to surpass them. Furthermore, your potential stands unlimited in another way as well.

Normally, gaining a skill or ability changes people. Muscles develop along a certain way, the nature of their chakra changes, and a thousand and one other things. The point is that this tends to reduce the extent to which they can learn other things. With you… that just doesn't happen.

No matter what you learn and what you train in, your ability to master other skills remains completely unaffected. It doesn't even matter if it's somehow a requirement for you to toss aside other arts to progress in one, you can ignore that and go right ahead all the same. This applies to any skills you have already acquired as well. Time, atrophy, curses, nothing short of jump-fiat can make you lose an iota of your ability, come hell or high water.

Even deliberate attempts to cripple your capacity will always fail short of actual destruction of the relevant body parts. In case the last does happen, you can be assured that while this does nothing to speed it up, you *will* heal from such damage. Finally, you yourself are also protected from the effects of your arts, such that even the most dangerous techniques or abilities you ever use can only do temporary damage at worst, even if said damage is an intrinsic part of their function.

Kekkei-Genkai- 400 CP

Ah, some of the best stuff in Naruto. You have a Kekkei-Genkai, a Bloodline Limit of your own, which lets you do things few others can ever match!

You receive 1000 BP (Bloodline Points) to spend in the Kekkei-Genkai section. In addition, this purchase gives you control over your bloodlines, specifically the part about it passing on to others. You can pick and choose if you want your children to inherit your bloodline(s), to exact and intricate details.

Finally, should you so wish, your bloodline, not to mention any and all other powers and abilities you may have that can pass on thus, will always, *always* breed true, no matter how many generations pass or how much the blood is diluted. You can also choose to pass on a weaker copy of this perk to your children, and they to theirs.

This Perk may only be bought once.

True Name- 500 CP

Whoa. Ookay, this is some deep stuff, man. Something happened. Maybe it was a great quest, some memories from another life, maybe you glimpsed something mankind was not supposed to see. However it happened, you have discovered your True Name.

This is the truth of who you are, all of it, the summation of every "you" that ever was, could have been, will be, or might be. And knowing it grants you quite a bit of power over yourself.

Firstly, this means that it's no longer possible to drive you mad or corrupt you, even by things which would normally find doing so a trivial effort. You *know* yourself. No matter what actions you might perform, what you might witness or be exposed to, your True Name remains the core and truth of you and all else just slides off, leaving you unmarred. The same effect also shields your soul from any and all attacks whether it be mundane or magical, whether the perpetrator is some petty torturer or a celestial spirit. Your, soul, sense of self and willpower are absolute, boundless and inviolable, come what may. Neither can your True Name be used against you, or knowledge of it pass on to others save by your own will and desire.

Beyond this, truly knowing yourself places your heart at ease and lets you draw out more of it from within you. Simply by meditating upon your True Name you find that your soul grows ever-so-stronger, growing richer for the experience, and immensely benefiting your comprehension of all things related to your mind, soul or spirit.

Finally, your enlightenment will avoid the traps of stasis or hubris; from now on your soul will develop only for the better and never for the worse as you walk the road towards the better you, the you that you really wish to be. No more self-deception, no more blind alleys.

Jinchūriki (Capstone Booster)- 600 CP

You are a Jinchūriki, a human sacrifice made for the sake of your family, village or nation. A being, ancient and eternal, of virtually unfathomable power was sealed within you, when you were but a child.

While this tends to be a rough deal, it does have its advantages. First, you have regeneration, capable of healing anything short of lost limbs in minutes if not seconds. Secondly, your senses

are boosted to a massive extent, granting you heightened senses of smell, hearing, and even sight. Apart from that you have access to all of the beast's vast power providing you not only with a massively, ridiculously, boosted chakra capacity and very nearly inexhaustible chakra regeneration, but the same for any other energies you may use. Indeed, all powers are the same to the beast, as it converts any and all energies to any other with little effort.

In addition, unlike many Jinchūriki you have reached a perfect harmony with the entity sealed within you. They don't blame you for their predicament and have developed a very amicable relationship with you, the details of which are up to you to decide. Not only can you freely use its chakra cloak, chakra tails, bijuu bomb, etc, but you also have all of the wisdom of an age-old being at your disposal along with its experience in the world, it having witnessed various techniques and things most people cannot even imagine.

This last part manifests as the boosts which this perk provides to each of the origin capstones, with the specific interactions detailed at the capstones themselves.

Drop-in

Shinobi- 100 CP

What with all the screaming jutsu names and giant fireballs and kaiju summoning, its like these people have entirely forgotten that ninja are supposed to be stealthy. Well, good thing you're here to remind them.

You are a true Ninja, a true 'Old School' shinobi. You have ungodly dexterity, patience and sheer skill at sneaking. You could sneak through a village full of ninja at high alert while wearing bright orange, and your skills at lockpicking, picking pockets, stealing, sneak attacks and the like, trades which demand stealth like this, are just as ridiculous.

In addition, you no longer need to cry out any of your jutsu's names, being able to just execute any and all of your techniques without even uttering a word. You're also a dab hand at using the more 'traditional' ninja methods of dealing with people, such as poison use and various practical assassination techniques that don't require engulfing your hand in lightning and running in a straight line at someone.

Finally, while you do not gain any supernatural abilities related to stealth, you can maintain any abilities you do have in just about any condition, be it drunk, injured, or unconscious.

Ninja Therapist- 200 CP

If there's one thing Naruto fanfic has made plain its that the Elemental Nations are suffering from a dire shortage of mental health professionals. Well, until some come along you'll have to do.

When it comes to mental issues, hang-ups, long held psychoses and deep-seated emotional issues, you are the ultimate panacea. It's almost supernatural with you, the way it works. You have a solid understanding of how people's minds work, how to tell when one isn't healthy and how to get it there. You can do it through conversations, proper treatments… or you can do it with a bare-knuckle fight. It's weird, but whatever you do, even the worst mental issues can be resolved by you in hours, if not minutes.

Of course, you didn't get this good at sorting through other people's shit by completely ignoring your own. You are a generally well-adjusted, mentally stable person and can remain so even through the normal stresses of ninja life.

Lastly, this works on every single sapient being you come across, regardless of how incomprehensible their minds must normally be to you. Someone's gotta teach the bijuu to stop hating eh?

Innovator- 400 CP

It's a pain, isn't it? Seeing all these people who just don't seem to realize how much they can do with their incredible powers. Well, that's not something you need to worry about, at least. You have an incredible imagination, coupled with a ridiculous degree of technical capability. You're able to come up with new uses for practically anything and everything you see, from jutsu to seals. Whatever it is, you just seem to 'know' how to apply them in all sorts of clever, innovative ways to achieve great results.

This is only a side-advantage though. Your real skill lies in playing around with the techniques and abilities themselves. You have a ridiculously great ability to modify, break down and recreate any and all techniques, be they Taijutsu, Genjutsu, Ninjutsu or even specific bloodline applications. You don't actually learn them any faster but once you have learned them your mind unleashes a veritable flood of ideas for improving them, applying them in ways no one has ever thought of, boosting their power or broadness though simple tricks, merging disparate techniques, lifting principles and elements from one and applying them to the other, coming up with new variants… and these are just a few examples of what you can do to them.

If it still needs to be said, this also massively advances your ability to come up with new tricks and techniques, and lets you easily combo any already-compatible skills and abilities for maximum synergy.

Plot no Jutsu- 600 CP

Are you even taking this seriously? It's like you're treating this world as your own personal playground or something. How many fortunate coincidences can one ninja benefit from, anyway?

You're obscenely, ridiculously lucky. Bad luck never touches you, random events almost always go your way, you practically trip over things that you go searching for or will need later, and your enemies keep suffering from convenient attacks of stupidity, such as helpfully explaining how their powers work so you understand how you'll "never" be able to defeat them.

This is not an "I Win" button. If your stupidity reaches the point where you are outright *begging* the universe to come smack you, it will. Still, the amount of crap you can now get away with before you reach the 'too stupid to live' threshold is downright mind blowing.

Jinchūriki Boosted

It turns out that luck and probability are like a cloth, and people are but insects walking on it. You were already a stone that pulled both towards you; now, with the weight of your beast added, it's grown really rather ridiculous.

You are now the eye of Fate's hurricane, completely immune to precognition, postcognition and any similar abilities. The beast's might has brought you outside of even Fate's reach, and unless you will it, no binding of fate, prophecy or destiny can stay your hand when you want to do something.

Furthermore, your luck reaches beyond yourself to cover even your plots and desires now; it's almost as if there's an omnipotent author out there who is warping causality to help ensure your success. Even your most half-assed lets-hope-we-get-lucky decisions are karmically boosted, to the point where the vast majority of the time they'll work just as reliably as an actual well-made plan!

And if you're actually *competent* at plans, then your enemies will need either the keikaku doori of the gods or else a plot armor/armor-piercer of their own to match you.

Prodigy

Masked- 100 CP

A proper ninja does not reveal themselves until it's too late for the enemy to do anything about it. Not their true power, and certainly not whatever they're feeling.

You are now a master role-player and infiltrator, capable of putting on a flawless act that could fool anyone short of the most discerning and perceptive people alive, and often even them. You'll never even hint at possessing any ability or knowledge you couldn't reasonably be expected to have. Neither will you ever express a visible emotion that you don't want to. And unlike many long-term infiltrators you will never 'lose yourself' in a role or emotionally confuse a cover identity for the real you.

You could easily spend your entire life since infancy pretending to be the village idiot while actually having the power and knowledge to beat up a Kage, and leave everybody none the wiser. In addition, you have exceptional talent at both henge and mundane disguises.

Nerves of Steel- 200 CP

While it may not seem like it looking at canon and indeed, several fanfics, the fact remains that Ninjas can need to do some very bad things every so often. As such, being waffling or *weak* in any way doesn't suit you at all.

You have the grit and will of a veteran soldier, as well as the ruthlessness and implacability of a true, cold blooded assassin. No matter what happens, no matter what is lost, the mission *must* go on, and so it will. It doesn't matter if you've lost a limb and have another paralyzed, nor does it matter if you have to wade hip-deep through a pile of human entrails that you just pulled out of their original owners' bodies with your bare hands. You will have the will to do what needs to be done, and never forget that it really *did* need to be done afterwards.

Finally, your unshakeable nerves mean that you are entirely beyond such things as hesitation and indecisiveness in the face of the enemy. Your reaction time is so instantaneous that it borders on precognition, and you can think as calmly and clearly in the midst of the most chaotic situation imaginable as most people could while sitting in their armchairs.

Brilliant Mind- 400 CP

You are a genius, in the true sense of the word. Your IQ is in excess of 200 and your mental processes are optimized to where you have a truly perfect memory; unlimited storage, perfect indexing, instant recall, fully retroactive, all the perks.

Furthermore, your intelligence is so boosted that you can easily detect any attempts at genjutsu or other methods of tampering with your thoughts, memories, or perceptions, and can block them with trivial effort. Simply put, you're immune to any attacks that target your mind in any way, shape or form. It doesn't matter if they're magical attacks, mind control or some semi-mythical doujutsu technique, they bounce off of your mind without leaving any mark at all.

True Genius - 600 CP

Oh, wow. There's geniuses, there's legends… then there's *you.* Not only do you have vast potential in just about every Ninja Art out there, but your ability to master new skills, arts, techniques, or anything else is utterly absurd. You pick up the basics of new things almost immediately and improve from there at dazzling speed; a month of hard training would give you the sort of gains that an average ninja would spend a lifetime trying to achieve.

This works for everything learnable or trainable, in this world or any other. Physical development, chakra capacity, you name it. And you never need to waste time laboriously practicing or reconditioning what you have already learned; your skills and abilities will remain razor-sharp no matter how long they are left unused.

Better still, what real genius ever needs to rely on others? You could teach yourself how to become a seal master just from reading the textbook, learn advanced jutsu from half-legible scrolls fished out of the garbage, and master new taijutsu styles by secretly watching other ninjas perform their daily kata.

Nor do you suffer any bottlenecks or 'down' periods in your training. Every step on the path to power is as simple and obvious as the very first one, when it comes to you.

The only limitation on your ability to learn new skills, techniques, or abilities is that you cannot create new information from nothing or train in powers or special abilities that you don't have the capacity to use.

Lastly, the very first lesson you learned was that genius is wasted without the proper application. Your work ethic is excellent and you not only have the dedication to keep grinding away for prolonged periods of time but actually enjoy doing so.

Jinchūriki Boosted

Normally there would be a solid limit to what you can achieve even with the many boons this perk grants you. There are certain things you just don't have innate skills for, elements for which your affinity is just not there. No more of that.

The beast within you has a nigh-infinite base of knowledge, and that includes the ability to impart potential for things you just didn't have before. As long as something is not completely, utterly impossible to use outside of one specific bloodline or some-such, you find that you develop a deep, vast potential for it as soon as you encounter it, and are able, from that point on, to train it just as effectively as you can everything else. In addition to this, you find that the limits to what you can *learn*, at least, are simply gone. Even though you may not be able to use them, you can now learn any and all techniques, styles and similar, regardless of whether or not it's supposed to be possible for you or not.

And regarding those skills and abilities that *are* specific to bloodlines or similar, you find that you need to collect a sample of the relevant type, such as DNA from the specific bloodline, or just some blood from that specific race, or a sample of the energy required, before your beast can integrate them into you too, and grant you the same potential, up to and including making you a Hybrid of the race in question, one with all its strengths and none of its weaknesses.

Exile

Please Return!- 100 CP

People are incapable of denying to themselves or failing to realize when something you've done has helped them. This doesn't necessarily mean they might not still express ingratitude or scheme to use you for their own benefit, depending on what kind of people they are, but it does mean that even your worst enemies will still acknowledge your true value.

This perk can also act as a general leadership buff because your followers will always truly see how your decisions and deeds have acted for their benefit; no amount of enemy propaganda can spin away your accomplishments. Your people will always know in their hearts when their leader is truly worthy of their trust.

This effect obviously does not help you unless you actually *are* a good leader, mind you. Fortunately, it also doesn't broadcast when you've been a bad leader; people will have to find out about your errors or misdeeds on their own.

Takeover Expert- 200 CP

Being exiled from the only home you've known is a rough deal, however you put it. Good thing you have a tremendous ability to make other places yours. Both as your home, and *yours*. You are a superb general and tactician, having the ability to turn around wars and battles simply by your presence.

Furthermore, you have ridiculous charisma and charm, allowing you to win the hearts and minds of people as easily as you win battles against them. You are the type of person who could unite a hundred warring provinces into an empire, or take over a foreign ninja village as it's Kage mere years after arrival, or even make a new village out of ragtag groups of missing nins and runaways.

Real Hokage-400 CP

It can be easy to stumble into positions of leaderships and/or authority. Becoming a team leader, a Kage, a Clan Head or even conquering an empire, depending on your skill and luck, can be done, and even done easily.

Ruling them, on the other hand, is a whole different kettle of fish… for others, at least. You are different. You have a gift for all aspects of rulership and administration that makes you among the very best.

This includes everything, from managing the national finances to developing infrastructure, playing at and countering courtly intrigue and assassination games, keeping a finger on your subordinates' games or competing with other clan leaders in your village, or even other Kages as a village leader yourself.

You know what missions to take and give up, how to develop alliances, who to assassinate and who to oblige, how to root out corruption and inefficiency, how to correctly pick out and train useful ministers and subordinates to delegate to… in short, everything you need to both shape whatever organization you're leading in your own image completely and utterly, and to bring it to ridiculous, obscene levels of prosperity and power.

Finally, you can choose one person per organization you lead to take as your deputy/heir, and pass on a lesser version of this perk. No one will question the legitimacy of this heir you have chosen.

Magnetic- 600 CP

You have something about you, a way, a certain *je ne sais quoi* that gets people to follow you. Maybe it's your charm, your goodness or purity, maybe it's destiny nudging things along, but wherever you go you tend to find people of great power or ability who are all too willing to assist you. Experienced generals, old shinobi who could kill whole armies by themselves, princesses who are just perfect to sort out any political troubles you might have… all are drawn to you like moths to a flame, only with a better outcome, hopefully.

Not only do they follow you, but all of you bond to each other to ridiculous degrees, letting you work together with legendary synergy, almost reading each other's thoughts, moving as one on the field of battle. This also lets you work together when it comes to training, letting each of you advance orders of magnitude faster in any field when teaching each other, and in general letting you improve ridiculously quickly via spars or joint training.

Apart from specific training, even in general the people you associate with, who work with or for you find themselves improving at mind-bogglings speeds in all aspects, becoming smarter,

more capable, more competent. Even those who start at the very bottom could outmatch the finest in the trade in short order.

You automatically encounter many people who this works on, but you can also deliberately target these effect on anyone who doesn't resist it, and all companions or followers are included by default.

Jinchūriki Boosted

The being within you has seen the bonds you share, and it approves. And so it has whispered certain secrets into your mind. Firstly, the speed at which each of you learn has been increased further, becoming almost ridiculous, particularly when at least one of you already knows any given skill and is teaching it to others.

But that's just one thing you can do. More than teaching, the demon has whispered to you the *true* power of friendship. That is, having your friends around you, and sharing each other's power. No matter how far apart the members of your group are and what stands between you, you remain in perfect communication, able to silently transmit words and even feelings between each other.

Furthermore, you can also share your chakra/mana/ki/etc. with them freely, or vice-versa over any distance, without fear of any negative effects, even where they might normally happen. While even the vast power of the bijuu might stretch thin if you tried to supply an entire army, your friends and companions will have stamina and energy as effectively inexhaustible as your own for as long as you permit it.

Demon

Unsealable-100 CP

While it tends to come with it's advantages, a world with myths and legends run rife can have its share of issues, among them the fact that certain races have certain weaknesses they just can't seem to be able to overcome.

For example, Bijuu can be sealed, and demons can be destroyed with holy powers, so on and so forth. You might just be the exception to this rule. While you're nowhere nearly immune, you find that you have a significant resistance to your race or species' traditional weaknesses. In humans this appears as a dramatically strengthened constitution, letting you take all sorts of poisons and diseases and suffer only minor effects, while a Bijuu is much more difficult to seal, and demons can resist influences that would control or hurt them in similar ways.

Kyuubi-chan- 200 CP

It can be a daunting prospect to be set face-to-face with beings of terrifying power and might, such as demons or gods. You, however, are special. You find that you have something about you, like an aura, which immortal and powerful beings find rather soothing and pleasing.

In addition, your mental faculties are such that you remain entirely unaffected by the status and power of the people you're interacting with, able to treat them like you would anyone else. Indeed, it's almost as if something out there *wants* you to form relationships with such entities, because they tend to be open-minded towards you even if they normally wouldn't be at all, and you have inordinate luck and skill at charming and convincing them.

You could talk to a demon and get them to become anything from your friend or lover, convince proud clans or species to become your summons and/or friends, get princesses and priestesses interested in bearing your children, and in general, the more powerful and distant a figure is, the easier you find it to get close to them.

Ancient Tongue- 400 CP

Somehow, through an accident or fate, you encountered one of the ancient tongues of the world, maybe the Celestial or Infernal, or something similar. This has changed you, and made you… better, in certain ways.

First, you have a ridiculous aptitude for all languages, mortal, immortal, divine or demonic. Simply by encountering them once you can learn how to read and speak the language flawlessly and fluently, no matter if it's just a dialect of a language you already speak or the language The World Was Written In.

In addition, you become an absolute master of fuuinjutsu, capable of doing things with it even the greatest master would gawk in awe at. You can set up things like Konoha's shields, seal terrible and powerful entities into objects and things to harness and manipulate their powers however you please, make storage seals, explosive tags, seals to support jutsus or ones that hold whole Jutsus in stasis, or even other, more exotic effects… basically everything you see seals doing in Naruto fanfics.

This carries over to similar skills, anything to do with inscriptions or runes like warding and enchanting or cursing in the future too. Not only do you learn the skills reserved to mortals in such fields, but even the stuff of heavenly or hellish libraries is not beyond you now.

Hanyou- 600 CP

Okay, you're special, Jumper. And everyone realises this! You find that people around you tend to practically fall over themselves to grant you artefacts, powers and abilities, be they superpowers or letting you summon their servants as your servants, or something in between.

This happens most often with beings of great power and age, demons and demon gods, spirits and plain gods, but affects just about everyone. They never seem to care what other powers you have, even if they come from their enemies. Nor do they have much restraint in handing out the good stuff, making you among the most powerful ever empowered by them at a minimum.

They do this most often through letting you share their bloodlines, or souls, or something in that vein, granting you power that won't fade with time but instead only likely improves, though the latter is far from automatically assured.

The bloodlines and powers you recieve in this way never harm you in any way, shape or form, and they always play well with each other, even if it makes no sense.

Jinchūriki Boosted

While the benefits granted by other gods can be great, nothing quite matches the beast sealed in you. Nonetheless, your beast has much to say and do about these blessings, including some really neat stuff.

First, your jinchūriki regeneration has also been boosted, to the point where it *can* restore lost limbs and return you to full health from anything short of being ground into hamburger. This also affects more subtle things like diseases, poison or even aging, granting you eternal youth and health.

Second, not only do your many blessings and boons play well with others but they now play off of each other, synergising and interacting positively wherever possible. The demon's power also strengthens these bloodlines, meaning that they tend to start growing stronger and richer with time. This can take a long, long time indeed, dependant on the nature of the power and the being who granted it, but it can be sped up massively through certain methods and techniques your beast can guide you through.

So thorough is this increase that it's just a matter of time before your powers match the being who granted them to you, and slightly longer before you cross them and stand at the very epitome of their whole race or species, unless they were already there, of course. Even at this point, while the beast has no more advice for you, you can still keep improving if you can figure out how.

Items

You receive an additional 400 CP to spend in this section alone.
100 CP items are free for their respective origin, all others are discounted.
Wherever relevant, you may import an existing item for no additional cost.

General

Ninja Weapons- Free

You have a pouch full of all kinds of general use ninja weapons, like shuriken, kunai, senbon, each of multiple kinds and sizes, up to and including things like fuuma shurikens and the rest. It also has many spools of ninja wire, along with the other slightly niche materials, and everything is of the very highest quality, prime Higurashi product.

No matter how many of these you take out, there are always more, and you always pull out exactly what you were meaning to. Strangely no one ever seems to question this, maybe they just think you have a *lot* of storage scrolls in there? The items you take out eventually disappear after use.

Unique Uniform- 50 CP

While you wouldn't think so at first thought, clothes are certainly very important for ninja around here, and just as varied. Jumpsuits, trench coats, chains and bandages, even big ropes can be found as part of outfits. Well, you have your own, now!

This is your own unique outfit, designed completely to your tastes. And it has certain unique features. First, it protects you perfectly from any and all weather or environment situations. Excessive cold, heat, whatever it may be, you don't feel a thing… so long as it's weather. No tanking Jutsu. Secondly, you find that no matter how elaborate or frail it gets, it never, ever interferes with any of your abilities.

You can use Doujutsu through shades, Gentle Fist while wearing gloves, so on and so forth, all day long. Finally, you can change what it looks like with nary but a thought, with it becoming anything from field rough-and-tough gear to high quality party stuff, and being spectacular at both functions. Also, it never gets dirty, and any cuts or tears are automatically fixed, though you can choose to have it "appear" dirty or ripped up if you're going for some sort of disguise.

Ramen Stand- 100 CP

You are now the proud owner of a small restaurant that follows you from jump to jump. It is staffed by a generic cook and waitress and is entirely capable of running itself without your input; you just need to show up and collect your share of the profits. The income from this place won't make you rich but it will support a modest lifestyle.

You and your friends get free meals whenever you drop by, of course. The primary dish here is Ramen, naturally, and this is some of the tastiest ramen you've ever eaten. It's just as good as Ichiraku's if not better. But the restaurant also has just about every 'far-east' dish you can think of, along with a random assortment of the most popular dishes in each jump you visit.

Summoning Contract- 200/400 CP

You have backup! Well, in a way. You have signed a Summoning Contract with a clan of ninja beasts, and they are ready and eager to come to your aid whenever you can muster the chakra to cast the Jutsu!

For 200 CP it's a 'normal' clan like the Toads or the Snakes, while 400 CP gives you a 'Mythical' or 'Divine' clan, like Dragons, or Phoenixes or White Tigers… you know how it goes. Jinchūriki receive one 400 CP purchase, reflecting the clan their beast is *obviously* the boss of, for free.

With time, your summons may impart certain techniques that would make you a 'Sage' representing their Clan, as well as any other benefits they provide in the fanfiction you choose to go to with this jump.

Workshop- 400 CP

Going out and beating people up is not all there is to being a ninja, certainly not in the myriad worlds of Naruto fanfiction. There's a lot of space for less… outdoorsy activities, such as seal-creation, weapons-forging, and so on.

That's where this beautiful place comes in! It's the ultimate workshop, perfect for just about anything you may care to work at.

It has a huge supply of papers and inks for your fuuinjutsu needs, herbs and plants for preparing poisons or medicines, a forge and metal supplies for smithing, timber for woodwork, and so on, for anything else you may care to work on.

The quantities of the materials generated depend on their rarity and value. Something like ordinary paper and ink, or plain steel and wood, would never run out no matter how much you use, while things like paper from special, chakra-enriched trees would be in far shorter supply.

But no matter how rare something might be, so long as it's not absolutely unique, you can expect to find it here, and in sufficient quantities to work with.

At the absolute slowest, for materials of priceless rarity like high quality chakra-storing gemstones or metals, you could expect a supply to regenerate bi-yearly, and proportionately lesser times for less rare substances.

In future worlds this workshop updates with materials and ingredients of the respective settings, with the same replenishment rules remaining in effect.

Training Area- 600 CP

If there is anything that Naruto fanfiction has taught people it's that training, good, rigorous training, is not just important but absolutely vital. That's where this comes in. This is a pocket dimension, attached to your Warehouse. In this, you can have training and fights that are… well, whatever you want.

That is, you can control each and every aspect of the inside of this area. You can have any opponent, whether a real person in this world or a custom one, with specific skills you want at specific levels, and any number of them.

In addition, you can control the size of the arena as well as the terrain, the gravity, atmosphere, the circumstances for the fight and indeed, everything else short of the passage of time. You can have battles on the scale that carved out the Valley of the End, or however much greater you want, with as many opponents, of however high or low power levels and/or skills, as you want.

In addition, you impose whatever restrictions you want on some or all combatants involved, including yourself. This includes, but is not limited to editing yours and your companions' memories to forget that this is an arena in the first place, letting you undergo the experience of proper battle while inside. Of course, if you just want to train in peace, you can do that too, as this area generates endless supplies of everything required, from natural chakra to practice shurikens to ink and paper.

Related to this, all injuries, up to and including mental and spiritual ones, and even death, are undone perfectly upon leaving this arena. All mental and physical trauma involved is erased along with any residual memory modifications placed at the start, all ammunition and consumables expended are replenished, etc., leaving behind only the benefits, all of which are preserved perfectly.

Death inside does not count as death, not for you and not for your companions. Finally, while you can't change them while inside, the conditions you can set include being automatically kicked out upon a certain time period passing, or a certain event occurring, anything. The arena will also automatically eject you if you "die" or get into a state you cannot possibly recover from.

Now there are certain limitations in place. First of all, while getting ideas from your opponent's skill and techniques to improve your own is one thing, no abilities or power that let you copy or steal skills or abilities work here, and second, nothing generated in this world can leave this arena. All your improvements must come from within you, to put it simply. If you take a drawback that seals your warehouse you may instead opt to have a doorway leading to this place attached to a physical in-jump property.

Drop-in

Shadow Clones- 100 CP

Ah, shadow clone no jutsu. *The* signature jutsu of the Naruto franchise. And now you can join in on the fun.

You have a copy of a technique scroll for the shadow clone jutsu, of such quality that an idiot could teach himself from this thing in virtually no time at all. It even has safeguards built-in that eliminate any possibility of killing yourself by putting too much chakra into it, or getting a headache from too many clones dispelling at once or anything like that. The worst that can possibly happen is that it fails to work.

You still can only make as many shadow clones as your chakra can support but outside of that you can feel free to abuse this handy jutsu for training, decoys, diversions, paperwork, chores, or whatever else you can imagine. In the event that this technique is supposed to have some additional features in the particular fanfiction you go to, or even a better version, this scroll will contain both versions.

Storage Seals-200 CP

The most efficient way of managing space by far, and you have them on you! Specifically, you have two things. The first is a Storage Scroll, and the second is a network of seals place all over your body in strategic positions.

Each of these can store around a thousand cubic feet of stuff, preserved perfectly. The inside of the storage space is up to you to decide, as you can create partitions, reshape it or whatever else you want, with the only stipulation that if you try sending in something alive, it will fail.

While you need the scroll itself to access the seals on it, the seals on your body answer to your thoughts, and you can put in or pull out stuff with just a thought. You can designate other people who can use the scroll if you want, but not your body seals. Finally, you also have a

collection of detailed instructions to make more of both these types of seals, for yourself or others.

Hitai-ate - 400 CP

Oh, a shiny new Forehead protector! A Hitai-ate, or more importantly the insignia of the village carved on it, is the true proof of someone being a shinobi of the village. And now you have one too!

Yours is special, though. As surprisingly it seems able to actually *change* the insignia on it, along with any hidden seals or marks, morphing perfectly into the ID of any other nation you might want to appear to belong to.

Barring you personally telling them, no one can tell this thing apart from a genuine piece, and more importantly, tell you apart from a genuine shinobi of their village. Even the paperwork and history seem to magically be filed and backstopped, establishing you as having been away on a long term mission, or a returning spy, or something like that.

You have a great deal of control over the story you get behind you with this, but you cannot affect people or memories beyond inserting a generic idea of you having been in the places and/or doing the things your documents claim you were, so make sure you account for that. And this can only make you a low level member of the organizations, or an ordinary citizen. No becoming a Jonin right off the bat. Though if you rise to a high status in one organization you can use this to mirror it in others.

In future jumps this morphs similarly into any and all IDs you may come to use, providing the same benefits.

Spy Network- 600 CP

Well, this is interesting. When did you even have the time? Anyway, this is something special! Your very own Spy Network! That is, a network of informers feeding you information about all sorts of things, stealing things at your behest and doing all the other 'spy' things, but doing them for you!

This is a vast collection of agents and spies spanning every major and several minor nations, which copies reports and techniques, tracks people, steals information and gets it to you in a timely and discrete manner. There are hundreds of spies in this network, all working for a variety of purposes ranging from secret loyalty to simple greed for the cash payments you provide, and only you or those you personally tell will ever know the full scope of it thanks to top-tier compartmentalization techniques and strategies used.

Either way, their reach is vast, easily able to penetrate even the most secure buildings in the target countries, and their loyalty is absolute, perfectly willing to do whatever you ask from them, from stealing their village's greatest secrets to murdering everyone they've been living and working with for years.

They're unlikely to be powerful people in their new lives, but several of them are deep cover agents with established lives and reputations in the target countries, and all they are and have is at your disposal now. You've even set this up so that it effectively pays for itself, everyone involved getting the equipment or payments they need on time and when needed without you having to expend your own personal resources on it… somehow. You gain access to a similar network in future worlds pretty much immediately if you bother to go looking for it.

Prodigy

ANBU Mask- 100 CP

And a tattoo! You have been inducted into the ANBU forces! The Ansatsu Senjutsu Tokushu Butai are the most elite forces of any village, the *crème de la crème*, per se. And the unit you have been inducted into is elite among even them. You have access to the finest training, supplies and help your village can offer, and a security clearance to match. You may, if you wish, be assigned high-level missions. Or you can put yourself on 'detached duty' and just go back to being an ordinary ninja. It's up to you.

In future jumps you will have the status, access, and clearance of a high-level operative in whatever intelligence or military special-operations unit exists in your home nation, and they will curiously forget to actually assign you any missions or give you any orders unless you want them to… just as they forget to revoke your clearance.

Weight Seals -200 CP

You have a set of the same training seals that Maito Gai and Rock Lee use, and enjoy the same benefits. These seal weights grow heavier the more chakra you push into them, and discreetly fit onto the provided arm- and ankle-bands. If you regularly wear these and keep resetting them to the maximum weight you can handle, the resistance training will increase your strength and endurance to absurd levels just like the Duo of Youth. Also like them, becoming accustomed to moving with the weights on provides you with a *massive* speed boost when you take them off.

At the time you first receive this item, you can choose to swap it out for a special "gravity seal" tattooed on your body that functions identically to the above. Somehow these training seals give you a full-body workout, rather than just focusing on the limbs they're put on as common sense might normally dictate.

Uchiha Jutsu Archive- 400 CP

The Uchiha really were quite shameless in their day, always going around copying everybody else's lifetimes of hard work just by using their special eyes. Well, at least you get to benefit from that.

Somehow you've obtained a copy of the complete Uchiha Jutsu Archive, everything that several generations of dedicated intellectual property thieves could copy from every other ninja village, clan and small ninja child in the Elemental Nations. Pretty much any and every technique, seal, chemical formula, pill/cookie recipe or random dance routine that that one Uchiha liked can be found in here. Any knowledge that wasn't limited to literally just one person, family, or bloodline or was based purely on sealless chakra manipulation (such as the Rasengan) and thus uncopyable by the Sharingan is in the archive, all of them laid out in such a clear and concise format that any half-competent ninja could teach himself just by reading the scroll.

This archive will update with a complete set of spells, fighting styles, etc, etc. from any setting that you have visited and will visit in the future. Provided it could be generously called public, or even semi-private, knowledge it will be in here. Only the most super-secret, utterly private techniques are missing; after all, even the best copyright pirates can't get *everything*. This place is comprehensively warded against thievery, somewhat ironically, and it would take a team of top-tier infiltration specialists to even *attempt* to breach it. Of course its best defense is that, at least at jump start, no one knows you have it. Post jump you can have this become a warehouse attachment.

Clan Jumper- 600 CP

Because of course a prodigy like you is the clan head! Or at the very least, the clan heir.

You now have your very own ninja clan, with all that entails. You start with, at minimum, an assured place among the clans of your own village and all the legal privileges this entitles you to. This includes a village council seat along with your clan's entire legacy; a vast clan compound ranging anywhere from dozens to hundreds of acres, a fortune that could buy small countries, at least one secret, ridiculously powerful style of Ninja Arts, armories holding thousands of weapons, many of which are priceless masterworks, and a considerable business empire.

You also have a symbol specific to your clan, which, if you so will, can be placed on things you own to indisputably mark them as yours, or tokens or medallions to indicate that someone represents you, or has your favor, things like that, and never be challenged. Forging this symbol is basically impossible, as people instinctively know when it's real and when it's fake.

Furthermore, you either already have or can easily recruit an entire extended family of dozens and dozens of ninjas and their spouses, children, etc. under your clan banner. These will range from experienced jonin elders all the way down to cute little genin, all of them entirely loyal to

you. In addition, anything you purchased from the Kekkei Genkai section can, at your discretion, be a clan bloodline that all your fellow clan members share.

Your loyal clan members follow you into future worlds, with the council position and wealth/estates adapting to fit the new world you import them into, and all members developing equaling aptitudes in the local methods. The least this can be is a somewhat important noble clan or influential family, and at the highest you could be one of the movers and shakers of the whole nation, with access to the very highest echelons of power. The one limit is that this clan will never be the sovereign ruling power of the nation… though it could be a distant branch.

Exile

Exile's Disguise- 100 CP

Sometimes you need to evade the hunter-nin. Sometimes it's just more fun to make all the people who exiled you wait until the appropriately dramatic moment to find out that you're the new Great Western Emperor, or Mizukage, or the leader of Akatsuki.

This face-concealing voice-distorting headgear comes in a form of your choice and makes it impossible for anyone who doesn't already know who you are under that hat to figure out that it's actually you. You could confront an entire group of veteran ninja who'd known you since early childhood and monologue to them at length and they'd never begin to clue in.

Treasury- 200 CP

Oh, what's this? It seems you grabbed all the money in the treasury before you left! Or someone grabbed it for you and sent it to you! Anyway, you have at your disposal a huge amount of money, easily equal to a significant percentage of the total amount the most powerful nation here had in their treasury!

The exact amount can change, but it's always more than enough for you to live a life of absolute, ridiculous luxury. You can pay off entire armies hunting for you if you want, or buy islands or even small countries with this. It's ridiculous. In future jumps this treasury adapts, becoming whatever currency is used there, or multiple currencies if that's what you want. Whatever happens, this is always enough to place you solidly among the very absolute richest people in the world.

All this money is always entirely untraceable, allowing you to withdraw it in any number of ways. In worlds that allow it it gives you a secret bank account, or accounts as the case may be, that you can move money in and out of at will, whether by cheques and cards that are also provided, or just piles or cash or precious metals just appearing and/or disappearing in front of you or in your pocket. Any money in here can be withdrawn 1:1 in any currency you want,

however exotic. This amount of money is generated anew at the beginning of each jump, or at the end of every decade in jumps that last longer than 10 years.

Sample Collection- 400 CP

Oh, what's this now? Doing some experiments, are we? Well, if you are, these would be *priceless.* This is a comprehensive collection of DNA samples, with blood, hair, nails and even bone samples from… well, just about everyone who's anyone!

That's right. This is a collection of neatly labeled samples that have materials from very nearly every powerful ninja, samurai, random guy, demon, sage… pretty much anyone who can be considered A-class or above in the Bingo Book. The exact nature and quantity of the samples depends on the people in question and their histories. That is, someone who keeps getting injured would likely have extensive blood samples here, but for someone for whom it's a rarity you would likely see only stuff like hair and skin, and quantities dependant on how easy it tends to ordinarily be to get those things from them.

The exception is for dead people, in which case you get significant quantities of everything from blood, bone, skin… well, everything. Each and every sample is perfectly preserved, and experiments performed on them have significantly higher chances of success than normal. In future jumps too, you get samples from all major figures in the setting, whether in terms of fighting strength, intellect or the rest.

New Home- 600 CP

They kicked you out of the only home you ever knew, but you showed them, didn't you? You made a new place for yourself, a completely new home. And now it follow you in your travels.

This can be in three forms. First, it's a real, proper Empire of the West, a vast nation with a land area significantly larger than any two elemental nations put together, or up to a small continent if you like it that way, a population well into the millions, and a suitably sized army of Samurai, Ninja and others somewhere in between, but in general not particularly comparable to the elite Shinobi of the East.

Or it could be a Hidden Village, with a miniscule territory but a force of thousands of Ninjas, with an established clientele, a significant network of spies, et al.

Or it could be some combination of the two, incorporating the best effects of both, but to a somewhat reduced extent. Either way this nation recognizes you as its leader, and follows you to all future jumps, where it's inserted in the local background as unobtrusively as possible.

The general technological, industrial and military levels of the land update to the average of the world it's inserted into if they're behind, along with the other things nations usually need, like spies, diplomatic connections and the rest.

Demon

Introduction- 100 CP

It can be problematic if you come into a world knowing little about it. Not knowing what to say and what not to, having to rely on people you really shouldn't… it can get problematic very easily. Well, not for you, because you have this!

This is a small book, having a vast range of detailed, comprehensive information about the world you're now in, with a general idea of the people in it, their relationships, and a whole lot else. This has information from all aspects and levels of the world, from the mundane to the supernatural, and the information is equally detailed for everywhere.

While this book wouldn't make you a particularly knowledgeable person in any field, you can be assured to pass as just one more person pretty much everywhere.

Legendary Gear- 200 CP

Well, this isn't exactly what one would call recommended Ninja Wear, even in this world of ninjas being battlemages instead of shadowy assassins. But all the same, it's good stuff, and it's yours. This a full set of equipment, with full armour, and one two-handed weapon, two one-handed ones, or a weapon and a shield.

Each of these is one of the finest pieces of it's type in the world, capable of laying low S-Rank Ninja and even doing serious damage to beings like the Bijuu. Moreover, they needn't remain at this level forever. Indeed, each piece of this gear improves in all fields of quality right alongside you, always remaining as much better as its base state is to a normal academy graduate.

Scroll of Names- 400 CP

Names are important. They're what defines us, gives us meaning. And while this may be metaphoric for humans, there are a lot of beings, gods, spirits, demons and others in between, for whom names are everything.

Which is what makes this so valuable. This is a small, black scroll that holds the True Names of every person in the world, human or otherwise. These are their innermost names, the truth of what they are.

Knowing a person's name gives you power over them, as you can use it to strengthen your mental tactics against them, be they mundane or chakra-reliant. It becomes significantly easier to use genjutsu, killer intent or even simple conversational tactics, almost as if you can sense what they're thinking just by knowing this.

And, of course, these names count as their True Names where any local systems of magic are concerned, too, even showing you multiple names where it's relevant. Simply thinking of a given individual or entity, even if you don't know their more common name(s), will cause their True Name to appear on the scroll, making it quite simple to look up exactly the Name you're looking for.

Entities under the purview of a Jumpchain or Benefactor are beyond the power of the scroll to know the full nature of, so neither the Jumper nor any of their Companions may ever be looked up in this resource.

Mindscape- 600 CP

Well then, look at you, with a non-conventional mind! You have a real, proper Mindscape now, Jumper! You have a place within you, somewhere in between your chakra, your soul and your blood, where your mind manifests as something *real*, as something that surrounds you and something you can interact with directly.

This has a number of advantages, as you may guess. You can physically and directly access and modify each and every part and aspect of your own mind, adding things, removing them, sealing them off, so on. Nor is your mind the only thing you have such access to. You can interact just like this with your soul, your chakra… and practically everything else.

In addition, you can control this place itself entirely, every part of it. You decide how big it is, how the laws of physics work, how time passes relative to the real world… within your mind you are God. You can also talk to and interact with any beings that are spiritually and magically linked to you.

You can even bring in and store items here, though nothing alive can be permanently stored barring shadow clone/soul shenanigans. Even people can be brought in, and depending on how willing they are, even access things about them, and let them access those things, in the same way as you access your own. This will only bring in their minds of course, and their bodies need to be connected to yours in some way, either physical contact or chakra/seal methods.

Kekkei-Genkai

All those who bought the **Kekkei-Genkai** above receive 1000 BPs (Bloodline Points) to spend in this section alone! If that's not enough, or if you didn't buy the **Kekkei-Genkai,** you may convert CP to BP at a 1:2 ratio. This works both ways, if you have BP left over. You may not use this to get back more CP than you originally spent.

All abilities here act like a muscle. That is, they can be trained with time and effort to be far stronger than they currently are. They also cost Chakra, but little enough that unless your reserves are exceptionally low keeping two or three active isn't all that much a drain. If you have multiple eye-based bloodlines you may selectively choose how they manifest and how they look.

Sensory- 200/300 BP

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

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

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

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

X-ton- 300/500/600 BP

You can manipulate one of the combinational elements, formed through the merger of two of the five elements. A few examples are Ice, Steam and Sand, but there are many more. For 500 CP you can pick an element that's a combination of more than two elements, like Dust, or even those that have significant spiritual aspects to them, like Wood, illusions that can affect the physical like the kurama clan, Shadow or similar. This gives you a more than decent talent for both of the comprising elements, but nothing too great.

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

For 600 BP, you can move entirely beyond these elements into the weird. You can now control and manipulate purely spiritual things, or even concepts. Things like Yin/Yang Manipulation, or Space-Time Manipulation, or even manipulation of things like Time or Souls, Life or Death is now possible, just as easily as you would manipulate anything else.

Body Control- 500/700 BP

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

This control goes a long way, allowing you to do things like shape weapons out of your chosen parts, like bone swords or blood whips or whatever. Also, you're basically immune to any damage done to whatever you pick, whether through disease or things like impact, being able to generate quantities of the substance that cross the border across great into the frankly ridiculous.

For 700 BP, though, a whole new level of ability is revealed, in that you can now control the same thing, except you can do it to *others* too now. That is, you can control other people's skins, bones etcetera. This control is nowhere nearly as fine and strong as what you have over yourself, barely half as much, if that.

Blazing Brain- 500 BP

Your mind is a miracle. That's about the only word for it, really. There are brilliant people, there are geniuses, but this… well, you can probably judge for yourself.

First, you have a thinking speed that goes well beyond lightspeed, not only exceeding it but leaving it in the dust. It isn't active all the time, or you'd have died of boredom a minute after it awoke, but it doesn't in any way stress you to keep it active beyond the small chakra cost.

That's only the first part of it, however, as apart from this you also have the ability to devote your attention to any number of tasks you're capable of physically performing at the same time, and do it with the same effectiveness as if it had all your attention. That is, you have unlimited capacity to multitask.

Iron Body- 500 BP

You have a body that is the stuff of legends, and the legends always fall short. Your skin is like a layer of steel, utterly impervious to anything short of an all-out attack from an S-rank Ninja, and even that is likely to do only moderate damage.

Because it's not just your skin, either. Your flesh, bones and blood are all of a similarly ridiculously high quality, providing you a level of sheer, unassailable durability that many would simply lose hope of ever penetrating. Even your internals benefit from this innate toughness, allowing you a defense even against attacks that would normally bypass the outer layers of your body.

And it isn't only relevant to physical attacks, either. You have the same durability to all chakra based attacks, exotic attacks like the Kamui, and other things like that. No matter what it is, you have the same resistance to it that you do to a punch, even to attacks that normally would simply bypass all immunities.

Unique Chakra- 600 BP

Your chakra is special, different, perhaps plain *better* than others. Maybe it's intensely dense and rich, providing you an exemplary life force and health, and being able to be shaped into almost real, hard tools and weapons of all shapes and kinds, like the Uzumaki clan and to an extent the Senju clan also.

Or maybe you have the ability to absorb chakra while moving, like Juugo's clan, or perhaps your chakra is silver or black, with it's own unique effects somewhere in line with the ones outlined here.

Sharingan- 600/900 BP

And now, we come to this. The Copy Wheel Eye is one of the most powerful bloodlines in this world, and for good reason.

While the Sharingan is active, you can instantly and perfectly copy any technique, jutsu, seal or trick that you lay your eyes on. It doesn't give you any of the innate abilities needed to *use* those techniques, if the technique requires such, but if you see someone use it, you know how to do it yourself.

That is only one of the effects, however. You can also cast any genjutsu or other illusions through your eyes alone, completely eschewing any need for words or gestures. You can predict people's actions through the tiniest movements in their muscles, and react to them in real time. It also allows you to directly see chakra, and you can see through all but the greatest illusions, and even break them more or less at will.

While you have all of these abilities from the beginning, they take time to be raised to their full capacity. This can be seen by how many tomoe you have in each eye. You can have anywhere from one to three, and it determines the magnitude of your powers and your control over them. When you have three in both eyes, that marks the point where you have both as complete as they can be.

At this point, another power that you can use is revealed. Simply by looking people in the eye and focusing your will, you can establish temporary or permanent mind-control over them. It is done through a combination of a vast array of genjutsu and compulsions, and can be detected as simply as looking in the victim's eye, as they acquire a permanent reflection of the Sharingan for the whole time they're affected.

For an additional 300 BP, your Sharingan crosses the limits of the normal Sharingan, and unfolds into the Mangekyo Sharingan. This is the advanced, mutated version of the ability, and has its own additional powers.

That is, five additional powers, each above and beyond anything normally doable. The first of these are the Amaterasu flames, black flames that cannot be extinguished by anything short of powers equal or greater than the caster, and burn for seven days and seven nights if not forcefully extinguished.

The second is Tsukuyomi, a genjutsu in which everything, from the terrain to the passage of time is at your command, and you can do… well, whatever you want with the people you ensnare.

The third is Susanoo, a massive construct of a spectral warrior which protects you and serves your will utterly and absolutely. You can control and need to control this construct, but it also has some rudimentary but effective instincts to protect you and smite those you're opposing. Also has facsimiles of weapons from a mythology of your choice. Their powers are based on what you draw from, but are only a fraction as effective.

The fourth is the Kotoamatsukami, a mind control technique that always works perfectly if you can cast it successfully. The target is completely under your control, doing what you want, and short of someone directly looking for it, it's extremely unlikely to be detected.

Then there is the Kamui, power over Space. You can create portals to go anywhere in the world, or even across dimensions to access the multiverse, often consisting of variations of the world. You can also manipulate objects and people, including yourself. You can make it so that the bulk of you is in a different dimension than the one you're visible in, making you utterly invulnerable to all damage short of something capable of actually affecting multiple dimensions at once.

Unlike normal users of the Mangekyo you do not suffer from diminishing eyesight or similar problems or issues, the payment of CP having been the only 'sacrifice' you needed to make.

Byakugan- 600/1000 BP

The infamous White Eyes of the Hyuuga clan. These are some special eyes, Jumper. You can, at all times, have a perfect 359 degree vision on all places around you, with a tiny blind spot at a miniscule spot on your left shoulder blade.

Beyond the breadth of the vision, you have X-ray vision, which you can control perfectly to choose what you see through, and what you don't. You also have immensely powerful telescopic and microscopic vision, letting you see for miles ahead through whatever may be in between, as well as each individual cell in your palm. You can also see Chakra directly, as well as pierce illusions like nobody's business.

Finally, you have some significant ability at looking through even things that transcend physicality altogether, being able to read documents stored inside sealing scrolls and similar things. But this last is an ability that needs to be developed, and it requires some intense effort to achieve it, to say the least.

Having the Byakugan also grants you a body suited to their special Taijutsu style, the Juuken. Your balance and poise are impeccable at all times, your intelligence is significantly higher than average, and your fingers are like steel daggers in their strength and striking power.

For an additional 400 BP, your eyes grow past the ordinary Byakugan into the Tenseigan, which grants you several additional abilities. First of all, you gain the power of manipulating gravity, with enough finesse that you could manipulate things on a hand-to-hand level and enough power that if you put absolutely *everything* you have into it, you might just literally move the Moon. You can also use this power to fly, and animate statues to do your bidding. This last bit is not necessarily due to the gravity control, mind.

In addition to all that, you gain the power to wield the Truth Seeking balls of Hagoromo Otsutsuki, one for each non-fusion element, including Yin and Yang. Further charging these balls with your own power lets you perform special tricks, even the least of which tend to be more powerful than most things ordinary ninja could ever hope to pull ever in their lives.

Rinnegan- 1200 BP

The Eyes of God are yours now. The Rinnegan's name might sound overly grandiose, but let's be assured, it is not. You have these eyes now, along with all the powers that come with them. These take the form of multiple 'paths', each with its own abilities. You can use all of these powers in one body if you want, but you can also use multiple bodies, one for each path.

First of all you have the Deva Path, which grants you control over gravitational force, to extreme extents. You start out knowing three specific moves instinctively, those being a move to cause an intense pressure wave moving away from you, called 'Shinra Tensei', an extremely powerful attraction towards you, called 'Banshō Ten'in', and the third one which is simply a move that

lets you release an intense ball of pure gravitational energy, which attracts everything to it with a ridiculously strong pull, almost like a very watered-down Black Hole.

The second path is the Asura Path. You can create metal of all types from your body, in however complex shapes as you want. Machinery, weaponry and high technology, if you know how to make it you can grow it directly out of your body. You can also infuse items with chakra to summon them later, even control things by using chakra infused metal.

The Human Path grants you dominion over the souls of people. You can manipulate them and interact with them directly, so much so that you could even extract their memories from them with just a touch, conduct 'soul surgery' of just about any kind you can imagine, or just rip them out entirely.

The Animal Path, the fourth path grants you access to a wide variety of summons. Any being that you personally defeat and/or kill can be summoned by you. They tend to have the rinnegan in their eyes, but otherwise act as all other summoned beings. You also find that any trials or requirements to get summons to let you sign their contracts get smoothed over simply due to you having this.

The Preta Path allows you to absorb chakra from your surroundings, even from other people or techniques headed at you. You can not only take this chakra, you can add it to your own reserves, even to the extent of increasing your overall pool to a reduced extent.

The Naraka Path allows you to summon the King of Hell statue. You can use this statue to know if someone is telling the truth or not, heal people, even from the absolute verge of death to fully fit in a matter of minutes at most. And at an immense chakra cost, this can even be used to resurrect the dead.

This last ability will not cost you your own life, though it may leave you exhausted and feeling weak for weeks or months if you use it on a huge number of people at the same time (for example, bringing back the population of an entire major hidden village). The statue can also be used to perform soul tricks similar to what you can do with the Human Path.

Aside from these paths, the Rinnegan grants you a vast chakra capacity, almost half of what being a Jinchūriki would give you, extremely fine control over it, and exceptional affinities in all five normal elements, and potentially the ability to utilize Yin/Yang Release with training. Where it would matter these things stack with and augment any such affinities, control, or reserves you already possess.

The Copying Bloodline- 1200 BP

A staple of the genre, this is your very own copying bloodline!

What this bloodline does is as simple as it's powerful. With it, you have the ability to copy the powers and abilities of others, much as how a Sharingan user copies their skills. Simply by watching a power in action, or actively focusing these powers on someone who has a bloodline even if it isn't active, you find the same abilities developing within you.

The initial strength of such powers depends on you. Simply by its function this bloodline gives you a basic potential in the powers the target is using, but by actively working at it and expending the rather high chakra cost, you can upgrade the bloodline to be as strong as the target's, though no stronger.

This doesn't mean it can't *grow* stronger in time, though. In essence you have the same bloodline gift as whoever you copied it from now in every way, shape and form, including the ability to pass it on to your kids. In future jumps this bloodline continues to be able to copy any and all bloodlines, powers and abilities, just as easily and completely.

If someone has more than one bloodline, you need to copy each one separately, but you can manifest any or all of them with no side effects whatsoever.

Companions

Import- 50 CP

You may create a new companion, or bring an existing companion into the world. Either way, they receive a free origin and freebies, along with 800 CP to spend wherever they want.

Local Companion- 100/200 CP

Take someone along from this world! Humans cost 100 CP, Bijuu/gods/similar cost 200.

Tailed Beast - Special

If you are a Jinchuriki you may take your Beast as a Companion for free. They will be guaranteed to find or develop a way to project a physical avatar from within your Seal at some point during the jump if you desire them to have that capability, and will not take up a Companion slot so long as they stay sealed within you.

Additionally so long as they stay sealed inside of you you may freely grant them access to copies of any perks, abilities, powers, or so forth that you personally possess and vice versa. However, should they be unsealed and removed from you access to these copied abilities will be suppressed until they are sealed back inside (which you are guaranteed to be capable of doing, if both you and your Tailed Beast are willing).

Scenarios

Each scenario gives you an additional 500 CP to spend before the rewards mentioned. Failing a scenario doesn't forfeit your chain, but it does forfeit both the scenario rewards and this jump. That is, you're still leaving, but not with anything more than memories.

Of the Clan (requires taking a bloodline, incompatible with **Clan Jumper**)

Welp. Something happened to your family, which left you all alone in the world, needing to remind it of the glory and power of your family. Maybe they were destroyed by an enemy, or a mad scion. Maybe they just fell in some kind of natural freak occurrence. Or maybe it's something else entirely, the details are up to you.

What matters is that it leaves you all alone in the universe, set against prodigies of other clans, wealthy merchant scions and all other manner of enemies and potential enemies, with no one left to wield the big Clout stick on your end. You and you alone must brave the waters of politics and high finance while at the same time rising in innate power and Ninja rank.

Through hook or by crook, you must establish a family as powerful as **Clan Jumper**, all the way to the full measure of its mentioned or implied power. Getting help is fine, but the majority of the work must be yours.

It won't be easy. You must compete with opposing clans, ancient feuds, guilds and merchants who have taken over the markets your family dealt in, Ninja Nation politics, and all this on top of your usual concerns as a Ninja. And you don't have forever. Within 25 years of starting the jump you need to achieve Jonin rank as a ninja while your clan must become as powerful as described above, or you fail this scenario.

Success means that this family of yours, this clan you have built so painstakingly, follows you in all future jumps, now provided everything the **Clan Jumper** has, even if you didn't already build it in. But more than that, there is now an inexorable link between you and your clan. You find that as your own, personal power grows, so does your clan's.

The details of how it's happening are left for you to figure out, but all kinds of strengths of your clan, financial, political, military, all scale to your own power. Your houses get bigger and more luxurious, and there are more of them, more people appear either by breeding or recruitment or or something else entirely, the strength and powers of all members rise… your family will always be in a position to support and aid you, no matter how high you go.

Summoner of the Divine (Requires **Summoning Contract**)

Summons are mighty beasts that ninjas can call upon to aid them in their fights, often against other summons. You are one such summoner, only now you're set on the path to greatness few can even imagine.

You see, there exist now in this world a number of Beasts that count as nothing less than Divine beasts, mightier even than the Mythical Beasts you get for the 400 CP contract. This has nothing to do with what these words mean in other worlds, rather it means that the clans being referred to are mighty ones with extraordinary powers other summons clans can scarcely comprehend. They're far away, arrogant and powerful beyond words. If any such clan was to take a summoner it would only be one of the leading Ninja of the generation, someone capable of getting their contemporaries to hold them in the same regard as lesser summons hold these godlike beasts.

And now you must find them, interact with them and convince them to take you on as Summoner. Your journey to this goal will not be easy, rest assured, nor will it be quick. But at the end lies untold power and glory, and that makes it all worth it, doesn't it?

An example for how this can be done would be if you take one of the Four Chinese Symbols as your target. You would have to secure the allegiance of at least three of their 'vassal' races, such as birds for the Vermillion bird, Water-based or Amphibian species for the Turtle, reptiles for the Dragon and so on. You must get at least three separate summon clans like this to take you as their summoner, and *then* you must make them accept you as a Sage for each of them.

It is only after this, once you have proven yourself the greatest of summoners for each of these lesser clans, none of which may be weaker than those wielded by the Sanin, by the way, that the way to the top opens to you. All this ensures that the clans give you excellent recommendations with the Divine clan you're chasing, but that alone won't do it. It remains up to you to convince the actual clan, and you must do it well enough that they make you *their* sage.

At this point, however, the Scenario stands fulfilled and your title as the greatest Summoner and Sage alive uncontested.

Success means something special here. Not only do all the clans you have won over follow you with total CP-backing, your exploits have impressed the whole Summons World so much that you may even have *other* races join you! Specifically, a Divine species as powerful as the one you picked, or three 'ordinary' summons as powerful or weaker than the ones you won over as part of this scenario. Take them along, help them see the world, and be the greatest summoner ever!

Sealmaster (incompatible with **Ancient Tongue**)

Seals… they're a unique proposition, when it comes to the world of Naruto, even more so in Naruto *fanfics.* Do they just store things, or do they do anything anyone can ordinarily do, just in written form?

Few know, but for the purposes of this scenario it's definitely the former. That is, at the beginning. You see, regardless of how it might have been in the world you pick, it's definitely *possible* for seals to do everything ninjas can do. From Ninjutsu to genjutsu to even melee fights through the right sealing of Kinetic energy, it can all be done if one's clever enough.

And now you must be. Seal Lore in this world has not expanded beyond 'store things and make things explode', if elaborate enough in those fields to range from 'firewood' to 'Bijuu'. But now *you* are here. You must conduct the needed research, find the needed secrets and do all the work required to expand and elaborate the field of Fuuinjutsu.

You must design hundreds, if not thousands of seals, enough that can cover *everything* Ninjas typically do. From releasing fireballs to having a scroll perform every step of the Impure world summoning on it's own, only once you have utterly perfected the art may you truly be called Sealmaster, and this is when this scenario stands fulfilled.

As a reward, the knowledge of the field of Sealing becomes a sort of constant for you. No matter where you go, any and all magic techniques that depend on written symbols of any kind are automatically found in your knowledge, ready and waiting to be used at your pleasure. In simpler terms, you gain an Intellectus for Runes, Seals and Sigils of all kinds.

God of Shinobi (cannot be taken with **Perfect Control**)

Anyone can do things if they follow the proper procedure. Well, not anyone, but you know what one means when they say that hand seals and exact instructions mean that even the dumbest of idiots can *eventually* figure out just about any jutsu.

Which is why you get to be the one to break this world. See, all these things, hand seals, explosive tags, Jutsu as a whole, are all just crutches. Written down, established ways to manipulate chakra that achieve predictable results. They're an aid to most people, but you must prove them to be prisons.

You need to master every scrap of martial technique possessed by your village, by hook or by crook. And 'master' does not mean being able to repeat the hand signs. It does not even mean being able to *perform* the jutsu.

No, it means being able to achieve the effects of the jutsu without making any signs at all. You must master the way of manipulating your chakra by your will alone, achieving the near-miraculous effects Shinobi perform with naked will.

Once one you can let loose devastating Ninjutsu as well as terrible, ensnaring genjutsu with solely your will made manifest, when you can send objects into a pocket dimension with a thought and bring it back with another and when you can cause chakra to explode without using brushes, ink or paper, will you be counted as a true God of Shinobi.

And once you do, you find that all efforts become just as easy for you. No more need for any somatic, verbal or even material components when *you* are the one in charge. It becomes possible for your will and your chakra to make up all shortfalls, and so long as you have enough of both, you can impose your will upon the universe and bring about any and all effects you have the knowledge to, with nothing more than a thought.

Once More, The Jubi (incompatible with **Jinchuuriki**)

This isn't exactly a very obscure title, as far as scenarios go. You have a void somewhere inside you, and it can only be filled with all Nine of the Bijuu. You must find, capture or kill each of the Jinchuuriki, and rip out their beasts and seal them into yourself.

Once you're done, you find the overwhelming chakra changing you. You gain all the powers of the Bijuus, and evolve into one yourself, the reborn Ten Tails, the most powerful thing this world has ever seen.

But it won't be that easy. Every Jinchuuriki in the world now essentially has the **Jinchuuriki** perk themselves, complete with capstone boosts where they would apply. On top of that their villages are entirely supportive of them, and will provide them all the support that there is to provide.

If you achieve this, you find that the raw energy you have is feeding on itself, and exploding, rising over and over until it more than doubles itself. It pours out of you, taking familiar shapes. You gain as absolutely loyal, obedient familiars each of the nine Tailed Beasts, ready to obey your will at all costs. This is power enough to quite literally reshape continents, Jumper. Be careful, would you?

Willed with Fire

Once again, you can probably guess what this is. Yup. You gotta be Hokage, Jumper! Lying before you is a road of tremendous hardship, experience and suffering, liberally saturated with pitfalls and dangers of just about every kind you can imagine and many you can't.

But this is the path you must walk, because the ultimate prize is worth it. It's a set of clean white robes and a triangular Hat, along with absolute power and authority over a nation's worth of ninjas many normal people would consider demigods.

But it's not going to be easy. Your village's authorities will give you a fair shot, but they are raised automatically to immensely clever, perceptive and wise, and will evaluate every candidate with the strictest measures possible.

Oh, yes. There are other candidates. Did I not mention that? There are four other candidates in play, their identities to be determined by you. Each of them has one complete Origin tree, with all perks and items. The good news is that they're all loyal to the village and so exceedingly unlikely to actually try to kill or ruin each other or you in the struggle. The bad news is, that's about all they won't do. While they won't frame you as an S-class threat, convincing the village that you're tired and past your prime, or conversely simply too immature, or harming you enough to cripple you *temporarily,* all that and much more is fair game.

The kinda mixed news is that these same constraints apply on you, too. At least none of the others are Jinchuurikis, right? Though that might be a mixed blessing...

In the end if you can take the seat despite all this, well, your *real* work just started. You must take your village and have it rise among its peers, becoming the richest, strongest and all in all, the *greatest* of all nations on the Elemental Continent. Only once your land is capable of simultaneously taking on at least the next four and win, will you be counted truly successful.

At which point you get to take the whole village with you as followers, but your four competitors now get to join you as full Companions, being no doubt good friends of yours by now, yes? Well, I suppose you *could* transfer all their perks and items to your existing companions, if you want.

Drawbacks

You may take any number of Drawbacks you want for full CP.

This Is Your Story (**required various**) **+0 CP**

You may replace one of the characters already in the story as your insert into this jump. You may choose any origin for discount purposes but your backstory will obviously be dictated by

which character you are inserting as and into which fanfic you are inserting. You may keep your own gender or switch to the character's canon gender as you choose and the fanfic toggle will take care of any differences, but otherwise your age, location, etc., will be dictated as above. As a small mercy, since many ninjas are infamous for having particularly horrid early lives your jump-memories will be 'insulated' so that you suffer minimal emotional distress from having them.

To help prevent abuse of this toggle you will receive no powers, abilities, bloodlines, etc., that you did not pay for with CP and any wealth or position that is part of your character's backstory will not follow you out of the jump unless paid for. This is not intended to be a "free stuff" toggle. In addition, while the fanfic toggle allows us to be flexible regarding details you still have to purchase what's necessary to actually be able to self-insert into a given character without imploding the plot. For example, self-inserting as Naruto would require the **Jinchūriki** capstone booster and self-inserting as Sasuke would require a Sharingan, and likewise for other clan members and their clan bloodlines, and so forth. These requirements are waived ***only*** if the particular fanfic you are using explicitly states that the character in question does not have a Tailed Beast or Sharingan or etc.

You may not use this toggle to insert as Kaguya, the Juubi, any of the Tailed Beasts (although you may obviously import your **Jinchūriki** free Companion into the appropriate role), Madara Uchiha, Zetsu, or another character whose powers would be impossible to approximate using what's available for purchase in this document or who are just *that* broken. You *may* insert as Pein (if you can afford the Rinnegan bloodline, of course) or into other characters of similar power or lower.

Let's Keep It Simple +0 CP

OK, let's face it. The canon plot of Naruto is an unrecognizable mess. Even dedicated fans have trouble explaining what was going on underneath the underneath all the way to the endgame, and far too many fanfics never go deep enough into their own background to make it plain how much of that canon they are or aren't actually using. Well, there's a cure for that.

By taking this toggle, any and all elements of canon that didn't exist pre-timeskip and that are not *explicitly* part of the fanfic you are using are strictly optional. Make Itachi an actual bad guy, have Obito actually die during the Third Ninja War, pretend Kaguya never existed, whatever. So long as the fanfic you've chosen doesn't outright contradict you on that point, it's all good. Feel free to enjoy your ninja adventures without being crushed into irrelevance by vast plots and imponderable forces that you had no interest in anyway.

Demon Cat +100 CP

The single worst D-Rank mission ever known. Catching Tora, the cat of the Daimyo's wife. Its preternatural skill and wiliness has eluded a hundred teams of ninjas, its razor-sharp claws have

slashed a thousand faces. And you will have to catch it, over and over and *over and over*. No matter how high you get promoted you will somehow still be scheduled for a cat-capturing D-rank mission at least once every month you're in the village (at least once a *week* while you're still a genin), and no amount of influence or threats or begging can get the mission schedule changed for anything less than an outright war. You'll simply have to go catch that damned cat, and that's all there is to it.

Yes, even if your home village isn't Konoha. Apparently keeping cats is a thing daimyo's wives do all over the Elemental Kingdoms. Somehow it is always the same cat. And it hates you.

RAMEN! +100 CP

You have a ramen addiction that rivals Naruto's. If given the choice, you'd eat nothing else. Every ramen stand in a several mile radius has seen you at least once and you have a permanently reserved seat in your favorite ramen place. You are easily distracted by fresh bowls of ramen, and your teammates are sick and tired of hearing you complain about the lack of quality ramen on field missions or your habit of wasting perfectly good storage seals to pack along a month's supply of instant ramen instead of something useful.

FANGIRLS! +200/300 CP

Something about you is like catnip and a certain group of ninja are the cats. You have your own pack of girls (or boys, we don't judge) who think you are the *dreamiest and coolest* thing ever and fawn over you obsessively.

Which sounds much better than it is, seeing as how these people are *useless*. They make pre-timeskip Sakura look like Tsunade. You have no idea what idiot ever gave any of them a hitai-ite but you're pretty sure it was part of a treasonous plot to weaken the village. They are weak, clumsy, stupid, slow, and worst of all, *loud*. Dear *kami* are they loud. When they get to screeching in excitement over you they could crack stone, and pretty much anything you do gets them hot and bothered.

And no, they're not any good even for that. You could try, but their sense of competitiveness with each other will always interrupt things just as its getting good.

For +100 CP it gets worse. Now they actually *are* competent ninjas… but *only* when stalking or trying to trap you. Which they will. Because they are total yanderes. They will offer you 'Horizontal Taijutsu', which they *suck* at and are revolting anyway, sneak into your house and steal vital stuff you need as 'something to remember you by', chase you down streets… and in general come close to making your life a living hell at any time you're not on a mission.

While you can persuade them to back off, rest assured it will take canon-Naruto level charisma and charm, and if you get it wrong… well, yandere, remember?

Diapers and... Sunshine? + 200 CP

Ignore that age roll. You arrive as a toddler. Your abilities are suppressed at the beginning, and start to come back at a rate that has them at full power when you reach your rolled age. You may choose between arriving in the 'now' or a corresponding number of years before the plot of the jump.

Got Lost On The Road Of Life +200 CP

Your sensei is probably going to live forever, seeing as how they'd be so late that they'd miss their own funeral. The last time they actually showed up somewhere when they were supposed to instead of hours later was during the previous ninja war. Even the Kage of your village has entirely given up on trying to make them be punctual anymore. Furthermore, even when they *do* show up their time management is *horrible*. How did this person ever make jonin, anyway?

Which means that you're pretty much going to have to train yourself if you want to learn anything useful, since barring an emergency you're lucky if you get so much as two hours of useful instruction out of them per week. The rest of your genin team will have the same problem; you'd better hope they're the self-motivated type!

You Baka! +200

There is a certain kunoichi out there who disapproves of you. Violently and often. And she can hit like *Truck-kun*. If you are in Konoha during the relevant era this will be Sakura, otherwise it will be young Tsunade, Temari, the Tsuchikage's granddaughter, or whoever else is handy to fill the role.

Get used to being pounded by her on a regular basis for any excuse she can overreact to or nothing at all, because its going to be happening for your entire stay here and there's nothing you can do to stop it. Other people, curiously enough, have no reaction to this. The only good news is that death or serious injury will not result. Merely pain, humiliation, and painful humiliation.

Lions and Sabers +200 CP

Oh, did I say you could choose *any* jump? That wasn't entirely accurate, I'm afraid. Your selections for which fanfic to jump have been limited. Specifically, you can only choose to go to fanfics written by one Jared Ornstead now, Perfect Lionheart or Skysaber as you may know him as. Have… fun?

Precious People +300 CP

You have them. And you would do *anything* for them. Your friends and loved ones are the most important thing in the world to you and you would go to ridiculous lengths to keep them safe and happy. An idle promise made in childhood would carry all the force of a sacred vow to you, and you would move heavens and earth to see it done. Even if the person you'd originally made the promise to was entirely willing to release you from it.

While the category of "precious people" obviously includes your Companions it will not be limited to them. You will have to choose several people in-setting who also occupy this status for you, and there are no guarantees that they won't ask you for something painful, inconvenient, or just flat-out impossible.

This Drawback does not entirely override your sense of morality. You will not betray your village even for one of your precious people, nor would you do something you would consider to be an irredeemable crime. But you will do your very best to reconcile conflicting loyalties to an absolutely absurd extent, however impossible it might seem to find a solution that satisfies everyone. And if you honestly can't find such a solution, you will then angst about your failure to a degree that would make an Uchiha blush.

Trouble In Paradise? +300 CP (**Jinchuuriki** only)

Yeah, that bit about your Beast being in perfect harmony with you? Forget that. Instead, they're the very worst that Kurama ever was with canon Naruto, at least at the beginning. You must bargain, bully or cajol them for any and all advantages beyond what the Benefactor makes them give you, and their mood gets worse every time you use one of *those.*

They'll try to obstruct you, block your way and get you beaten up at every opportunity they get. And while you *can* eventually get them to like you and work with you, expect it to be an uphill battle. Actually, imagine that 'uphill' to be a straight wall.

Super Pervert +300 CP

Like the Toad Sage you are not just a pervert - you're a super pervert! You are obsessed with sex, to the point that you continually seek out porn, smut, and peeping opportunities of all kinds (within the boundaries of your pre-existing interests, that is). You're capable of putting this aside when it's time to focus on important matters but your 'off time' is pretty much spent doing or dreaming about only one thing.

Furthermore, you have lost whatever subtlety or smoothness in matters of romance that you might have ever had. Only the most kind-hearted or undiscriminating of people would even consider giving you a chance; your blatant lechery makes you fall right out of any strike zones

you might otherwise have been in. This does not interfere with any relationships you might already be in before the jump starts, although even they will get frustrated with you.

Lastly, regardless of whatever combat skills or powers you have you become completely unable to defend yourself against the righteous wrath of your peeping victims should you be caught in the act. This will never do serious injury, but it will definitely be humiliating and often painful.

Village Pariah +300/400 CP

What is *with* these people? For whatever reason, you start out with a bad reputation in your home village and are mistreated by almost everyone there. Outside of a few selected individuals you can routinely expect people to try and shaft you financially, bureaucratically, socially, and in every other way possible. Being cheated on transactions, having your apartment vandalized or your possessions stolen, academic sabotage, perhaps even outright beatings, all of these are regular occurrences for you. The Kage of your village is always an exception to this rule (it would be impossible for you to continue living in the village if they weren't), but they're a very busy person and usually aren't available to shield you from day-to-day harassment.

For another +100 CP you can up the severity to 'outright homicidal'. At this point they're out for blood, and it took ANBU intervention or epic luck to let you live this long. While the attempts on your life will have slowed down once you get your hitai-ite (if you haven't already) there will still always be the occasional fanatic willing to risk trading their life for yours. In addition to the more subtle ways of trying to help you die, such as conveniently 'forgetting' to back you up in a tight spot.

It is possible to eventually get people off your back, but it will take an amount of patience and hard work directly proportionate to the scale of the enterprise. Getting your new teammates to actually see you as a person might require just surviving a couple missions with them, all the while bearing up under their scorn and being a good example of teamwork, but getting general approval from the populace at large would require something as epic as single-handedly saving the entire village. You cannot escape this Drawback simply by abandoning your home village… well, you *can*, but all you've done at that point is trade out 'social disgrace' for 'being actively pursued by hunter-nin'.

Dobe-Teme! +300

Jokes aside, loudly, openly calling someone a failure or a bastard can be a big deal. Problem is, no one managed to teach *you* that. Your language is *filthy*, as in, you practically never call someone by their real names, instead referring to them with an insult. This can be anything from a minor insult to truly vile things, and gets you in the social problems one would normally expect it to get you in.

Don't expect to make many friends, or keep them. Unless they like that kind of things, of course.

Honorary Village Council Member +300

Okay, you know all those badfics where Konoha's village council has the collective IQ of a geranium? Where they fawn over power-hungry traitors, exile and torment innocent and loyal young ninja, alienate all possible allies and give massively hypocritical speeches about 'ideals' and 'the Will of Fire' while committing crimes that Orochimaru would hesitate at?

Well, now you're starring in one and you don't even have a position of authority to abuse as compensation. Something apparently broke in your brain, because your sense of strategy is *abysmal*. You will devote titanic efforts and come up with the most elaborate and cunning machinations in the service of goals that make absolutely no rational sense whatsoever, lie, cheat, and steal even when there's no need to, and in general compulsively act like a complete and total douchelord.

Since this isn't a suicide drawback you can still be tactically brilliant. You can devote the full power of your brain towards scheming how to achieve your goals. What you can't do is actually pick *useful* goals. At least these things don't usually come back to bite you *that* badly, barring embarrassing pranks. It's pretty unlikely that you'll actually die due to this, although you may *wish* you were dead.

ROOT of All Evil +300/+500 CP

Danzo wants you. Whether he desires your death or to turn you into one of his brainwashed slaves doesn't matter; what does matter is that an extremely ruthless and powerful S-class ninja with a small army of fanatically devoted killers and vast political and covert influence at all levels of Konoha is out to get you.

Since Danzo is a slow and patient schemer you will not start the jump in immediate danger but that won't last very long, so you'd better git gud fast. If your home village is not Konoha then the forces of your village will help defend you vs. ROOT as much as they'd defend any member of their village against attack by foreign ninja, but this is nowhere near Danzo's first rodeo and he's successfully assassinated a *lot* of foreign ninja in his time so don't get too cocky.

If you are actually a member of Konoha then this Drawback is worth 500 CP, as Danzo is far more able to reach you and also able to use his political influence to screw with you in addition to sending out the capture/kill teams. Remember that while the Hokage disagrees with Danzo's plans for you he's also decided that the price that would need to be paid to destroy ROOT is one that the village cannot afford, that being the reason why Danzo has lived this long. So you're going to have to handle this one mostly on your own.

Whether by killing Danzo, finding irrefutable evidence of his guilt in a crime so heinous that no amount of 'political considerations' could convince the Hokage to ignore it, or something else,

you have to take him down or else endure his repeated attempts to destroy or break you by any means, fair or foul.

Higurashi Quality Edge +400

Whoa there, edgelord. Calm down. No? Oh, whatever.

You are now a total and absolute emo edgelord, in all the worst ways. You can *never* shut up about anything that's gone wrong in your life, be it significant stuff like being used as a prison or your family being wiped out… or a paper cut you got.

You wear only black, and may or may not use eyeshadow. Blades and wrists are also a distinct possibility, depending on you really. Worst of all, you have no respect for *others*' problems, and declare *them* an 'emo, angsty bitch'!

"Canon Compliant" +400 CP

All out-of-jump powers, abilities, and items are disabled and you have no access to your Warehouse. An exception is made for things purchased from or learned in another Naruto or Naruto fanfic jump, should you have visited any.

Snakebite +400 CP

Orochimaru wants you for your body. No, not *that* way. He just wants to hollow out your brain, move into it, and drive your corpse around like a car. Alternately, he wants to take you back to the laboratory and cut you apart to see how your powers work. While you're still alive.

Orochimaru is an S-Rank genius psychopath who was the most brilliant member of the Legendary Sannin in their time, leads his own entire Hidden Village of renegades, has a small army of slaves bearing his Cursed Seal, practices necromancy (well, the Impure World Resurrection), and in general is a Very Bad Person. Who, let us remember, wants to do Very Bad Things to you.

The only good news is that there's quite a few people, ranging from his own home village on down to Akatsuki themselves, who'd gladly see Orochimaru dead.

And "dead" is exactly what you're going to need to make him before your jump can end. Yes, this includes finding a way to keep him from respawning. Because he put a bit of his soul in every Cursed Seal he ever made, just because he's a dick like that.

Real Problems +600

Your life is the first chapter of Badfics. Forever. Or a long time, at least.

Seriously, you just can't catch a break. Wherever you go, girls are standing around with fists like hammers, ready to hit you in the head. Mobs form at a look of you, ready to lynch you in the street.

Everyone from the Kage to the street dog is conspiring against you, and when you get to a different village you find that they treat you like a spy, saboteur, assassin… and everything else they can think of, no matter how ridiculous the idea.

Now, the good thing is, this can be worked through. If you manage to hold on, you can terrify, charm or cajole people into treating you well…

But don't expect it to be easy. Or quick.

Choices

Stay

Homecoming

The Next Mission

Notes

If you already became a Jinchūriki in a different Naruto jump, you still don't get the benefits of the **Jinchūriki** capstone booster in this jump unless you pay for the perk in question and come to better terms with your bijuu by doing so.

The better senses provided by **Jinchūriki** are equal to two purchases each tuned to sight, smelling and hearing of the **Sensory** bloodline perk.

The elemental affinities that come with the Rinnegan are equal to one purchase of the Exceptional affinity for each element.

Re: **Shadow Clones**, every fanfic has its own idea of how much chakra it takes to use shadow clone no jutsu. As a rule of thumb, if the fic you're using doesn't give a firm guideline assume one at minimum if you buy the scroll with CP or are chuunin level, up to half a dozen or so with

the average Jonin's chakra supply, several dozen with a Kage-level chakra supply and "go nuts" if you're bijuu-level or above.

Let's Keep It Simple was put in to make it absolutely plain that you are free to ignore as much of the post-timeskip canon as you possibly can. And sure, that should already go without saying seeing as how this is the fanfic jump but it helps to avoid possible misunderstandings.

In future worlds, you may insert any and all energies, Ki, Mana or whatever, in every place where you use Chakra in this jump.

About bloodlines, Haku would have three purchases of **X-ton** set to 'Ice', while Kimimaro just one purchase of Body control set to 'Bone'.

You can freely choose to be a member of any canonical clan you buy the bloodline for, but can't be the head, nor the heir. Unless, of course, you buy **Clan Jumper.** If you buy multiple bloodlines, which let's face it, you probably will, you may, and ***have to,*** fanwank it freely yourself.

You *can* take scenario incompatible stuff, but it doesn't work for the duration of the scenario. In the case of Jinchuuriki you get the Capstone Boost(s), but not the actual perk, if you bought it.