NARUTO JUMPCHAIN
by Nanon, Ninjanon, and the IRC

Welcome to the world of Naruto! The series takes place in a group of countries known collectively as the Elemental Nations. The political climate is a dead ringer of feudal Japan, but what makes the Elemental Nations special is the existence of Hidden Villages, special settlements controlled by military dictatorships that house ninja. Ninja, or shinobi, are specially trained soldiers that can harness the power of Chakra, a combination of spiritual and physical energy that allows normal people to pull off superhuman feats, including techniques known as Jutsu. Ninja are basically state sponsored mercenaries, and most will take any job that doesn't oppose their home nation for the right price. Some will even then. Assassination, intelligence gathering, massacring thousands of innocents to cover something up, so long as the client has the money, rest assured that somewhere a ninja would accept the job.
Little more than a decade ago, the Third Great Ninja War ended, with Konoha coming out on top. Since then the elemental nations have enjoyed a tenuous peace, but the tensions are building between the nations once more, and a mysterious group of obscenely powerful criminals named Akatsuki is beginning to move. War seems to be inevitable.
You have just passed your Genin Exam, while the titular character has just failed his. For the third time.

To help you forge your way in this dangerous world I'll give you some help.

+1000 CP

And this is where I leave you.

Backgrounds:

You begin as a Genin (the lowest rank of ninja, equivalent to a rookie) at the age of 12 or 13. You keep your current gender. You can pay 100cp to choose both your age and your gender. Note that making yourself much older or younger will probably cause some people to question why you just took the academy exam at such an irregular age.

Drop-In (Free): Pretty self-explanatory. No extra memories, no friends, no family, no experience, no nothing but yourself. You start with an apartment, a week's worth of food and local clothing. You are considered a member of the village you start in, and have the documents to prove it.

Civilian Family (100 CP): Born to a wealthy family, your parents encouraged your interest in the ninja arts of your patron village seeing it as a way to increase their influence. Though you won't be inheriting the business, they've still taught what they can of business. Because of this you might know quite as many ninja tricks as some of your graduating class. Depending on who your family is, you may also know how to cook a mean bowl of ramen. You live in an estate, own local clothing, and can expect your family's servants to take care of meals for you. You are considered a member of the village you start in.

Orphan (100 CP): People don't often live to a ripe old age when they're sent on life threatening missions every week. The fact that you grew up without parents is a testament to that fact. You've been set up with an apartment and some local clothing. You are considered a member of the village you start

in.

Clan-Born (100 CP): At least one of your parents belonged to a clan, whose bloodline you might have inherited. You start with an apartment or house where you and your family live inside of your clan's compound. You own local clothing as well as clan-specific clothing. You are considered a member of the village you start in, though you should expect trouble if they discover that you belong to a clan from another village. Your family, immediate and extended, will likely help you hone your ninja skills. You may select one bloodline of any cost that you receive a discount for. You may then select two more bloodlines, so long as they are 400 CP or less, reflecting inter-clan marriages that you also receive a discount to. If you do, one of those clans, your choice, is the clan you were born into. Any other blood lines you purchase are waved away as a throwback to a previous inter-clan marriage.

Location

You can roll 1d8 for your starting location, or choose it for 50 CP.

1. Konohagakure: The Hidden Village of Leaves, based in the Land of Fire, and led by the Hokage. While the hidden villages of the Five Great Ninja Countries are considered to be largely equal on paper, Konohagakure is still considered the most influential due to winning the previous Great Ninja War, but the fact that the nine tailed demon fox rampaged inside the city has many people casting aspersions on exactly who is the strongest. The use of Fire jutsu is prevalent amongst the ninjas of Konohagakure. They pride themselves on the will of Fire, a philosophy emphasizing teamwork and self sacrifice. They are based in a great forest.

2. Iwagakure: The Hidden Village of Stone, based in the Land of Earth, led by the Tsuchikage. Well known for the rock-hard attitude of its ninjas; as soon as an order is given the Iwa-nin follow them, even to death. Has the greatest manpower of the hidden villages of the Five Great Ninja Villages, due to the emergency protocols it was forced to erect after badly losing the Third Ninja War. The use of Earth jutsu is prevalent amongst the ninja of Iwagakure. Their relations with Konoha are heavily strained, largely due to Konoha's Fourth Hokage single highhandedly slaying a thousand of Iwa's ninja in a single battle. They are based in a barren plain of stone.

3. Kumogakure: The Hidden Village of Cloud, based in the Land of Lightning, led by the Raikage. Kumogakure has a poor reputation for relentlessly trying to amass power and techniques among the other Hidden Villages, particularly Konoha after the attempted kidnapping of the heiress of one of their major clans. They never demilitarized after the third Ninja World War, giving them arguably the strongest military might among the Great Five. The use of Lightning jutsu is prevalent amongst the ninja of Kumogakure, though many of their ninja also use a sword. In this village, Jinchuriki, those who contain and use the power of one of the nine great demons, are seen as powerful ninja of the village instead of mentally unstable super weapons. They are based on a giant mountain.

4. Sunagakure: The Hidden Village of Sand, based in the Land of Wind, led by the Kazekage. Vastly weakened by the Daimyo of the Land of Wind slashing their funding, they are growing desperate. Unable to support a more normal ninja curriculum, they rely on having superior individual ninja, as opposed to a large force. Though they are allies with Konoha, they hold a grudge for their Daimyo assigning so many of his missions to them. The use of Wind jutsu is prevalent amongst the ninja of Sunagakure. Their Jinchuriki is insane, and listens to the commands of his demon. They are the only village to make wide use of the ninja puppeteer arts. They are based in a desert.

5. Kirigakure: The Hidden Village of Mist, based in the Land of Water, led by the Misukage. It earned the nickname of “Village of the Bloody Mist” from having the classes of ninja students to fight amongst themselves to death before allowing the survivors to graduate. Said practice might or might not have had a hand in the large amount of missing-nin which have abandoned the village. Those with Bloodline Abilities are regarded as abominations to be purged, unlike other villages. Also home to the Seven Ninja Swordsmen of the Mist, consisting of the greatest blade wielding ninjas of their generation that Kirigakure produces. The swords of the Seven are passed down from generation to generation through death combat. The are highly isolationist, due in no small part to the civil war the bloodline purges have caused. You may choose to be a part of the official village or the rebellion, your choice. Either way, be careful if you have a bloodline...

6. Land of Iron: It is an icy, snow-covered country that is politically unusual in that it remains neutral to all other nations. Largely employs samurai in stead of ninja, who are generally expected to come out top in anything even resembling a fair fight against a ninja. Their metalworking is highly advanced in comparison to the other nations.

7. Amegakure: The Hidden Village of Rain, based in an unnamed buffer zone, formerly led by Hanzo the Salamander, now led by the deific figure Pein. It's heavily industrialized country that often serves as a battle ground for larger nations. As it's name suggests, it is nearly always raining here, and much of the country is a wetland. Akastsuki, a group of legendarily powerful missing ninja, is based here and they're beginning to stir.

8. Free Choice. You may also choose any village whether or not it's listed here, or even to have no village at all. It's all up to you now.

Skills & Abilities:

All discounts are 50% off. They do not stack.

Basic Ninja Training (Free): You know how to use kunai and shuriken, a basic taijutsu style, how to walk on any solid surface regardless of petty things like gravity, how to walk on water, create a non-physical illusion of yourself, and change places with a previously prepared log or another generic item to dodge attacks. You can also reinforce yourself with chakra, making you significantly faster, stronger and more difficult to hurt, and if you apply yourself, you will be able to keep up with Captain America. You also gain the ability to jump ludicrously far, on the order of dozens of meters. It's all topped off with some serious stealth skills too. As in keep yourself from being spotted while wearing a bright orange jumpsuit and defacing Mount Rushmore levels of stealth.

Chakra Enhancement Specialization (100 CP each, Discount Drop-In): Every Ninja enhances their body with chakra, but you have focused on a particular area to great effect. Other ninja compete with Captain America, but in at least one sphere of physical ability you blow him out of the water. The only problem is that it's a temporary and can be exhausting to use. You have two choices:

o Strength: You lift, bro. You lift a lot. Benching a SUV Is not out of the question. If you train hard enough you'll be able to then throw the fore mentioned SUV as a make shift projectile. Your durability is boosted to keep you from damaging yourself with your own strength.

o Speed: Are they holding still? Oh wait, it's not them holding still, it's you not being slow. You can expect to move faster than most ground based vehicles if you put your nose to the grindstone. Your

reflexes are boosted to keep up with your increased speed.

Fine Control (100 CP Free Civilian): Using your chakra efficiently comes naturally to you. This effectively gives you more stamina as well as giving you a natural affinity at medical ninjutsu and genjutsu.

You Have Reserves (100 Free Clan-Born): All ninja can increase their reserves with training, but you've won the chakra lottery. Even now at the start of you journey some ninja with years or even decades of experience on you still have less chakra than you do naturally. This effectively enhances your stamina as well as letting you use more powerful ninjutsu than others. Other options increase you're chakra reserves, but You Have Reserves increases them by a much larger margin. Unless otherwise stated, any other choice that increases you chakra will give you one half the affects of You Have Reserves.

Elemental Chakra Affinity (200 CP each, one purchase free for all, additional purchases Discount Clan-Born): Most ninjutsu rely upon manipulating the elements, and you've discovered what element you're naturally inclined towards and have some basic training in using it. Further training will increase the power and efficiency of the techniques using your element. You can use techniques for affinities you aren't naturally inclined towards, but they'll be significantly weaker, less efficient, and the most powerful techniques will be beyond your grasp entirely.

The five elements are:

Fire:
o Mostly used by molding super heating the chakra inside your stomach before releasing it via the lungs and mouth, though other mediums can be used, such as ash or gun powder. Fire jutsu are generally mid to long-ranged offensive techniques which cause combustive and incendiary damage.
o Strong against wind because the air feeds the flames, while water cools and smothers them.

Wind:
o Used by making the chakra as thin and sharp as possible though some techniques instead rely on brute force to simply blow things away. Mostly consists of short to mid-ranged offensive techniques which rely upon precision for maximum cutting and slashing damage, and short to mid range attacks meant to give you more space.
o Strong against lightning because it is dispersed by wind but weak against fire as it feeds the flames.

Lightning:
o Allows the generation of lightning by increasing the high frequency vibrations of the user's chakra, allowing piercing damage and fast movement. Also has a paralyzing effect on living targets. Calling lightning bolts down from the sky is possible, but it will take massive effort and many years of training.
o Strong against earth as it easily travels through and breaks it apart, while weak against wind due to its natural insulation.

Earth:
o Used to manipulate the surrounding earth for offensive and defensive purposes. If required it can convert different states of earth to others. You can change sod to stone, and a dry road to mud for example.
o Can be used to change the strength and composition of the earth from hard as metal to as soft as clay, as well as manipulating the density to make it heavier or lighter. Yes, it can be changed to allow the

user to travel through ground and rock. Attacks rely on the initial force of the earth's launch to deal damage.
o Strong against water because earth naturally contains and absorbs water to the point it becomes muddy and then drying, weak against lightning because it can travel through and break ground apart.

Water:
o Allows the user to manipulate pre-existing water or create their own by turning their chakra into water inside their body. It is also possible to create water outside the user's body but this is very difficult. Can be used to change the density of water as well. Water techniques rely on pressure to deal damage.
o Strong against fire because it naturally extinguishes them, weak against earth as earth structures can dissipate the force of water and rendering the technique ineffective.

Nin/Tai/Gen/Bukijutsu Specialization (200 CP each, One purchase free for Orphan, additional purchases discount Orphan): You are particularly skilled and talented in an area of the ninja arts. You will start out knowing one basic technique for the category, and one dangerous, forbidden, and powerful technique from the category you select. The techniques you learn from this may be of up to A rank. In addition, you will learn things that fall under your category far more quickly, and all techniques from your category will be faster, stronger and more efficient. Can be taken once per category.

Taijutsu: Hand to hand combat. With enough training, a taijutsu user might be able drive their boot through a foot of steel, and punch the air so fast and hard the air friction creates fire balls.

Ninjutsu: A broad range of techniques which utilize chakra and often hand seals to be effective. Varying greatly in purpose, with simpler ninjutsu such as transforming the user or allowing them to evade attacks. These techniques are often second-nature for experienced shinobi, who can use them at will. More complex ninjutsu manipulate one's surroundings or utilize the elements, respectively serving such tasks as healing others or manipulating nature transformations. With enough training a ninjutsu master may be able to wring the necessary element for their technique out of this air and then flatten a city block with it.

Genjutsu: Illusion techniques. While employed in the same fashion as ninjutsu in requiring chakra and hand seals, they differ in that the effects of genjutsu are illusory; instead of attacking the victim's body, like taijutsu, ninjutsu or bukijutsu, genjutsu techniques manipulate the flow of chakra in the victim's brain and cause a disruption in their senses. Most frequently used to create false images or to cause pain from trauma, though there are plenty of other uses. A genjutsu master might be able to cast an illusion with a single movement.

Bukijutsu: Weapon techniques that cover the use of hand held weapons, whether the user be shinobi or samurai. Academy students are all taught the use of basic ninja weapons and tools like shuriken and kunai, learning how to wield them through target practice. With this you can become a true master of weaponry. Can be used in combination with all other weapons, chakra flow, fuin-, nin-, tai- and genjutsu to increase its effectiveness. A bukijutsu adept might well be able bounce shuriken off of each other in mid flight to hit different enemies who are completely out of sight or decapitate someone with a spoon.

Puppeteer (300 CP, Discount Civilian): You're trained to use a puppet controlled by thin strings of your chakra in combat. With training you'll be able to use more complex puppets and perform more

complex maneuvers with them, maybe eventually using multiple puppets at same time. Includes training to care for and repair your puppet, a battle puppet to use it on, and increased skill with designing and building mechanical things (such as ninja puppets). Puppets usually rely on mechanical weaponry, such as poisoned blades and nalpam to dish out the hurt. Particularly sturdy puppets can be used as shields and front line fighters instead though. The chakra strings used to control the puppets are constructs made from concentrated chakra so they can be seen with a naked eye, though a skilled user can suppress the chakra so that the strings become hard to see, or even invisible. They essentially act as an extension of the user which allows the manipulation of whatever is attached to their strings, such as hidden weaponry in a puppet as they please. They can also be attached to other objects, allowing the user to control, or at the very least disrupt other things. Chakra can also be transferred via the strings, such as to activate techniques that the puppets can use. If you purchase this, you may select Sunagakure as your starting location for free, as the art of puppetry originates from there.

Sensor Ninja Training (300 CP, Discount Drop-In, Uzumaki): You're capable of detecting the presence of other people through chakra. With enough training, you'll be able to use your sensory ability to tell who specific people are from miles away.

Medical Ninjutsu Training (300 CP, Discount Civilian): You are enrolled in a medic-nin training class and know how to heal small cuts, stopping or at least slowing bleeding, and how to encourage natural healing to happen more quickly. You have also learned more mundane methods of healing. With practice even wounds that would be normally fatal can be healed in a few minuets. Includes training on poisons and antidotes. You're also quite proficient in controlling your chakra as this discipline heavily favors those with good chakra control.

Samurai Training (300 CP Discount Bukijutsu specialist) You managed to learn the art of Iado, allowing you to draw a weapon and strike with it impossibly quickly. Most ninja will have difficulty completing their jutsu before your weapon reaches them. If you purchase this, you may select the Land of Iron as your starting location for free, as the Samurai arts originate from there.

Therapy No Jutsu (400 CP, Discount Orphan): You gain the peculiar ability to beat psychological trauma and negative feelings out of your enemies. The worse you hurt them in combat, the more they like you. This doesn't apply to people who don't want to fight you. If you beat your waifu, she's still going to hate your guts.

Talk no Jutsu (400 CP, Discount Civilian): Your charisma is massive. You are the life of the party, the heart and soul of your team. You know how to bribe people and get away with it. You can even convince weak willed people to outright surrender to you or defect to your cause.

Plot Armor (400 CP, Discount Drop-In): You become very lucky. Impossibly lucky in fact. In addition to generally having chance go your way, you will also never die in an undramatic manner, such as having your throat slit while you're sleeping, and you will always have a chance to win or at least run away from any danger you get into. The chance may not be very good though.

The Eight Gates (400 CP): The Eight Gates exist with in every human, regulating their body and chakra pool to keep them from tearing their own body apart. But you know how to open them. A forbidden technique that progressively damages the user's body while very temporarily, but very dramatically increasing their chakra pools and physical ability. Opening each gate will increase your abilities for about half a minute. Opening the first gate will leave you tired, opening four will leave you in need of a hospital stay, opening six will leave you in need of physical rehabilitation. Opening seven will make it

hard for even the most powerful of ninja to keep up with you, but it will cripple you. Opening all eight of the gates will render you a virtual godling, but it will also kill you.

Purified Seal of Heaven (400 CP Discount Clan-Born): A seal born from Orochimaru's twisted research, the original that your seal is based off of is addictive and will makes it's user mentally unstable. But it also vastly increased the user's chakra levels and physical abilities with the use of natural energy. It also has a second level, further increasing your chakra levels, physical abilities, giving you a pair of wings, and changing your appearance. Your purified Seal of Heaven is not addictive, nor does it cause you to become unhinged, but retains the other abilities of the Cursed Seal of Heaven. On the down side it will also attract attention from Orochimaru, a dangerous and probably insane S-ranked rogue ninja from Konoha.

Pseudo-Jinchuriki (400CP Discount Civilian): You have been infused with the power of one of the nine great demons. This increases your chakra reserves equivalent to You Have Reserves, increasing the rate at which you heal, and allows you to draw upon the energy stored within you.
Drawing upon the demonic energy coats you in the malevolent chakra of the bijuu whose power has been siphoned into you, constantly damaging your body while making you far more difficult to hurt, vastly boosting your strength, and allows you to heal and move much faster. You can expect to laugh off a tank shell before closing and throwing the tank that had the temerity to fire it's cannon at you. It will take a lot of work to be able to hold back the innate blood-lust of your demonic energy; telling friend from foe will be all but impossible at first. Using any jutsu you know will be even more difficult still.
This option gives you far more raw power than the Cursed Seal of Heaven, but is much more difficult to control.
You must take the Out of Control drawback. Can't be taken with True Jinchuriki.

Jutsu Mastery (600CP Discount Clan-Born): The vast majority of ninja require both hands to make the seals for their techniques, but not you. They also usually need to use far more hand seals than you. Now you can wield a sword in one hand, and throw a fireball with the other. Do one technique twice as fast, or two techniques at once! With this it's all possible. The major strength of this though, is you ability to layer multiple jutsu on top of one another. With the proper training you'll be able to create your own combination techniques, which are far more effective and powerful than the individual jutsu that went into making them.

Genius of Hard Work (600 CP Discount Orphan): You have quite the hard work ethic (and head) don't you? You gain a massive boost to willpower, and no longer get bored of training; in fact you now enjoy it. You can keep going long after others give up; hours after others fall unconscious you will still keep working. Grinding away at problems for longer hours will let you learn things much faster than even the increased time spent working on it should allow you to. You also gain the ability to ignore pain and what really should be debilitating and even lethal wounds. You will never give up, and anything short of an immediately fatal wound won't keep you down. This perk will essentially give you the basic qualities of a shonen protagonist.

Singular Reality (600 CP Discount Drop-In):You won't be fooled, not by such petty tricks. You can barely tell when an illusion is taking place, and certainly can't be bothered to actually be affected by it. Genjutsu, lies, body language; you see the truth behind all of it.

Glorious Leadership (600 CP Discount Civilian): You have a head for strategy, and will notice even the smallest of details. Your plans seem to be almost precognizant, and those that follow you respond to

your orders correctly before you are even finished conveying them. Taking this makes you a schemer and tactician to make Machiavelli and Alexander the Great weep bitter tears of humiliation, and everyone will attribute the success of any operation you're part of to you no matter how vain they are. They may say they were crucial to your plans, or that your victory wouldn't have been possible without them, but they will still say victory would've been impossible without you, however grudgingly.

Fuinjutsu Prodigy (600 CP Discount Uzumaki): You are one of the very few who are talented in the art of Fuinjutsu, an esoteric discipline combining all the complexities of calligraphy and physics. Despite the difficulty in learning fuinjutsu, skilled practitioners find it well worth it. Fuinjutsu, or sealing, is at it's most basic storing something with in something else through symbols to be released at another time. More advanced techniques still follow this same principle, but to great effect. Seal masters can seal away the elements, chakra, form summoning contracts, teleport, or even summon and bind souls using these principles. It's only downside is that this art is massively difficult to learn even for the talented, and will take years of intense study to master. You start off knowing how to make the two most basic of seals: The storage seal which allows you to store items in slips of paper much smaller than they are, and the explosive seal which is basically a few glyphs on a piece of paper the size of a greeting car that explodes like a small amount of plastique.

True Jinchuriki (1000 CP Discount Drop-In): Instead of having some of a Bijuu's chakra sealed with in you, you have the whole package. You now have a bijuu appropriate to your location sealed with in you. Alternatively you may roll a nine sided dice or pay 100 CP to choose. Either way you gain all the same benefits and drawbacks of a Psuedo-Jinchurki in addition to the specific abilities of your Bijju. As a Bijuu's number of tails increase so does the amount of raw chakra it contains. So your upper limits can blow a pseudo Jinchuriki's upper limit out of the water; be warned though. It will grow ever harder to control and after three tails worth of energy it starts to heavily damage you body. As you draw on the Bijju's chakra the abilities it grants you become more powerful.

1). Shukaku, the single tailed tanuki of Sunagakure. Shukaku gives it's wielder control over sand, and will control it to protect you from dangers even if you're unaware of them. You can also crush minerals within the earth to make more sand. If you take magnet release with this then you can control tiny iron grains as freely as you do sand. You won't need hand seals to use these techniques.

2). Matatabi, the two tailed cat of Kumogakure. Matatabi gives it's wielder increased control and intensity of their flame techniques; even greater than that of the fire nature affinity. It's Jinchuriki can even coat them selves in their flames safely.

3). Isobu, the three tailed turtle of Kirigakure. Isobu gives it's wielder the ability to create and control coral.

4). Son Goku, the four tailed ape of Iwagakure. Son Goku gives it's wielder the ability to create and manipulate molten stone.

5). Kokuo, The five tailed horse of Iwagakure. Kokuo gives it's user the ability to create and manipulate steam, particularly to increase their physical abilities.

6). Saiken, the six tailed slug of Kirigakure. Saiken gives it's wielder the ability to create and manipulate sticky slime and corrosive gas.

7). Chomei, the seven tailed beetle of Takigakure. Chomei's makes it's wielder the abilty to create and

manipulate a blinding powder, as well as enabling them to fly when they draw upon it's power. This counts as the Bijuu of both the land of iron and Amegakure for the purposes of choosing a Bijuu by location.

8). Gyuki, the eight tailed ushi-oni of Kumogakure. Gyuki gives it's wielder the ability to create and manipulate ink.

9). Kurama, the nine tailed fox of Konoha. Kurama grants it's wielder the ability to sense negative emotions. If you have the Nine tails sealed within you you instead have the Yin half of it's chakra which would have normally been sealed inside of Minato. Naruto still has the Yang half of it's chakra. Even split in half Kurama has more chakra than any of the other tailed beasts. You can trade him for the Yang half if you really want to.

Once you've mastered using your Bijuu you can also create and fire tailed beast balls; vastly destructive techniques that can be charged to become even more powerful.

Take the Hunted (Amegakure), Reviled, and Out of Control drawbacks.
It's not impossible to come to terms with your Bijjuu, but it's not going to be easy. Expect it to take years. If you manage to do so you'll be able to use your Bijuu's chakra and abilities freely; they can even collect natural energy for you to use Sage techniques if you teach them how. You take the canon Jinchuriki's place, though that Jinchuriki is still around, they just don't have their bijuu. The exception is the nine tails. Can't be taken with Pseudo Jinchuriki.

Bloodline-Limits:
You have awakened the ability to use a Bloodline-Limit, a special set of skills passed on in clans. Expect major trouble if the village you are in discovers you have an active Bloodline-Limit belonging to another village. Manipulating genes thoroughly enough to grant bloodline-limits has a one percent survival rate, and if they do survive it will only have a one percent success rate, and each success worsens these odds. Successful experiment's power will be much weaker than a bought option. That's all if the procedure is preformed by an excellent geneticist and doctor.
You may change you're starting location to the country that your bloodline-limit is based in for free.

Elemental Blood-lines:

Ice Release (200 CP requires Wind and Water Affinities): Kirigakure based. This allows the user to create and manipulate ice with their chakra, forming it into various structures. Extremely resistant to fire-based attacks. Using it drops the surrounding temperature enough to cause snow to fall. Skilled users can jump inside of the ice they create.

Explosion Release (200 CP requires Earth and Lightning Affinities): Iwagakure based. Your chakra gains explosive properties. There aren't many fancy applications for these explosions, but it raw power shouldn't be underestimated. You can also store your chakra in items to make them explosive.

Lava Release (200 CP, requires Earth and Fire Affinities): Kirigakure based. You gain the ability to create and manipulate molten stone. The transference of heat is much higher than those fire release techniques, so touching it for even a split second will cause horrible burns. It will also keep around a lot longer than a fire release technique. Making solid forms of lava is also possible for an advanced user, though they won't be quite as durable as an earth technique anything living touched by them will regret it. Briefly.

Boil Release (200 CP, requires Water and Fire Affinities): Kirigakure based. You gain the ability to create and manipulate deadly clouds of acid that looks like steam. It's difficult to control, but even the most durable of things will be quickly dissolved in a cloud of your acid.

Magnet Release (200 CP requires Earth and Wind Affinities): Sunagakure based. You gain the ability to manipulate ferrous metals infused with your chakra. High level users will be able to create and manipulate magnetic energy for just about any use you can think of.

Storm Release (200 CP requires Lightning and Water Affinities): Kumogakure based. You can shoot freaking lasers beams. Or more accurately, you can make electricity that flows like water, effectively making plasma that will dance to a skilled users whim.

Wood Release (400 CP, requires Water and Earth Affinities, Discount Senju): Konohagakure based. This allows you to create and manipulate well, wood. Your wood techniques combines all the strength and durability of earth with the fluidity of water. You can make wood tendrils to attack, bind, and even wield weaponry for you. The greatest wielders of wood release can drain and restrain chakra, even that of the nine great demons with their wood based techniques.

Dust Release (400 CP requires Fire, Earth, and Wind Affinities): Iwagakure based. This release gives they ability to make small glowing three dimensional shapes. After launching the shapes they rapidly expand. Anything that enters the shapes can be disintegrated as you will.

Non-Elemental Bloodlines:

Hoshigaki (50 CP) Kirigakure based. Your skins turns gray and you have a small set of gills immediately below your eyes that allow you to breathe water.

Akimichi (300 CP, Discount Civilian): Konohagakure based. You have great physical strength and ability to convert calories into chakra. The main combat ability of the Akimichi clan is increasing the size of their body parts to greatly increase their strength. With enough training you might be able to increase your strength without changing your size. Your family makes three medicinal pills that convert fat into vast reserves of power at the expense of your health. Taking the third pill is generally considered to be suicide. You are going to be pretty hefty, but as a bonus you'll know how to cook pretty well. They get along famously well with the Nara and Yamanka clans.

Inuzuka (300 CP): Konohagakure based. Expert trackers with enhanced senses, the Inuzuka live and work with their nindogs. They enhance their bodies and you powerful melee justsu, which affect both the human and their nindog partner at the same time. You may also temporarily fuse with your nindog, creating a giant Cerberus like monster that you jointly control. Yes, that takes a lot of team work. Your nindog will join you on your travels as a companion if you choose to move on.

Yamanaka (400 CP, Discount Civilian): Konohagakure based. A clan renown for it's prowess of invasive mental techniques. Joining this clan will at first merely give you the ability to posses a single enemy you manage to strike with a slow moving but invisible technique, while leaving your body unconscious and vulnerable. With time and effort though you'll be able to posses multiple people, read minds, and communicate telepathically with multiple people at once as if you were all in the same room. They get along famously well with Akimichi and Nara clans.

Nara (400 CP): Konohagakure based. This clan is renown for it's lazy geniuses, and now you're one too. While your work ethic takes a serious hit, your intelligence is increased into the mesa genius range. In addition you gain the ability to manipulate your own shadow. You start out only knowing how to force people to copy your movements by linking your shadows, but you will be able learn how to strangle people with your shadow, stitch theirs to the ground so they can't move and more. They get along famously well with the Akimichi and Yamanaka clans.

Uzumaki (400 CP Discount Orphan): You are a member of the scattered and decimated Uzumaki clan, you are naturally inclined to fuinjutsu and sensory techniques and have an incredibly strong life force, giving you great endurance, longevity, and increased chakra reserves. With training, you might be able to create chakra chains from your body which you can manipulate at will. You may now change your hair color to red at no cost, reflecting your lineage. As this clan is nearly extinct, if you select this to be the clan you've been born into only your immediate family is alive and well.

Aburame (400 CP): Konohagakure based. You are a living nest of bugs called kikaichu. You can control the ones inside your body which have can do many things like tracking other kikaichu using pheromones, consuming a target's chakra, to poisoning others, destroying poisons with in yourself and others, and talk with different kind of bugs and insects. People are going to find you a little creepy, beings you have a bunch of beetles living inside of you.

Pure Hyuga (300 CP or 500 CP, Clan-Born only): Konohagakure based. You possess the Byakugan, an eye-based Bloodline-Limit which, when activated, gives you a 359 degree field of vision, the ability to see through solid objects, view the chakra as well as the chakra circulatory system, to expel chakra through any tenketsu point in your body, and makes you extremely resistant to genjutsu. If you focus on your sight you may also see things as if your eyes were telescopic. You can also learn the Gentle Fist combat style, which focuses on attacking an enemy's tenketsu points to disable their use of chakra, directly damage their internal organs, and striking pressure points to disable limbs. For three hundred points you are born a branch member, and a slaves seal that can be used to cause you sever pain, or even outright kill you is inscribed upon your forehead. The main branch also keeps all the best techniques away from your filthy plebeian hands. For five hundred points you are a member of the head family, giving you access to the best techniques and a bunch of your family members as slaves. Of course, most of those 'docile' slaves hate you for it. Your irises are now a pale gray, almost indistinguishable from the sclera, and when you activate your byakugan the blood vessels leading to your eyes visibly bulge upon your face.
If this is purchased with the Uchiha blood-line, then you have may choose how both bloodlines aesthetically manifest.

Lost Hyuga (300 CP, can't be selected for a Clan-Born discount) : You, somewhere in your ancestry, are linked to the Hyuga clan by a bastard. Your Byakugan will work identically, but you will not be taught anything of the Gentle Fist style. At least you won't have to deal with glorified slavery. Be careful to hide your eyes from the Hyuga clan, lest they try to kill you.
If this is purchased with the Uchiha blood-line, then you have may choose how both bloodlines aesthetically manifest.

Hozuki (400 CP): Kirigakure based. You can turn your body into a liquid form, but requires you to be hydrated at all times. You can fuse with surrounding water, though it is extremely tiring. Though it quickly drains your water and chakra reserves, you can also temporarily strengthen yourself far beyond your normal physical abilities. You are extremely vulnerable to Lightning jutsu, and when passed out, your body turns into a jelly-like substance.

Kaguya (600 CP, Discount Orphan): Kirigakure based. You possess an abnormal skeletal structure making medical treatment somewhat difficult, and can manipulate it at will. Infusing your calcium with chakra, you can manipulate the growth and properties to your liking. This can render you effectively immune to all damage from kinetic energy by growing an armor of bone immediately beneath your skin. This also comes with some minor regenerating abilities. Selecting this allows you to turn your hair white. Bone white, at no cost. This clan is renowned for it's blood thirst, and was one of the first clans put to the sword in Kirigakure. Take the Hunted (Kirigakure) Drawback. As this clan is nearly extinct, if you select this to be the clan you've been born into only your immediate family is alive and well.

Senju (600 CP, Discount Orphan): Konohagakure based. You possess an almost supernatural life force, stamina and physical energy, and are a generally talented ninja. You gain a lesser form of the specialization in each and every ninja discipline and increased chakra reserves. As a bonus, if you start in Konoha you are considered the next best thing to royalty. As this clan is nearly extinct, if you select this to be the clan you've been born into only your immediate family is alive and well.

Uchiha (800 CP): Konohagakure based. You possess the Sharnigan in it's beginning stage, an eye based Bloodline-Limit that allows you to see chakra, gives you a photographic memory of anything you see with them, and alters your perception of time making things seem like they are moving much more slowly. Once your Sharingan has fully matured it will manifest to more abilities. The first is less well known around the elemental nations: the ability to cast your genjutsu through nothing more than eye contact. The second is the most famous: the ability to copy anything with somatic components you see the entirety of. Your copy ability will let you instantly learn whatever you see with your Sharingan, so long as it is a thing you could feasibly learn with training, but it will only be technical proficiency and you'll still need practice to truly master what you've seen.
If this is purchased with the Hyuga blood-line, then you have may choose how both bloodlines aesthetically manifest.
You must take the Angst drawback if you selected this with the Clan-Born discount, reflecting that all the other bearers of this bloodline were wiped out very recently, and you are one of three survivors. One of the survivors is the perpetrator who trapped you in a powerful illusion that forced you to experience your family's deaths again and again for three days. The other one was put through the same thing that you have been, and likely feels clingy and overprotective of you. You are considered to have immigrated or been kidnapped shortly after the Uchiha massacre if you start somewhere other than Konohagakure.
When your Sharingan is activated your irises turn blood red and your pupil is surrounded by three tomoe. The tomoe spin increasingly quickly as you grow agitated. It's said that there is a way to increase the Sharingan's power, but it comes at a steep price...

Mangekyo Sharingan (400 CP, no discounts, requires Uchiha bloodline-limit to be purchased): Do you really desire power that badly? ... It's your choice, but it will cost you something even more valuable than CP. To receive the Mangekyo Sharingan you must watch someone you truly love die. You must take the drawback Before My Eyes... to reflect this.

The power you received from this terrible act is impressive, and there are some who would argue it's worth it. You have gained three abilities that are all very costly chakra wise, quickly exhausting your reserves. You will, of course, need training to use them effectively.

The first is Susanoo, a giant, durable, but also unmaneuverable suit of transparent armor that surrounds

you. It has a powerful blade and nigh invulnerable shield. This technique is vulnerable from techniques originating below it though, at least until you've fully mastered it.
You may also select two of the following:

Tsukuyomi, an genjutsu that forces one person you have made eye contact with to experience a world that is completely under your control for the equivalent of seventy-two hours over the course of a few seconds. It's victims tend to fall into a coma afterwords.

Amterasu, a fire based ninjutsu of terrible power. You can bathe a target in chakra by glaring at them and ignite them in black flames of incredible temperature that will burn for seven days and nights. You will also receive Kagutsuchi, a technique that allows you to shape and manipulate the flames Amterasu creates. Using this causes the eye that cast it to bleed.

Kamui, a space time ninjustsu that allows it's user to become intangible and teleport themselves and others. It does this by shifting the affected thing into a pocket dimension, and allowing the caster to remove them back into their original dimension as well to other locations of their choosing. It can be used at range as an attack, but it's very difficult to aim and requires set up. Things in Kamui's dimension are held in stasis, so storing people is possible. Kamui can be synced with other dimensions, but you won't be able to use this to travel to other settings until post spark.

Kotoamatsukami, a subtle and powerful genjutsu that can be used to compel the target to follow a single command without them even realizing it's not of their own free will. While technically possible to resist, it's highly unlikely, but the wording of your order may be twisted against you. This technique requires you to make eye contact, and puts a great strain on you and may not be used more than once every twenty four hours.

Kuraokami, a fire based ninjustu that absorbs and redistributes heat. You can cover a target in blue-white fox fire that quickly drains heat off from it, frequently leaving all it touches frozen solid and covered in frost. The stolen the heat is stored in your opposite eye, and can be released in a burning lance launched at what ever you're glaring at. The fox fire is easily blocked by solid objects, the lance, however, is another story. Or it is once you've absorbed enough heat.

Kamimusubi, a genjustsu that inserts it's user into their victim's memory. The victim will believe the wielder to be an essential and irreplaceable part of their life, as well as their greatest ally that has always been there. You too have these memories, but you know that it is merely something created by your technique, the better to manipulate them with. They will also view everything you do in as positive of a light as possible. This technique overwrites their memories, replacing and suppressing their actual experiences. If they are part of an enemy organization they will believe themselves to be a plant within it. If dispelled their real memories will return, but the fake ones will persist as they've “experienced” them, so they're likely to have an existential crisis. This technique requires you to make eye contact, and puts a great strain on you and may not be used more than once every twenty four hours.

When using any of these abilities, your eyes take on a unique windmill pattern. You may choose to have the windmill pattern be shown whenever your Sharingan is activated instead of it's standard appearance at will.
Your eyes will not degrade with use, though the other sets usually do.
They may not be awakened due to events before this jump takes place. The drawback reflects a new and painful trauma.

Rinnegan: (0 CP, requires the Senju, Uchiha, and Mangekyo Sharingan bloodline-limits to be purchased): The lineage of the Sage of Six Paths been reunited through you, and both of your bloodlines are enhanced.

The gifts of the Senju are retained and increased with even larger chakra reserves, which are now equal to You Have Reserves, increased physical ability, and all of the basic elemental affinities though you haven't received training in any of them.

Your Uchiha blood is enhanced by allowing you access to the Six Paths, though it will take you decades to master them all. When using any of these abilities your iris swallows your sclera, turns a color of your choosing, and becomes divided by five thin black rings surrounding your pupil.

The Deva Path will grant you the ability to manipulate gravity. The more powerful the gravity manipulating technique you use the longer you will have to wait to use another without destroying yourself.

The Asura Path Grants you the ability to create metal, summon any object that you've infused with your chakra, and temporarily give you two more sets of arms. By piercing something with your chakra infused metal, you can control it like a puppet. The living will likely be able to shrug this off.

The Human Path allows you to read the minds of your defeated enemies by pulling their soul out of their body. This is always lethal.

The Animal Path allows you to sign as many summoning contracts as you like and to use them without hand seals or blood, which normal summoners must use. It is also the only way to summon humans, though you'll still need some way of forming a summoning contract with them.

The Preta Path allows you to create an invisible shield that absorbs chakra, including chakra already being used in techniques, and by touching someone you can directly drain their chakra as well.

The Naraka path allows you call for the 'King of Hell' who has the ability to restore anything to a prior state, though it will take at least one day, and will preserve the memories of any living being that goes through the process. This ability can not be used to resurrect the dead. The 'King of Hell' also has the ability to force others to tell the answer your questions truthfully or die trying not to by grabbing their tongues. You may also force the 'King of Hell' to resurrect the dead- at the price of your life.

You may only make use of one path at a time, though you can switch between them very rapidly. If you take Jutsu Mastery you may use two paths at once. When you are summoning, you only count it as using the necessary path while you're summoning it, not while it's summoned.

You must take the Hunted drawback for all villages save your starting location if you purchase this, reflecting the legendary status of your bloodline, the fact that everybody wants it, and the fact they can't stand the thought of their competitors having it. You get a free S-Rank mentor who will protect you to the best of their potent abilities though they won't automatically take you on as an apprentice. This reflects the fact that your village is aware of your blood-line's status, is in fact very happy with the fact that you are a member of their village, and would like to keep it that way.

Equipment:

Basic Gear (Free): Basic ninja gear, enough shuriken, smoke bombs, kunai, caltrops, explosive notes, ninja wire and other assorted gear to last you a while. Also includes three small re-usable storage scrolls.

Signed Icha Icha Series (50 CP, Free Super Pervert) You have a signed limited edition collection of the greatest book series in the multi-verse. Sure, others may scoff at you for reading 'smut' but they're just art hating philistines cursed to never understand its greatness. Other connoisseurs of fine literature will be impressed at your collection. Whenever a new book comes out you will receive the first print, signed, will arrive at your home with in a day. The work of art will arrive in pristine condition.

Fuinjutsu Kit (50 CP, Free Fuinjutsu Prodigy): Basic equipment to start fiddling with sealing techniques. Has enough provisions to create 50 explosive notes. Their overall quality depends on your skills to make them, though.

Dosh (50 CP, Free Civilian): Your family owns land, and the businesses upon them. You have a yearly income equivalent to 100,000 Euros, in addition to your income as a ninja.

Specialized Gear (100 CP, discount Civilian): Contains a set of more specialized weapons or equipment, like a few over-sized shuriken, a katana, a set of unrealistically heavy training weights or the like. You can't buy this to get anything with a name, or anything that costs CP on this jump.

Melody Arm (100 CP): An odd metal vambrace that can amplify and store the sound made by your arms moving through the air and some of the vibrations caused when the vambrace being struck. These vibrations can be released and controlled via chakra. You'll need to be up close and personal to cause damage with this but the vibrations can be used to give your foes a concussion or destabilize their balance by damaging their eardrums.

Crystal Ball (150 CP) This allows you to view any individual with whom you are familiar, regardless of distance.

Chakra Weapon (200 CP, Discount Clan-Born): A weapon made from a special metal which allows for easier infusion of chakra with various effects like highly increased sharpness with Wind chakra, or somewhat increased cutting power and numbness from the weapon’s high-frequency vibrations with Lightning chakra. The weapon will be in whatever form you specify.

Chakra Weapon Infusion (200 CP, Discount Drop-In): Modify a weapon from a previous jump to make infusing it with chakra for effects identical to Chakra Weapon efficient, possible, and effective without damaging it.

Summoning Scroll (300CP): You have signed the summoning scroll of the animal of your choice. All the animals can speak, have basic ninja abilities, and most of them have a special ninjutsu that only they can use. The animals now has at least one member who is their 'boss' and is much more powerful than the rest. The animals you summon come in two basic categories one of which you must choose.

The first category are the huge summons. As your summons age they grow much larger, some of them reaching a hundred meters tall. They are of course massively strong, and even their weaker techniques can do serious damage to entire towns. Their more powerful techniques can level them.

The second type are the human like summons. They become anthropomorphic with a set of hands that may as well be human. While they aren't as strong as they giant summons they can go indoors, and are significantly faster over short distances. They are generally more useful for one on one combat, and can teach you more of their skills, beings they are more like humans.

Whichever you choose, they can teach you a powerful set techniques called Senjutsu, though it will take some time to convince them to teach you this. By drawing in natural energy you become much faster, stronger, and ridiculously more durable. You also gain much better chakra control and some limited chakra sensing capabilities. The only drawback is that you can only hold so much natural energy at once and have to remain perfectly still to gather more. You may be able to get around this by fusing with some of your smaller summons or draining it out of others. You also take on at least a few physical traits of the animal you have a contract with. Someone who summons cats might have elliptical pupils in yellow irises for example. Which might be a drawback or bonus depending on your tastes.

You should be aware, however, that the contract works both ways. The clan that you've formed a contract with can summon you as well. They might well summon you to their home to train you or give you a safe place to hide, but they may also summon you to help them fight their enemies as well. Though you can resist this as they can resist yours, it's doubtful doing so will endear them to you.

Summoning requires a lot of chakra. The more powerful the being you wish to summon, the more chakra you must use to summon them. You may purchase this a second time at a discount two receive a summon contract with species that has members falling into both categories.
You may only sign one summoning contract, unless you've bought the Rinnegan.

Chakra Armor (400 CP, Discount Fuinjutsu Prodigy)You have a set experimental chakra power armor. Powered by seals, this is a very durable suit of armor that can absorb enemy chakra from both genjustsu and ninjutsu, though it does have limits of how much it can drain at once, and also increases your physical abilities. It also come with a few built in tools:a deployable set of chakra wings mounted on the back, and a wire gun mounted in each wrist which can be used to swing in a manner reminiscent of spider man or bind your enemies. It's only down side is that if it receives too much damage it will explode. If you're wearing it at the time that can be very problematic. A seal master may well figure out how to recreate and improve this suit of armor.

Sword of the Seven Swordsmen (400 CP, 500 CP Samehada, Discount Civilian): You have acquired a perfect copy one of the Seven Swords. All of the swords effectively function as a chakra weapon in addition to their other abilities. Be prepared for people to come after you in hopes of defeating you and claiming the Sword for themselves. Take the Hunted (Kirigakure) drawback.

Kubikiribocho, Decapitating Carving Knife, the Seversword: A giant sword with a butcher-knife appearance. Has a semi-circle on the blade for decapitation. If broken, it can repair itself using the blood of those cut down.

Samehada, Shark Skin, the Greatsword: Regarded as the most terrifying of the Seven Blades, has the appearance of a giant knife covered in shark scales. It is sentient and can eat chakra, and transfer what it's eaten back to you. It can even cut through most techniques. It constantly feeds on it's wielders chakra when not in battle, which will help you increase your own reserves in the long run, but will make you tire out more quickly now. It may also move and attack under it's own power, and is a pretty dangerous opponent for most. Due to it's malevolent intelligence it will violently resist any attempts to

steal it and will only let people it approves of wield it. Yes, it approves of you.

Nuibari, Sewing Needle, the Longsword: Has the shape of a needle with a long thin wire that resembles thread attached to it. It can be used to pierce enemies and sew them together in human bundles.

Kabutowari, Helmet Splitter, the Bluntsword: Consists of a single sided axe and a hammer joined together by a chain. Said to be capable of crushing any and all defenses.

Shibuki, Splash, the Blastsword: A sword with an integrated scroll full of explosive tags which can be lined up behind the blade to combine swordsmanship and explosions.

Kiba, Fangs, the Thunderswords: Twin swords imbued with lightning to increase their cutting power. Said to be the sharpest swords ever forged.

Hiramekarei, Flounder Flatfish, the Twinsword: Bandaged double-handled sword capable of storing and emitting wielder's chakra around the sword in any form they choose.

Raijin (500 CP, Discount Senju): Is this... a light saber? No, but it looks a lot like one. This is a hilt shaped like a Vajra that projects a blade of of solid lightning chakra. It can cut through most things, and blocking it with something made from metal is obviously not going to work very well. It can also help you generate and control additional lightning chakra. This weapon works the best in the hands of someone with a natural affinity towards lightning techniques.

Implanted Byakugan (300 CP) You, somehow, have lost one of your eyes. This would normally be a terrible fate; depth perception is very important for a ninja, but you've gotten around it by grabbing someone else's eye. After careful selection, you've decided that the Byakugan of the Hyuga Clan is the one for you. It functions as a normal Byakugan does, but the Hyuga are going to attempt to reclaim the eye (along with your head) if they learn of it, and you will receive no training for in the Gentle Fist style.

Implanted Sharingan (600 CP) You, somehow, have lost one of your eyes. This would normally be a terrible fate; depth perception is very important for a ninja, but you've gotten around it by grabbing someone else's eye. After careful selection, you've decided that the Sharingan of the Uchiha Clan is what you want. It functions as a normal Sharingan does, but it is always active and will quickly drain your chakra unless it is covered.

Companions:

Every Ninja has a team consisting of three peers and a leader. You start out with a jounin (a skilled and experienced ninja) sensei as your leader and two genin that graduated with you to form your team.

Your Jounin instructor and your peers both have a free background, from which they receive all the benefits of, and 600 points worth of abilities. Unlike you and your peers, your sensei has mastered all of their abilities. Your team may take drawbacks as standard. Your fellow genin and your sensei can be companions from a previous jump. All of your teammates are considered companions, and will follow you even if your time in Naruto ends.

Mentor (200/300 CP): Are you not happy with your sensei? If you like you may instead choose one of the canon ninja for 200 CP, so long as they are not an S-rank at any point during the series and are from

the proper village, or increase their starting CP to 800. If you want a truly monstrously powerful sensei you may spend 300 CP instead, increasing their CP available to 1000, or selecting any canon ninja of the appropriate village to serve as your team leader, even the Kage themselves.

Apprenticeship (100 CP): Your sensei would normally treat you all equally, but if you want some preferential treatment, it can be done. With this they will teach you all of their techniques, even the ones they really shouldn't or wouldn't normally be willing to pass on, and prioritize you over your teammates in all things, including safety. Don't be surprised if they throw you a birthday party, but don't even bothering to remember your other teammate's birthdays exist. They care for you a great deal, though how exactly they care for you is up for interpretation: it may be as a child, sibling, a friend, perhaps they even have a romantic interest in you. Anyway you slice it though, they do love you.

Teammates (100 CP per): Your teammates not up to snuff? That can be fixed. For every 100 CP you spend, they will all get an additional 100 CP to spend. Alternatively you may select them from the those who already exists in the world of Naruto, so long as they are from the proper village. You may only purchase your companions a max starting CP of 1000.

Ninja Party (50 CP each/200 CP, Discount Drop-In) Do you want to include more of your previous companions? For 50 CP each, you may include another of your previous companions in your team, following the same rules of creation as outlined above. You may instead spend 200 CP to include eight of your previous companions.

Nin-animal (100 CP, One purchase Free Inuzuka, additional purchases Discount Inuzuka): Either a previous animal companion {Pokemon count} or a new ninja animal of a type of your choosing. They follow the same rules of creation as genin companions.

Drawbacks:

Take as many as you'd like. Companions can't take the drawback MC-KUN/MC-CHAN. Sensei may not take Low Priority. If one member of your team takes Dysfunction Junction, Boruto!, There's How Many Movies?, Stuffed, The Warring Clans, and/or Fan-Verse Drawbacks all the others must take the same.

The Warring Clans (+0 CP): You begin your jump five years before the the founding of Konoha. It's a much more lawless time, where the strong do as they please, and war is constant.

Stuffed (+0 CP): All the filler is now part of your jump's timeline.

Boruto! (+0 CP): You start at the beginning Naruto Gaiden: The Seventh Hokage and the Scarlet Spring instead. Alternatively, you may simply increase the duration of your stay until ten years after the events of Boruto are resolved. You are guaranteed not to die of old age if you select this option.

There's How Many Movies? (+ 0 CP): Eleven. There are eleven Naruto movies. The events of any of those movies you choose will occur as part of your jump's time line.

The Third Shinobi War (+0 CP): Your jump starts before the events of Kakashi Gaiden, a few months before Obito and Rin join his team.

Fan-Verse (+100 CP): The canon of Naruto as you know it has been replaced with one from a work of

fanfiction. Don’t expect anything you know about the plot to still be accurate. Additionally, it's very poorly written, full of plot holes and god-like OCs, and all the characters of their preferred gender are head over heels and unrealistically in love with them despite anything you (and they) do. Every character of their unpreferred gender is a spiteful mindless asshole, also in spite of anything you do. Every damn character is beyond retarded regardless.
You shall endure pain everlasting.
(-100 CP): You can choose a particular fan-verse instead, and the characters all act like they should according to it. You may not choose a crossover fic or anything that increases the world's power level dramatically. You can't use this to get around the limitations presented elsewhere in this jump either.

Reviled (+100 CP): Your home village, by and large, hates you. Perhaps it's for your family, your personality, or maybe it's just a coincidence of your birth. Expect rising through the ranks and getting the good missions to be all but impossible. It's possible to put an end of this, but you'll have to have a major Rudolph the red nosed reindeer moment. Saving the vast majority of the village, or destroying one of it's greatest enemies is the minimum to quell their ire.

Hunted (+100 CP, additional 50 CP per village, max +300 CP): Congratulations, a village hates you enough to place a bounty on your head! Decide which of the starting villages are actively hunting down with their spy networks and operatives. From the first one you get 100 CP, the next one an additional 50 CP, the third one another 50 and so on. This can only be purchased for the starting locations.

Annoying Catchphrase/ Verbal tick (+100 CP): BELIEVE IT!!!!! You have an annoying verbal tick that you can't help but shouting nearly every time you open your mouth. Expect this to grate on absolutely anybody you spend more than a few moments around.

Angst (+100 CP): You’re constantly angsting, over dramatizing everything you do and for some reason your back story is full of blood, betrayal and hatred. Expect to act like a member of the Emo Royalt family, obsessing over revenge against those who have wronged you for the entirety of the 10 years, or at least until someone knocks a little sense into you. Even then you won't be the poster child for happiness and mental stability.

Before My Eyes... (+100 CP): You've suffered terribly. One of those you loved best was killed before you, and you were powerless to protect them. You couldn't tear your eyes away as they died in pain. You can't help but alter some of your habits in their honor; perhaps you always arrive late as they once did, or you've taken on take on their hobbies or philosophy, or else spend at least an hour everyday praying at their grave. It's affected you badly though. You're broken inside, and while you maybe happy again, it's going to take time and the effort of your other loved ones to bring you back from the brink. And even then, you'll frequently relapse into depression. You will never be the same again.

Super Pervert (+100 CP): You are really, really into the whole sex thing. Reading porn in public and sneaking into bath houses are everyday activities for you. As you might expect, such blatant perversion makes it hard to get a date, and most people aren't going to give you much respect. Any love interests you have or gain in this jump are going to be extremely tsundere during your ten years.

Sealed Bloodline (+100 CP per bloodline max +300 CP): You are supposed to have a Bloodline-Limit. For some reason it will never manifest during the 10 years. After 10 years though, you will be able to activate it. This can’t be taken with Worthless Chakra Coils or Malformed Chakra Coils. This requires at least one Bloodline-Limit to take.

What do You Mean it’s an Illusion? (+150 CP): You fall into genjutsu surprisingly easily and have trouble figuring out if you are in one or not. Getting out of them on your own is very difficult.

Low Priority (+200 CP) Your sensei, for whatever reason, has put your training on the back burner. Maybe another of your teammates needs it more, maybe your sensei just doesn't like you, or perhaps they're just lazy. Whatever the reason, they only train you in a halfhearted fashion and it will take you much longer to grow strong in the ninja arts. This won't make them transfer their attention to your other teammates.

Out Of Control (+200 CP): You have difficulty manipulating chakra both inside and outside your body. This can be improved somewhat, but you will never be a medic-nin. It will be more taxing to use your jutsu, more difficult to learn new jutsu, and more difficult to escape illusions. Some techniques requiring excellent control such as high level genjutsu are now beyond your reach.

Pinprick Reserves (+200 CP): Your reserves are tiny, and you'll quickly tire yourself out. This makes it more difficult to train, and using techniques more than a few times will leave you drained and exhausted. More power intensive ninjutsu will be completely impossible for you to use.

Thick (+200 CP): Reading books now causes you actual literal pain. You'll quickly forget what you do manage to read.

Dysfunction Junction (+200 CP) You and your team... don't really get along. Your teammates are in someway mentally damaged, whether it's from their older brother murdering their family, being molested, or just being ignored by the village at large there is something wrong with them. This negatively affects your teamwork, and may well end up getting you all killed. You can eventually overcome this but it's going to take a lot of work, even if you have relevant perks.

Boiling Blood (+200 CP): You're pretty loud for a ninja; stealth is usually option 'B' if not further down the list. You are also easily provoked and have a hard time giving respect to your superiors before they've proved themselves to you. Please note that personal strength is necessary to get promotions as a ninja, so pissing of your sensei, or perhaps even your kage isn't something that will go well for you.

THE CHOSEN ONE (+300 CP): You don't have the ability to flip out and murder people like a ninja should; you're not a pacifist but you won't purposefully kill anyone either. Everyone always needs you to do everything for them, and you'll do it because your a damn push over. And you'll do it for free too. You'll still get paid for missions at least.

Blood-Lust (+300) : You have a insatiable appetite for combat. You often challenge mysterious strangers to duels and have a dangerous habit of overestimating yourself.

Malformed Chakra Coils (+300 CP): You are unable to use chakra outside of your body. You can only use Bukijutsu and Taijutsu, and even some of those techniques will be beyond you. Comes with a free green jumpsuit and a mandatory pair of huge eyebrows.

MC-KUN/MC-CHAN (+500 CP): Congratulations, you are now now a main character! Your starting location is set to Konoha and you now take Sakura's spot on Team Seven. Your teammates are Naruto, Sasuke, potentially Sai, and your Sensei is Kakashi. You will have to go through all the plot right next to Naruto or Sasuke, your choice, though of course you can change the canon outcomes. Either way, their success or failure depends on you and you will be forever trapped in this world should they fail. If

either die, success become impossible. As a bonus their plot armor is degraded to the choice you can purchase here. You will only need to help the one you side with while they are separate; the other will have the full force of his canon plot armor to rely upon while they are apart. Yes, you are considered just as important to the plot as either of them; you will need to pitch in during the major battles they face if you wish to claim victory as the enemies you face have grown much stronger. If you manage to make it through to the very end they can become your companions if you wish. You may not select different companions than Naruto, Sasuke, Sai, and Kakashi, but may still import additional companions from previous jumps. This can be taken with Fan-verse, but only if Naruto and Sasuke are still the main characters and still get into an equivalent amount of trouble. Good luck; you'll need it.

An Actual Ninja (+1000 CP): You are not able to use chakra or chakra based techniques. Taking this will render you completely unable to use any ninja technique or bloodline-limit. How did you even become a ninja in the first place? Expect your peers and enemies both to look down on you for your inability to use the ninja arts. You must spend all your time in this world as an active ninja, disbarring temporary medical issues. You will be assigned missions equally to your peers with little regard for your actual strength by the powers that be, so don't expect to fly under the radar and only complete D-ranks, though they will at least not require you to participate in front line battles. Expect to be assigned traditional ninja missions such as espionage and assassination. For bonus pain, all of your other supernatural abilities and your warehouse have also been sealed. This can't be taken with Sealed Bloodline, Malformed Chakra Coils, Pinprick Reserves, or Out of Control.

Scenarios

You can take more than one, so long as they don't conflict. Use your common sense. Failing a scenario means failing your chain. Unless otherwise noted, you're stuck in Naruto until you've completed any and all scenarios you choose to take.

The Beast Inside (Requires Jinchuriki): Instead of taking the place of the Jinchuriki, you take the place of their Bijuu. You gain the ability to communicate with your host, to manipulate their dreams to some extent, and to manipulate their emotions as they use your powers. And you need *out*.
You have ten years to escape your human prison, and must stay free from then on.
Success will see you granted the form of Bijuu as an alt form, with all the massive strength that implies, and the ability to reform your body after being slain in a safe location. This is limited to one time every ten years until your chain is over.

Samurai Supremacy (Requires Samurai Training): For too long have the honorless dogs who call themselves ninja been the dominant force. Because of this, and their greed, the people live in fear. Only the noble samurai may right this injustice! You must take the abilities you've purchased, and lead your brethren in a crusade against the shinobi. Only once you've broken the reliance of the elemental nations upon the ninja, and have replaced their popular usage with samurai, will you claim victory.
You start out as a samurai in the Land of Iron, as one of three apprentices to a experienced samurai. Your teammates are likewise apprentices, and all the abilities you get in this jump become less about stealth and evasion, and more about open combat. You also gain further training in the samurai arts: you can make swords out your chakra and send out blades of your chakra to cut others at a distance. Upon graduating to full samurai you will be granted a suit of durable armor which filters out poison, and four chakra swords.
Success will grant you the ability to detect even the most stealthy of beings, the uncanny ability to spot weaknesses in your enemies particularly at the strategic level, and the legions of your highly trained

Samurai brethren who would follow you into hell itself now follow you from world to world. You will also be granted a legendary blade forged in your honor named Yorukaritoriki. It increases the efficiency any supernatural abilities channeled through it to unreal levels, and it's blade is so sharp that it can slice through nearly anything with even the most gentle of touches.

We are Number One (Requires not taking Senju, Uchiha, Hyuga, or Enduring Whirlpool): There are some really famous clans out here, even after their near distruction you'd be hard pressed not to have heard of the Uchiha and the Senju. The Hyuga are considered the most elite clan now that they're gone. And all these bastards are looking down on you. Should you accept that? No. Pull them down from their lofty perch, and carve your family name into the history of the elemental nations so firmly that everyone knows who the best clan really is!
Success means that whatever group you're a part of will quickly gain recognition as a valid and major movement of it's kind. Found a religion, and see it regarded in the same light as Christianity within months. Found a major company, and soon people will be tripping over themselves to be your client.

Founding Father (Requires: The Warring Clans): Before the great villages, there were only the clans. It was a time of endless war, few resources, and short life expectancy. But two men had a dream to bring Peace to the elemental nations. Madara Uchiha and Hashirama Senju will attempt to create Konoha, assisted by their brothers Izuna and Tobirama, and they would have succeeded. Eventually Madara would have betrayed the village he co-founded, and fought and be defeated by Hashirama, it's first hokage.
But now, you must help them. The challenges they face will be many, and far more difficult than they originally were. It seems that the other clans and even the daimyo themselves now all believe that the mighty Senju and Uchiha seek not peace, but domination. They will resist your attempts to unify them, and spend their resources attempting to destroy or suborn the clans you do manage to convince or strong arm into joining you, and they will have far more S-rank ninja than your own forces.
Once you have founded Konoha, you now must become it's first Kage. You will need to gather support from the clans who have untied under your banner, and prove that you're as strong as any S-rank ninja under the sun. And you will have to do this while keeping the previously warring clans from going back to war with one another.
After you become Kage, there will be one more problem. Madara will become jealous of you, and it will be up to you to keep him from turning to violence. You will have to peaceably convince the Uchiha clan head that your path is the right one for the village. You will have to make him into your avid supporter.
If you succeed in all three phases, then Konoha and all it's resources will follow you, it's eternal Hokage, from world to world. Your will shall go unquestioned by Konoha's citizens and ninja, and you ability to unite others shall be vastly increased. You may also take Madara, Izuna, Hasirama, and Tobirama with you as your companions if you so choose.

Enduring Whirlpool (Requires: Uzumaki and Fuinjutsu Prodigy): Before the second shinobi war, Uzushiogakure stood tall and proud, a village that was founded by the Uzumaki and nearly on par with the five great villages, as well as staunch ally of Konoha. It's inhabitants were renowned for their long lifespans and incredible mastery of the esoteric art of fuinjutsu. And during the second shinobi war, they were so feared that multiple of the great villages marched to destroy them.
The held strong for longer than was thought possible, trying to hold out for reinforcements from Konoha. But their allies were unable to cut their way through the intervening forces in time to assist them, and they eventually fell before their enemies.
But perhaps now, with you, they have a chance.

You start in Uzushiogakure, a year before the second shinobi war breaks out, the heir apparent to it's rulers, the Uzumaki clan. In little more than a year, you will be called upon to defend your home village. You must answer that call, and even more, you must lead Uzushiogakure to victory against it's enemies.
Success will see you being taught all the lost sealing techniques of it's greatest masters, in gratitude for their salvation.

Bonsai: Root is a black ops based in Konoha, supposedly loyal to it's village, and largely unkonwn to it's kage. Headed by Danzo shimura, they continue to operate today, even though they were officially ordered to disband by the third hokage. The death of the Uchiha clan, the rise of Pein... much of the suffering in the elemental nations can be linked to it's actions. And rarely have they benefited Konoha. It will be up to you to change that.
You are taken in as one of Danzo's pupils. You will have to distinguish yourself from your fellow agents. So much so that Danzo selects you as his successor. From their it will be up to you to restore Root to it's sated purpose; the betterment of Konoha. You must help Konoha become the sole remaining great village, and the dominant power in the elemental nations.
Sucess will see you granted Shisui's Mangekyo Sharingan, capable of casting the Kotoamatsukami. You will also be granted the use of Izanagi, which will grant you ten minutes of invulnerability to be used all at once or in pieces as you see fit. Your uses of Izanagi will refresh every ten years. It will also see you granted the ability to quickly regenerate wounds without the use of hand seals. Anything short of death will be healed one hundred times more quickly than normal. Even wounds that would normally never heal, such as the loss of an arm, will eventually heal, though it may take months.

Sage of the Six Paths (Requires: MC-KUN/CHAN): Black Zetsu holds within it's self the will of Kaguya Ōtsutsuki. It was created to see the return of that terrible entity, and normally it would have. Eventually Naruto and Sasuke would have defeated her after her resurrection, though it had taken luck as well as planning to revive her.
Now Black Zetsu is a genius, and the revival of Kaguya is assured. Even if you manage to disrupt it's plans, you will at best push back the date of her resurrection. And once she awakens, she will be granted the all strength, skill, and knowledge that Black Zetsu has gathered over the ages they've been apart. Kaguya will be a terrible foe, capable of absorbing supernatural powers and launching terrifying attacks.
As she begins to awaken, and all hope seems lost, your ancestor, the Sage of Six Paths will grant you the Six Paths Sage mode to you.
Working beside the reincarnation of your brothers, you'll finally have a chance.
After that, the battle against Kaguya will then begin in earnest. Your powers from other worlds will be all but useless against her; only by using the energy from the six paths sage mode can she be harmed. Nonetheless, victory is possible if your brothers and you fight together in perfect sync.
Success will mean you permanently retain the abilities of Sixth Paths Sage Mode which vastly increases your abilities, as well as ten Truth Seeking Balls which will regenerate over the course of a month if damaged (These are shape shifting weapons that channel your abilities. They can be controlled telekinteically, and allow you to manipulate all five chakra natures as well). The worlds you visit in the future will also have a tendency to see you as the reincarnation of their greatest heroes when all seem lost; your very presence will bring hope.

Consumer of the God Tree (Requires: Rinnegan): Kaguya gained her immense power by eating the fruit of the world tree. And she sought to reclaim the chakra that people had taken into themselves, but her attempts were thwarted. But her power was very real; it was she who took the form of the united Bijuu, the ten tails. Her defeat had seemed impossible before her sons proved it to be with in reach.

Now the ten tails must be reunited, and it's up to you. If you succeed in fusing all the bijuu back into a single being and becoming it's jinchuriki, then your Rinnegan will shift into the Rinne Sharingan, allowing you to cast illusions over entire planets and shift to parallel dimensions (this can't be used to travel to different IPs until the end of your chain). You will also gain the ability to create Zetsu soldiers with your chakra. They are shape shifters who can quickly heal from anything short of complete destruction, can absorb supernatural energies, are effective sensors, have a weak form of wood release, and can travel through plant life and earth. They are absolutely loyal to you.

Alien Invaders (Requires: Pure Hyuga or Lost Hyuga, and Boruto!): You were born to the Ōtsutsuki clan, a race of aliens that hunted for planets that hosted the god tree to feed on it's chakra. The last remnants of your clan now live on the moon. Or at least the last of them from your branch.
Now the other Branches from which your progenitor, Kaguya, defected are coming to this world. And they come to slay you as well as the native inhabitants of this planet and to harvest their chakra. These threats would normally come one at a time, but now they come all at once. Momoshiki and Kinshiki Ōtsutsuki come for you, ancient beings of terrible power. They will work together. Thier strength dwarfs even Kaguya's, and they are far more skilled than she. Alone, you stand little chance. But you need not face them alone.
Rally the world against these invaders!
You will be granted the full power of the Ōtsutsuki clan's Energy Vessel, awakening your Tenseigan, and granting you ten Truth Seeking Balls which will regenerate over the course of a month if damaged (These are shape shifting weapons that channel your abilities. They can be controlled telekinteically, and allow you to manipulate all five chakra natures as well). The Tenseigan will grant you powers similar to the Deva path of the Rinnegan as well as Tenseigan Chakra Mode, which is comparable to the Six Paths Sage Mode. You will gain the ability to create and utilize the dolls and machinery of the Ōtsutsuki clan, and retain the full power of the Energy Vessel, which you will no longer need to power your Tenseigan as well. Finally, you will gain the ability to fuse similar energies into a combined and more efficient power as you will swiftly learn to from the combination of your Tenseigan's energy with your Truth Seeking Balls.

So, you made it…
Now the choice is yours.

Moon's Eye Ending: You decide to pack your bags, take your stuff and abilities and head back home. It’ll be just like when you left it, except for you of course.

Gave Up On Giving Up: You decide to stay in the world of Naruto. Maybe it grew on you?

Samsara: While this place was... interesting, you decide to embark on your next great adventure to yet another world. Naruto might try to follow you because NAKAMA. And stalking your nakama is OK, no matter what Sasuke says. The crazy idiot might even find a way to do it too, and will promptly try to kick your head in with the power of friendship.

Glossary

Ninja Ranks:

Genin: The beginning rank of ninja. Genin are rookies, and are rarely sent into threatening situations by their leaders. The purpose of this rank seems to be letting children get additional training while getting used to following orders.

Chunin: The middle, and most common rank of ninja. They lead small squads and are sent on more dangerous missions.

Jounin:The second highest official rank of ninja, as well as the second rarest. They almost always lead lesser ninja, only serving with their peers to take on the most dangerous of missions.

Kage: The leader of a village. They are almost always an S-ranked ninja.

Missin-nin: A ninja who abandoned their village.

Power Levels:

E: At this level a ninja or technique is at the level expected of an academy student.

D: At this level a ninja or technique is at the level expected of a rookie genin

C: At this level a ninja or technique is at the level expected of a skilled genin or rookie chunin.

B: At this level a ninja or technique is at the level expected of a skilled Chunin or rookie jounin.

A: At this level a ninja or technique is at the level expected of skilled jounin.

S: At this level a ninja or technique is on it's own level. Very few Jounin ever reach this level of power. Another S-rank is generally considered necessary to handle an S-rank, though weaker ones can be pulled down by multiple A level shinobi.

Chakra: The energy everything in this world relies upon. Everyone in this world has at least some chakra, and if they run out they die. It is composed of physical and spiritual energy, sometimes referred to as yin and yang energy.

Notes:

Your summons and their realm continue to function as they did in this world if you leave. More than a single person can sign a summoning scroll.

Drawbacks override perks.

Any abilities you have that rely on others possessing chakra or a chakra network will continue to function as if they did so. An ability to drain chakra would instead drain a generic 'life force', and the gentle fist would target the network in which that life force flows for example. The stronger a being is the more 'life force' they would have.

The nin/tait/ken/genjutsu and elemental specializations can only grant you up to A rank techniques.
If you select multiple doujutsu, you can decide how they aesthetically manifest. Win your Rinne Sharingan, and have a third eye if you want. Have both the Byakugan and Sharingan? Maybe your eyes lose their pupils and are just a blank bloody field of red. Maybe they retain their design, but are a solid white instead of red. Maybe you have one of each. You abilities still work normally in any case.

Yes, you can teach others how to awaken their chakra and how to use it.

No, your companions can't purchase companion upgrades. Smart ass. They may only buy apprenticeship and nin-animals from the companion section. All other options in other sections are fair game.

A Jinchuriki and their bijuu count as a single companion. If the bijuu is unsealed you'll need a pod if you plan to take them along. If *you* are a jinchuriki then your bijuu counts as an ability so long as it is sealed within you so it doesn't take up a companion slot.

All perks that increase something in this jump stack linearly. If you bought Rinnegan and You have Reserves, you would have double the chakra for example.

Your sensei has to be someone that could plausibly be your sensei. So no dead people, the kage of another village, or anybody sealed within the moon. Missing nin are free game though, with the exception of Akatsuki. They're based in Ame.

The Tenseigan, Rinne Sharingan, Truth Seeking Balls, and Six Paths Sage Mode have many powerful abilities; I recommend reading up on them in the wiki.