Naruto: Kaguya Shippuden.

Reddit Collaborative Jump
Version 2.1: The Will of Fire

The land of the Elemental Nations is well known and covered in the Naruto, Naruto Shippuden and Boruto anime, manga and movies. This is not covering either of those times. Welcome to the world before the Elemental Nations truly formed, in the age when Kaguya first ate the Chakra Fruit of this land. You will be staying here through the rule of the Rabbit Goddess, the birth of her sons, Hamura and Hagoromo, those two sons rebellion against her tyranny, the birth of the juubi, then the bijuu and the birth, growing up, and falling out of the Sage Hagoromo's two sons, Indra and Asura, which then blossomed into the greatest blood feud the world ever knew, between the Senju and the Uchiha, Overall, you'll spend about 100 years here, during which time you will not die of old age. This jump starts when Kaguya arrives in this dimension, then would normally end when Indra and Asura would have had their final battle.

BACKGROUND

Any option may be used as a drop in.

300cp Kami

While probably not truly a god, people have come to see you as one, for whatever reason. Maybe you are incredibly powerful compared to them, maybe your race is incredibly powerful compared to theirs, or maybe they're just gullible fools and you're happily utilising their delusion. Either way, your background in this jump is as a Kami.

200cp Sage

Sage is a title granted to those renowned for their wisdom, power, or holy standing. Most people become sages through their ability to utilise senjutsu, mastery of *Sage Mode*.

Free Warrior

Before Chakra was given to the people here, ninja, samurai, and other fighters had to get by on pure skill and physical training.You're one of these, whether you're in service to a lord, a ronin, or just a footpad, welcome to life as a warrior.

Free Civilian

You're a civilian, your life is dedicated not to being a Kami, being a Warrior, or a Sage. No, for you there are limitless opportunities in the field of cooking *Ramen!* Also covers every other job that is needed in this world, but really, who cares about those when you could be cooking ramen?

Your Age and Gender may be chosen freely.

LOCATION

Roll a D6, or choose a location for 50 CP.

1. Land of Ancestors
One of the major nations of this time, the Land of Ancestors is near to the Shinju tree and has been at war with the Land of That for generations. Perhaps you are in a position to change that?

2. Land of That
The other major nation of this time near to the Shinju tree, the Land of That has been at war with the Land of Ancestors for generations. Perhaps you are in a position to change that?

3. Summon Lands
A land teeming with natural energies, the Summon Lands are the homeland of the various Summon Clans, and various other megafauna. If you have chosen a specific animal with which to have a kinship, you can choose to land near them.

4. Shadow of the Shinju
You arrive almost directly next to the great Shinju tree, standing in the bloodsoaked mud from which it grows. If you are found here, there is a high chance you will be killed, as this is hallowed ground.

5. The Moon
What in the world? Just how did you end up here? You're currently standing on the moon. And Kaguya hasn't even been sealed yet. It's more accurate to say that you're standing on a giant floating asteroid where the moon will eventually be. Normally, you're screwed with no way to get out, but I'll help you out here. There is a portal that connects this "moon" to a cavern on the main world. Be careful though, the portal has many defense mechanisms that you need to pass through, including a giant crab called the Gatekeeper. Thankfully, you can actually breathe on this floating piece of rock.

6. Free Choice
You know what? Choose whatever you want from these options.

PERKS

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

General

100 Survival Skills
Since you're going to a land before many technological advancements, it is important to learn how to take care of yourself in the wilderness. With this perk, you know of all the common knowledge on how to fend for yourself in this world, including but not limited to crafting basic necessities and tools, hunting, foraging, farming, and identifying dangerous and harmful objects and food.

100 Social Instincts
Even though there isn't much in terms of civilization here, the fact that there are some means that you will need to interact with their culture sooner or later. Well, this perk can give you the necessary social instincts, basic knowledge, and cultural norms of any civilizations you end up in. This way you won't offend anyone important by being oblivious to your surroundings.

200 That is My Nindō
It seems that the most idealistic people are the ones who truly succeed in this world. Kaguya, Hagoromo, Asura... and even their descendants. While shinobi and its culture has yet to form in this world, your passions and dreams almost certainly rival them in scope and strength. By setting a moral philosophy (your Nindō) as a guiding force in your daily life, you'll find tasks that were previously hard for you to be

extremely easy, as long as you are working towards that goal or ideal. In essence, this perk is a luck and performance booster for your tasks as long as you follow a moral guideline, ideal or objective.

200 With My Own Power
Many beings in this world will one day have a vast number of abilities diverged from a few select origin points, such as two clans diverging from one family, having pieces of a power that was once whole. You may select a Kekkei Genkai, Kekkei Tota, a group of closely related techniques, or even just an odd family capability, like the Uzumaki clan's enhanced adamantine life force and chakra that enhances fuinjutsu, as seen within the naruto franchise and you will gain a Kekkei Mōra of your own based on your choice. This new Kekkei Mōra will be stronger and more versatile while lacking or lessening the weaknesses of the abilities and need for chakra, you will have an instinctive grasp on its capabilities and with training can develop new techniques based on your genetic superiority. You may not select the Jōgan, Tenseigan, Byakugan, Sharingan, Mangekyō Sharingan, Rinnegan, or Rinne Sharingan. This may be purchased multiple times.

300 The Power of Youth!
Perhaps it's because of your fascination with this world or the fact that you are an eternal child at heart, but now you are able to learn chakra manipulation, martial arts, honestly anything you desire to focus on you will grow faster than before, especially as long as you stay dedicated. Your improvement in these areas is fast enough on its own to be considered a prodigy. However, in order to fully use this power, you must actively train regularly. You will never be held back by prior training, just like how it's easier to learn math and new languages as a child, you are forever young!

400 Supreme Bloodline Limit
It is said that Kaguya is the progenitor of chakra and its amazing abilities. That is true to a certain extent, but how did Kekkei Genkai begin to form? Perhaps you are the answer to that question. You are able to convert any of your non-biological abilities, or biological ones from other settings, into Kekkei Mōra that are encoded into your genetics in such a way that any children, descendants, clones, or experiments that share in your DNA or Cells could have Kekkei Genkai abilities at your discretion. You may set the rules for who or how the genetics are awakened or even make it an arbitrary selection on your part and change it up whenever you want. You may have this retroactively apply to others in your "family". You can also combine several abilities into one to form a totally new and original Kekkei Mōra ability compensating for weaknesses and enhancing strengths or achieving something weirder. You may also temporarily remove or permanently remove the Kekkei Genkai abilities from any children, descendants, clones, or experiments that share in your DNA or Cells at any time that you desire.

400 Jinchūriki
What? This really shouldn't exist yet, at least not till Kaguya is sealed away. Did some really weird stuff happen on another planet and this thing hitch a ride here? Did a time travelling Hagoromo make an extra tailed beast and bring it to you as a gift? Oh well, you are being gifted a tailed beast, a chakra animal, that lives inside you in a kind of subspace between your mind, body, and soul. Feel free to design it after any animal of your liking and choose its personality. Like most tailed beasts, he has a few unique abilities on par with other tailed beasts, which you can freely design. See notes for examples. Overall, its capabilities will match that of a complete Kurama. Because this tailed beast is not in connection with the others from this world, it is not subject to the suppression or control of other people's dojutsu.

500 The Gift of Chakra
Interesting. It appears that Kaguya is not the only one who has taken a bite out of the forbidden fruit of the God Tree. Despite the warnings of approaching the God Tree, you have decided to devour the Chakra Fruit of another God Tree, and have been enhanced significantly to the point that the regular people around you would consider you a god. Well, you're not exactly a god, but the fact that you now have the chakra of an entire planet's worth of people would make anyone else think twice about pointing that out. On top of the massive reserves, and all five basic chakra natures, and wood release, this perk serves as a Capstone- I mean, Chakra Booster.

Kami

100 Godly Mystique
When Kaguya first came down to the world, her appearance was treated with caution and suspicion. Even Emperor Tenji's right hand man thought that she was a spy for an enemy country, despite seeing her glowing and floating down from the sky. You don't have to worry about these foolish people due to this perk. You excel at convincing others of your own power or godliness. This works as an innate ability as well, to a lesser extent. People just see you as better than their race, an exotic beauty, and are more willing to believe you should you choose to actively exercise this gift.

200 Mortal Glamour
Come to think of it, why weren't many villagers taken aback by the strange appearances of Kaguya and Hagoromo? Perhaps they had this perk. With this perk, nobody will think weirdly of you or see you differently even if you look different from other people. You can show up with your monstrous alt-form, or even dress yourself in the weirdest outfits possible, and they will still treat you like a normal person. You also possess the ability to suppress your power to mingle with other people as a secondary benefit. However, this perk will automatically deactivate if you choose to use your power or start hostilities. You can toggle this ability on or off.

400 Fuinjutsu
Not quite, but close enough to be considered a potential founder. You are a genius in the art of luring and containing creatures of all kinds. From the simple mousetrap to a giant tower made up of the most durable energy-suppressing metals, your head is filled with designs and strategies to bait and trap any threat you encounter. Know that your capability to restrain these beings are limited to the information you have on them and the resources you can acquire. As a bonus, you are also very talented at finding ways to save storage space and reduce baggage weight, whether it is by cramming stuff in or redesigning your tools to be more space-efficient.
If you have acquired chakra, the full talent of Fuinjutsu is available to you. The art of sealing is a delicate and dangerous one. It's also fairly esoteric, but once mastered, the user can seal damn near anything. The effect of Fuinjutsu is basically "storing or summoning something" taken to the extreme. Store your crockery? Sure! Store your demonic god? No problem! Store time, light, death, or a thousand other more esoteric things? No problem at all. A Fuinjutsu master is a damned scary thing, and you're a match for the best of them. This not only provides you the skills but the power, speed and reflexes to back it up; any techniques or powers that you use that are tangentially related to sealing, storing, blocking, deflecting, negating, shielding, or barriers are improved.

600 Otsutsuki Clan Member
That pale, white face and eyes... Are you even from this world? You must be from the Otsutsuki Clan, a clan of extraterrestrial beings who travel through the stars. As an ancient being who is powerful enough to travel between planets, your strength and chakra capacity is unparalleled among the primitives you will mingle with. You possess the Byakugan and have the innate ability to fly and survive in outer space or the crushing pressures at the bottom of the ocean without a need to breathe, eat, or sleep. Your natural life span is measured in thousands of years. This doesn't mean that you are invincible though. Theoretically, five Kage-level opponents should be a match for you, but thankfully, no one appears to be as strong as you in this primitive world.

Chakra Boosted
With both the gift of Chakra and the inherent abilities of the Otsutsuki Clan, you may as well truly consider yourself a god. You now are able to use the Kekkai Mōra, a set of abilities only Kaguya has shown to use. And on top of that, you now possess a Rinne-Sharingan, which you can use to invoke the power of the Infinite Tsukuyomi, and create Zetsus from those you capture. The ability to travel between dimensions is locked to "local" dimensions until post-spark.

Sage

100 Animal Clan Connections
You have an innate connection with an animal of your choice. This influences your later choice of senjutsu, and provides a small range of abilities relating to that animal. See notes. You may purchase this multiple times without discount to expand your choice of friends and improve different skills.

200 Ninshu
Ninshu is the religion created by Hagoromo Otsutsuki, the first one to understand and teach the mystery of chakra. These teachings and techniques are able to help people understand both themselves, and others completely. You are able to meditate upon your spiritual energy and reach enlightenment. In addition, by making physical contact with another, you are able to talk mind to mind, and also instantly show each other up to the full depths of your hearts and memories. Be aware that any additional beings inhabiting your body will be pulled into the connection.

400 Divination
With the purchase of this perk, the mists of the future are slightly clearer than they would be otherwise. In your dreams, you will see the vagaries of what is to come, and receive subtle hints as to how to push things towards a desired outcome.

600 Sage Power
You are adept at using the sage arts to enhance yourself and your techniques. The sage arts are a series of abilities revolving around the sensing, gathering, balancing and manipulation of natural energies. Your abilities to use sage arts are so advanced that you can attune yourself to the sage arts and sage mode of different animals. Absorbing too much natural energy normally has the side effects of turning into an animal permanently, but since you're spending CP for this, your side effects will only be temporary. Note that this is sage power, which was used before Kaguya's introduction of chakra. For the purposes of this jump, sage power without chakra will be able to do everything Senjutsu can, except for sensing chakra and enhancing ninjutsu. See the notes for more information on Senjutsu and its techniques.

Chakra Boosted
Perhaps you've got some extraterrestrial blood in you. On top of the abilities of the Sage, you now possess another of the great dojutsu, the famed eyes of the Sage of Six Paths: the Rinnegan. With it comes its full evolutionary tree of abilities. The insight granted by these eyes have granted you a greater affinity with your Senjutsu and allow you to use the mysterious technique of the Six Paths Senjutsu, enabling you to have power over creation of matter from nothingness and the reincarnation and transmigration of the soul. You also have also gained the power to control the God Tree to an extent, resist the light of the Infinite Tsukuyomi, and other powerful abilities.

With application of your chakra, you can now activate your eyes as a fully mature Sharingan, a Mangekyo Sharingan, or a Rinnegan, with all the powers those entail, from the Sharingan's ability to copy physical movement and chakra techniques to the Six Paths of the Rinnegan. You may pick one Mangekyo Sharingan power for each eye, and gain the ability to summon the Susanoo. Your Susanoo starts as a ribcage, but can be trained up to the Perfect form in short order. Furthermore, the purity of the chakra you have gained renders your eyes immune to the degradation caused by use of Mangekyo techniques, essentially granting you Eternal Mangekyo Sharingan without the need for a transplant. Beyond that, you may choose one special ability unique to your Rinnegan, such as Madara's Limbo, Sasuke's space-time manipulation and super-analysis ability, or Momoshiki's absorption power.

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Warrior

100 Unarmed Combat

You specialise in a specific form of Taijutsu. Without chakra, you are one of the finest martial artists in the world, whilst with chakra, you are the match of legends like the Maito family.

200 Armed Combat
You specialise in the use of bukijutsu, kenjutsu or some other weapon style. Without chakra, you are equivalent to any mundane master of your weapon, whilst with chakra you are a weapons master on the level of the White Fang or the Samurai in their arts.

400 A Warrior's Charisma
When it comes to warrior chiefs, you are the first that springs to mind. Your sheer charisma could gather an army under you, and your ability to convert enemies to allies will be near unmatched.

600 Legendary Might
Chakra is so overrated. People have lived proper lives even without using chakra, but to these otherworldly invaders, all that matters to them is chakra. Through sheer effort and training alone, your raw body and martial arts is strong enough to match the power of a regular member of the Otsutsuki Clan. Your chakra-less techniques and body is capable of withstanding and overpowering most ninjutsu techniques, and it will take multiple Kage-level individuals to truly take you down.

Chakra Boosted
You are now the first person to truly fully unlock the Eight Gates in This world. While the Eight Gates usually result in severe backlash or even death to the user, your intensive training in it has given you the abilities to unleash all of the Eight Gates with little to no side effects up to the seventh gate. At the eighth, you will experience extreme muscle failure for a significant period of time - at least one month, possibly several. Regeneration can decrease this drawback, but it needs to be incredibly fast, and capable of regenerating what would otherwise be fatal damages. This is still far less than any other Eight Gates user, as most die from their blood boiling away, and their muscles failing. But this is all worth it. Due to your insane chakra capacity, a single open gate will drastically multiply your existing power. Just by opening your fourth or fifth gate with no other powers to help you, you are capable of matching the likes of Kaguya, Momoshiki, Madara, or the Sage of Six Paths. There is no time limit for using the first to seventh gates, but an hour is the starting time limit for the eighth. You can increase the time limit with each usage of the Eight Gates or by gaining more physical or regeneration perks/powers.

Civilian

100 Tradesman
It is a hard life for the average man. Skill in a trade increases your value, and opens new opportunities that an average civilian may never see. Whichever trade you choose, you are a master of your craft, capable of anything any other mundane master of your trade might be capable of. This may be purchased multiple times at a discount.

200 Follower
Oftentimes, when following the lead of another, you have no guarantee that they will follow through on any promises they may make. Thankfully, you avoid this problem because those who might otherwise have cheated you will now always do their best to follow through. Whenever you attempt to make any kind of transaction, business or casual, the people that you try to make deals with will be more likely to follow the spirit of the agreement.

This perk increases in effectiveness the greater the other person's status is compared to you, whether it is in combat power, social power, economic power, or some other equivalent. For example, if you possess street-level powers and no social status, powerful beings like Kaguya or simple monarchs like Emperor Tenji will almost never renegade on any deals you make with them, but common people might not.

400 RAMEN!

You are a ramen chef worthy of feeding the Uzumaki themselves even without chakra, who knows how far you'll go if you try and enhance it with chakra... This ability does translate to all cooking abilities, but who cares when you could make ramen right?

600 Forger of Legends
You are a prodigy on all techniques that are applicable for non-supernatural tool and weapon production. If the tool or weapon is within the bounds possible within reality, you can create. Of course, given that this is an anime world, the limit is pretty high. An impossibly sharp sword that doesn't naturally grow dull or rust is quite achievable in this universe. While you may not be able to create powerful tools that the Sage possesses, you can create regular weapons on par with the ones wielded by the Swordsmen of the Mist. You are able to maximally abuse the laws of physics of your universe in a way that lets you create tools that are almost supernatural for your world. In some aspects, your tools might actually surpass chakra tools.

Chakra Boosted
I have to wonder, did the Sage of Six Paths get all his artifacts from you? You are now a craftsman capable of creating relics like the Sage of Six Paths' Treasured Tools, understanding and able to use all techniques applicable for chakra tool production. On top of that, given enough time, creating and mass producing any chakra weapon or tool that was displayed in this world and its future (including non-canon ones) is possible for you. You will be able to create powerful tools, weapons and architecture, such as the non-canon floating Land of the Sky or the great city of Rōran used to harness the Source of the Ryūmyaku. Or maybe you can go beyond that, creating mass-producible ninja tools that are capable of replicating any Otsutsuki abilities. Once you master these techniques, not even the strongest Otsutsuki Clan member will be able to approach your territory.

ITEMS

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

General

100 Money
You have enough money to live an average life, and receive an extra amount every month from now on, to continue doing so.

200 Social Network
You are now a part of a social group/rumor mill made out of regular citizens that provides you up-to-date information about the nation and the world you are living in. Every jump after this, you will be able to find a new social network in each of the countries you visit. However, not all of the information will be reliable, as information can be distorted via word-of-mouth and as the network is made of regular people who are prone to misinformation.

400 Followers
You have a cadre of loyal followers who believe in your philosophies, and listen to your words. These followers can faithfully carry your message out to the world, and convert others to your beliefs in your stead.

600 God Tree
A God Tree is a gigantic tree which grows by absorbing the natural energy of the world. This tree is not exactly the same as the tree absorbed by Kaguya. This one doesn't take quite so long, and over the course of a year, the tree will flower with a single fruit which will grant the eater large amounts of chakra, or immense improvements on a single power they have. On the other hand, this yearly fruit will only improve your current capabilities, not create more abilities. If you want this God Tree to be as powerful and empowering as the one in canon, you must wait at least a few decades or centuries for each fruit instead of plucking them right away. Can't wait that long? Well, you can feed this tree more energy (any kind of

energy, even out-of-jump ones such as magic, souls, or even heat) in order to significantly speed up the creation of a single powerful fruit. Having the God Tree absorb a part of a tailed beast, a powerful chakra artifact, or even the corpse of a jinchuriki would speed up the creation time by at least a decade or two. Feeding energy the equivalent of the Kyuubi or Gyuki would effectively halve the necessary time.

Kami

100 Limited Tsukuyomi Orb
An experimental orb created by Uchiha Obito in a non-canon movie storyline. Unlike the Infinite Tsukuyomi, which requires some preparation time, this orb can be activated immediately to capture your enemies. However, due to its function being "limited," the illusion is not really perfect, and anyone dissatisfied with the imperfection can break out with some effort, causing the orb to break. If this orb breaks, a new one will be in your Warehouse by the end of the month.

200 Divine Robes
Ever noticed the white robes that almost all members of the Otsutsuki Clan wear? Now you also have one of these robes, in a colour of your choosing, with a symbol of your choice etched into it. This robe is able to repair and clean itself. However, this robe is special, as it is able to spread a divine aura to its surroundings, causing nearby, weaker-minded people to worship and/or respect you. It also grants minor flight, glamoring, and illusion abilities, and will slightly augment your perks and powers to be stronger yet more enchanting.

400 White Zetsu Army
100,000 loyal soldiers to carry out your will. Each and every one of them are able to almost perfectly copy the appearance, chakra signature, and mannerisms of a person they touch, can secretly implant themselves onto another person for sabotage, and will respawn after a month upon death.

600 Black Zetsu
An extension of your will, it is absolutely loyal and capable enough to perform centuries of planning to help you in whatever endeavors you wish to pursue. It is hyper-intelligent, a master of psychology and espionage, a master of chakra control and all basic elemental and yin-yang nature transformations, and can control the bodies of another like a parasite. Should it be killed (which is very unlikely), you can have it respawn from your chakra or equivalent energy.

Sage

100 Shakujo Staff
The Shakujo Staff is a ringed staff used primarily in prayer or as a weapon. The jingling of the staff's rings is used to warn small sentient beings such as animals to move from the carrier's path and avoid being accidentally trodden on. It has the power of alerting people to your non-violent presence, or otherwise acting as an enhancer of your intent. People who see you with this, believe you are walking the holy path until proven otherwise.

200 Temples
Nine temples to the religion you made, to serve the purpose you gave them, spread throughout the world. You will always find assistance, support, and allies here.

400 Home
You gain a medium-sized, fortified home, with a small village serving it. This village and home will follow you through your future jumps.

600 Treasured Tools of the Sage
You have all five of the Tools that the Sage has used: the Bashōsen, Benihisago, Kohaku no Jōhei, Kōkinjō, and Shichiseiken. Unlike the original artifacts, these ones can't be used against you.

Warrior

100 Weapon of Choice
You have a weapon, or weapons if appropriate (eg. clutch of shuriken), of above average quality. This weapon is always close at hand when you need it, and adapts well to any improvements you make to it. You also have an unlimited supply of ninja weapons such as ninja wire, shuriken, kunai, senbon and caltrops.

200 Summoning Contract
You can summon a clan of a specific animal species of your choice to aid you in various ways. Examples of this would be summoning toads who are good at senjutsu and battle, summoning snakes who are good at stealth, body manipulation and combat or summoning dogs who are good at hunting, tracking and non-lethal takedowns.

400 Legendary Weapons
You have a powerful weapon that gives you a significant advantage in the battlefield. The power and applications of this weapon rival that of the swords of the Seven Swordsmen of the Mist.

600 Truth Seeking Ball
Despite the name, this isn't quite the base ability known in the series. Instead, you receive a single truth seeking ball which doesn't harm you, and which you can shift into any form you wish. And unlike regular Truth Seeking Balls, you can remotely and perfectly control this and connect one or several of your five senses to it, making it a very powerful spy drone. The all killing effect remains for all except you. If you wish, you can give others control of this item, but you are able to retake control of it anytime. If you acquire truth seeking balls by other means, they and this ball and others may share in each other's traits as you desire.

Civilian

100 Tradesman's Tools
You have an endless supply of all the tools your trade requires.

200 Infinite Collection of Ramen Flavors
You have all the ingredients needed to make any kind of ramen. These ingredients are always of the highest quality, and elevate any dish they are added to massively. You also have a series of instant ramen packets which make a concoction only slightly lower in quality for the same amount of work it takes to make instant ramen.

400 Ramen Pot of Legends
...How did you even get this? This is the most sacred and holy artifact of the Uzumaki Clan - an infinite pot of divine ramen. One bite of the blessed noodles from this pot is enough to turn even the most profane ramen hater into a devout follower. Legends say that the ramen from this pot created the gods themselves! Alternatively, it's an endless cooking pot which buffs the food cooked within it to a mythical level, but I prefer the other explanation.

600 Land of the Sky
It appears that you managed to discover a great archeological wonder of this world. Whether it is a floating battle fortress/city, a temple with a near-endless well of chakra, or something else, you are now in possession of a location of great power. When you are within this location, you gain a significant advantage in power, whether it is in the form of chakra output, regeneration/defense, or the ability to use a unique ability within its borders. This location can follow you through your jumps, but you cannot increase the area in which you are empowered... at least with the purchases of this jump. The degree of

empowerment is also fixed to a set amount: if you were a regular, powerless person, you would be as strong as an Otsutsuki Clan member within the location, but a strong individual would see little benefits.

COMPANIONS

- **50/200 Import Companions** - 50CP Each or 8 for 200CP with a stipend of 800CP each.
- **100 Canon Companions** - While there are not a lot of noteworthy characters in Kaguya's time, you can still import normal residents of the world with this, such as Kaguya's aide.
- **200 Kaguya Otsutsuki**
- **150 Hagoromo Otsutsuki**
- **150 Hamura Otsutsuki**
- **100 Indra Otsutsuki**
- **100 Asura Otsutsuki**
- **50 Gamamaru the Great Toad Sage**

DRAWBACKS

You can choose up to +1000 CP. If you choose **Wrath of the Otsutsuki**, you can obtain another +1000 CP. If you choose a scenario that is in conflict with a drawback, you may slightly change the drawback to be as hard as the original drawback but compatible with the scenario (for example, if you chose **Wrath of the Otsutsuki** and **Kaguya's Will** scenario, you can instead face enemies as powerful as Kaguya and the sons for the drawback and still do the scenario).

+100 Culture Shock
As a foreigner to this world, you find it extremely hard to adapt to the local customs and practices in this land. Attempting to understand the motivations of regular people in this land will be a chore, and no amount of social and intelligence perks will help you out. You'll stick out like a sore thumb, and your lack of social skills will bar you from many opportunities.

+100 Language Problems
You don't understand or speak any of the languages spoken in this land. Whilst you can learn, any learning buffs will be ineffective at this task, and good luck getting someone to understand that you're asking for their help in learning the language.

+200 Pacifist - Just like Emperor Tenji, you cannot bring yourself to kill your enemies, trying to make peace with them instead, causing a lot of problems down the line. While you certainly can harm them, you are unable to deliver the final blow.

+200 Blind
Well, you're blind. Not only does this mean that you can't see, you can't properly use any dojutsu you may have. Sure, you can use them to a degree, but you may find it hard to properly target your abilities. Any methods to regain your sight, like using the Byakugan or linking with a body like the Six Pains won't work either. Echolocation and such is still ok.

+300 Hunted
Choose a nation, or a faction. They hate you. A lot. Prepare to be attacked almost every day. Can be chosen multiple times.

+300 Malformed Chakra Coils

Maybe it's due to your nature as a Jumper, but interacting with the chakra of this universe hasn't ended well for you. Your abilities, both in and out of this jump, have been reduced to a quarter of what you could originally do.

+400 Absolute Power Corrupts Absolutely
Kaguya wasn't always a heartless tyrant who wanted to maintain absolute control. Her depravity only formed as a result of tragic circumstances and empowerment by the God Tree. The same psychological problems that Kaguya faced have also taken root inside you. You will begin to long for absolute peace at the cost of free will, and gain an egotistical and impulsive personality. These psychological problems will eventually clash with other individuals, causing you to make many enemies in your time here. Your egotistical personality will also override many of your intelligence and wisdom perks, causing you to run headfirst into dangerous circumstances.

+400 Reviled
People *really* don't like you. Wherever you go, large portions of the population wouldn't throw water on you if you were on fire. Whilst they won't actively go after you, expect your time here to be a lonely existence.

+500 Sealed Power
No out-of-setting powers and perks.

+500 Transmigration
Instead of staying here the normal period, you must instead remain until Hashirama and Madara create the first hidden village. You will not be immortal though. Instead, you will die over and over again, your spirit being dragged into new bodies, unable to do more than influence that person, until they in turn die and you are sent on once more. You will naturally die after the age of 80 for each life, and dying earlier than that counts as a chain failure.

+600 Eternal Rabbit Demon
Ordinarily, Kaguya would rule for several years, before being deposed by her sons Hagoromo and Hamura. In this timeline, Kaguya was never defeated, ruling the world with an iron fist. Hagoromo and Hamura never rebelled in this timeline, and in fact (unwillingly or not) serve alongside Kaguya as her enforcers. Kaguya will detect that an outsider (that is, you) has entered her domain, and she will use all of her abilities and influence to find and neutralize you, whether by killing you or turning you into her thrall.

+600 The Chains of Hatred
No matter your actions, you will not be able to break the cycle of hatred which curses this world during this jump. The Chains of Hatred is a mixture of philosophy, and a magical curse upon the world. As long as people exist, someone will do something evil, leading to someone doing something evil to revenge themselves upon that person, and so on. In fact, fate will ensure that the hatred is usually directed at you, causing you to be pursued by an onslaught of enemies. You can defeat and eliminate those enemies, but another person or group that is stronger will take their place. Prepare for waves upon waves of escalating enemies. The only way to minimize the escalation is to run away as far as possible.

+1000 Wrath of the Otsutsuki
You've done it this time. As soon as you came down to this world, you triggered the alarms of the Otsutsuki Clan. You will have to face every member of the Otsutsuki Clan (canon and non-canon) and defeat them all. Kaguya and her sons see the danger you are to the world and set aside their differences to exterminate you. Bitter enemies like Asura and Indra will also redirect their enmity to destroy you. Every member of the Otsutsuki Clan (which amounts to a few hundred or thousand people) will head towards the shinobi world, and even the weakest of them are at least as strong as Hagamoro's sons. Eventually, once you defeat a majority of the Otsutsuki Clan, the Otsutsuki God will begin to pursue you. Do you think you can survive?

SCENARIOS

You are allowed to take multiple scenarios. If you choose to side with Kaguya in the **Kaguya's Will / Rikudo Rising** scenario and succeed, fate will ensure that you can start the other scenarios with different individuals instead. Similarly, siding with Kaguya's sons and failing the **Kaguya's Will / Rikudo Rising** scenario will still provide you this same chance with different people. Alternatively, you may have separate mini-jumps in which your actions are self-contained to each scenario. Your required time in this jump will not reset from this choice unless you want it to be.

Kaguya's Will / Rikudo Rising - Choose either Kaguya or her sons, Hagamoro and Hamura. The ones you choose will be the side you are allied with. On the other hand, the opposing side has become even more powerful as a result of your interference, and they know that you are a great threat to their plans. You must aid your side, as your allies will not be able to defeat the opposing side on their own now. Defeat your enemy by working with your allies. Being sealed will also be counted as a failure.

> **Reward** - What is this doing here? This shouldn't be appearing until after Momoshiki is dead, and it's not even from the main Naruto franchise. You now possess the Jōgan, and possess the ability to implant Kama into others, effectively turning them into your vessel.

The Two Brothers - Convince the Sage of Six Paths to bestow his legacy to you. And once you successfully gain his favor, you must accept a fair duel against both Indra and Asura, the two brothers, as they will not idly stand while you take their father's legacy. No sneak attacks or any underhanded tactics before the duel.

> **Reward** - The full set of the Truth-Seeking Balls. You can shape and move them however you want, and they can negate all abilities except ones based on senjutsu or nature. Unlike the one in the item section, you cannot bestow the balls to anyone else, unless you also have the item version.

The Path of Ninshu - Contrary to what many people have said, the Sage of Six Paths, Hagamoro, did not create ninjutsu. He created ninshu, a way for people to share chakra in harmony. However, the residents of this world perverted that teaching for their own ends, creating ninjutsu. Your job is to make sure that the people will not corrupt the sage's teachings this time. Spread the ideologies of ninshu throughout the world so that the people would never forget it. Find a way to stop ninjutsu from dominating the world's techniques. As long as it is guaranteed that there will be more ninshu practitioners than ninjutsu practitioners, you pass this scenario.

> **Reward** - Hold on a minute. Well, it appears that Hagamoro doesn't have anything to give you. Let's ask Hamura instead. You now possess the Tenseigan, and all the powers that it entails. You can now go into Tenseigan Chakra Mode, where you possess several unique Truth-Seeking Balls, and have enough power to make large craters on the moon. However, maintaining the Chakra Mode and these Truth-Seeking Balls require immense concentration, and a single, direct, powerful hit to your body from your enemy is enough for them to dissipate. The single blow in question needs to be able to knock the breath out of your already significantly enhanced form for it to work though. If you want better Truth-Seeking Balls, I suggest you take the one in the items section or choose the scenario above.

Tailed Beasts - Have the world's residents accept the tailed beasts and minimize their fear of them. Have the tailed beasts respect and care for humans also.

> **Reward** - Your efforts have impressed the tailed beasts, and they willingly gave you a part of their chakra. You can be considered the jinchuriki of the ten-tails, but you are even more than that. You don't get any Truth-Seeking Balls or any of the abilities of the Sage of Six Paths, but you have the combined powers of all of the tailed beasts. You can channel their chakra just like how Naruto managed to create a lava or magnet release Rasengan. You also have a unique tailed beast form, starting from the incomplete forms with 1-10 tails, and a full transformation into the Juubi. However, since you only have a part of the tailed beast chakra, you are around a quarter strong

compared to the original Juubi. You can probably become as strong as the original by increasing your chakra though.

Ramen Lord - The heathens need to know the majestic flavor of ramen. Spread the joy and flavor of ramen throughout the world. As a sideline, protect the world from the eternal rage of an Uzumaki clan without Ramen.

Reward - You possess a godlike skill in the Ramen culinary arts, being able to create a variety of the best ramen in the world. This can border on supernatural capabilities when you tailor your skills to fit the needs of an individual. For example, if you cook ramen for some cosmic entity who has depleted their power, your ramen may be able to bring them back to full functionality! Maybe an immortal being wants a ramen that would never grow cold or become bad. You can make that too.

ENDING CHOICES

Good job surviving, what do you want to do next? (All Drawbacks are removed prior to selecting one of these choices.)

Stay Here
Go Home
Continue

Notes:

Created and collaborated upon by:
DrakonianRogue, RichardWhereat, Chokwerman, and a bunch of anonymous users on Reddit.

About Chakra
If you don't purchase the perk '**The Gift of Chakra**' you will not have chakra during this jump, unless you are given it through the jump. Gaining chakra without this perk, does not allow you to use the chakra boosted versions of the capstone perks. Notable exceptions are perks like the Stamp of Heaven's Approval, Jinchuriki, Ninshu, and Fuinjustu, but unless you gain chakra from other perks, these perks will have severe restrictions in chakra usage until you gain outside chakra or after the jump.

If you get chakra, however you get chakra, you will have to train any skills you want with it that aren't explicitly given to you through perks you may have. The perk '**Chakra Coils**' from Generic Naruto Fanfiction will give you chakra, but chakra that you're given outside of perks, just for visiting other Naruto jumps, will not work to give you chakra in this jump.

About Conflicting Eye Perks
You might notice that a lot of these perks and such are eye-based. If you buy multiple perks and rewards based on a dojutsu, you are able to switch between these eyes anytime, or implant them into another part of your body, like Momoshiki's palm Rinnegan, or just merge them together and you decide how they look.

About Balancing Origin Perks
I know that a lot of you may be thinking that the Kami or Sage origin are more powerful than the Warrior and Civilian origins. Just to make this clear, all four 600 CP perks are intended to be just as strong as each other. We just couldn't find the proper words to say them. While the Kami 600 CP perk, **Otsutsuki Clan Member**, may give you a bunch of special abilities like dimensional travel and disintegration, the Sage 600 CP perk **Sage Power** will give you an enhanced version of sage and Rinnegan abilities, including ex nihilo matter/energy generation and soul manipulation. The Warrior origin 600 CP perk, **Legendary Might** may look underpowered for some people (since it's more of a physical perk), but the eight gates it offers is amplified by the **Gift of Chakra** perk's planet's worth of chakra, making it more powerful than the other 600 CP perks in a way. Just unlocking around half the gates is enough to match the strongest beings in the setting. Lastly, the Civilian origin 600 CP perk, **Forger of Legends**, may look weak at first, but it's specialty is not about making craters or bending the world to your whim, it's about mass-producing

powerful abilities and maintaining territorial superiority. As stated in the perk, you will be able to make locations of great power, like a well of near-infinitely replenishing chakra, meaning that in your territory, even a fully-powered Kaguya will be hard-pressed to attack you. And since you know how to make wells of chakra, the sage's tools and the scientific ninja tools in *Boruto*, you can pretty much emulate Kaguya's abilities and mass produce them to your followers in due time. If you think I'm favoring the Warrior and Civilian origins too much or that the Kami and Sage sections are still better, just fanwank the origins you think are weaker.

The Power of Youth!
It is basically a flat 50% training and learning booster except for every year of regular and dedicated training you put towards something the boost will increase the boosted amount by another 50%.

Rinnegan
The Rinnegan grants you a vast chakra capacity, and extremely fine control over it, as well as 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 Rinnegan can see chakra and chakra flow, decipher a special language that the Sage wrote on the Uchiha stone tablet, and control the God Tree/Tailed Beasts/Demonic Statue to a certain extent. The Rinnegan is also capable of controlling six bodies, each with their own techniques:

1. **Deva Path** grants you control over gravitational force, to extreme extents. You start out knowing three moves instinctively, those being: Shinra Tensei, 'Banshō Ten'in', And Chibaku Tensei which is simply a move that lets you release an intense ball of pure gravitational energy.
2. **Asura Path.** This path grants you the ability to mechanically alter your body to create customized armour and weaponry from your body.
3. **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.
4. **Animal Path** any being that you personally defeat and/or kill can be summoned by you. 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.
5. **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.
6. **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 leave you exhausted and feeling weak for weeks or months if you use it on a huge number of people at the same time.
7. **Outer Path** is an ability granted to wielders of the Rinnegan, which affords them the power to control life and death. With this power, the user is able to revive the dead, transmit their chakra into and through black receivers, drain chakra from objects, and manifest chakra chains.

These techniques can also be used by the main body. Some Rinnegans also have their own unique abilities, like Sasuke's space-time maniplation and super-analysis ability.

Kekkei Mōra
Are an advanced branch of jutsu unique to Kaguya Ōtsutsuki and her direct bloodline. All of Kaguya's techniques were classified as kekkei mōra. They do not not strictly follow the same guidelines as a kekkei genkai or kekkei tōta. Each Kekkei Mōra functionally acts as a vastly more powerful and versatile version of a corresponding kekkei genkai or technique without possessing its weaknesses or difficulty in use. Kaguya's Byakugan is a Kekkei Mōra while everyone else's is a kekkei genkai. Hagoromo's Rinnegan are classified as a kekkei mōra while Madara's and Sasuke's are not. As such, each Kekkei Mōra received in this jump should be presumed to follow the same pattern, being able to outclass its corresponding techniques in every way.

While not specifically a Kekkei Mōra all members of Kaguya's race possess some level of chakra absorption.

Byakugan - Derivative: Byakugan

***All Pureblood Members of Kaguya's Race Appear to Possess this Kekkei Mōra**

The Byakugan gives a 360° diameter field of vision. It has a powerful range of vision, able to magnify up to cellular level on its targets or view great distances. The distance varies between users and can be improved with training: for example, Hinata Hyūga as a genin could see targets 50 metres away; by age 18, she can see targets 20 kilometres away. Its vision can penetrate through any solid objects or obstructions and likewise remains unaffected by blinding interferences.

It also grants incredible clarity and insight, able to clearly see and analyse all minute details, even at high-speeds, granting a highly accurate sense of prediction to anticipate the flow of events and actions of others. The Byakugan is able to use infrared to detect a target through their body heat and vastly improved low-light and night vision to the point of being able to see effectively in almost absolute darkness. It can determine the development of one's chakra, even tell if one can mould chakra at all. It can even see the elemental affinity of others. Users can see into a target's mind to determine their thoughts and feelings, even looking through their memories. Momoshiki could use his Byakugan to read the fate of other people, though, as he lamented, it didn't allow him to see his own fate and it can also emit powerful chakra pulses to subdue an opponent. The use of a Byakugan can defend against and block these kinds of abilities from others being used, but Kaguya performs to such a level that even Hamura proved incapable of repelling with his Byakugan.

The Byakugan can see chakra to a higher degree than the Sharingan, such as identifying where a person's chakra signature originates from. It can see the very flow of it to track targets and can even locate the focus point of an enemy's launched attack to counter and dispel it. It can discern clones from the real person. Its ability to see chakra is acute enough to see the chakra pathway system and the 361 tenketsu that run along it.

The Byakugan can also decide whether or not genjutsu is being used on either the wielder or others and can extend the range of genjutsu by its user.

The pureblood members of kaguya's race do not seem to have these weaknesses in their dojutsu that the kekkei genkai versions share, they do not appear to have a blindspot, they do not strain or grow tired using it, its magnifying power seems to be well beyond a 1000x, effectively being able to see events clearly on earth from the moon, and also are able to see "through" space-time and dimensions to know what's happening in their personal dimensions or on the other side of a portal or teleportation which they may consider going through even without opening such a gate.

Yomotsu Hirasaka - Derivatives: Kamui; Kāma Rift; and Sasuke's Portal

***All Pureblood Members of Kaguya's Race Appear to Possess this Kekkei Mōra**

A kekkei mōra technique used by members of the Ōtsutsuki clan, which is said to be the progenitor of all space–time ninjutsu. The user is able to open rifts in the fabric of space that allow them to instantaneously transport themselves to another location. The openings can be used to connect two different spatial locations within the same dimension, or to create a pathway that links two dimensions together. By entering these spatial tears, the user is able to retreat, disorient enemies, or execute ambush attacks at a moment's notice. Kaguya Ōtsutsuki used this technique to travel between her six dimensions. These portals can also be used to transport only sections of the user's body by partially entering them, allowing the user to grab their opponents and drag them into the portal, sending them to another location. The speed of this is such that even a shinobi as fast as Sasuke Uchiha was caught off guard. However, evading the portals is still possible.

All-Killing Ash Bones - Derivative: Shikotsumyaku

A certain-kill technique, the user hardens their own bones and protrudes them out of the skin, and then fires these weaponised structures from their back or from their palms at the intended target. When these bones pierce a living organism, the bone and target starts to deteriorate at a molecular level, disintegrating the victim and reducing their bodies to nothing more than a pile of ash.

God: Nativity of a World of Trees - Derivative: Mokuton

Techniques used to manipulate the roots of the God Tree, spreading them around the entire world to encase those caught within the Infinite Tsukuyomi in the roots' bark. By ensnaring all living beings and connecting them to the tree, similar to cocoons, this will keep their now-slumbering bodies alive so long as they remain attached, while sapping their chakra. At the same time, this assimilates every victim to the God Tree, regathering the chakra into one location, in order to sprout a new fruit.

Expansive Truth-Seeking Ball - Derivative: Truth-Seeking Balls
A vast expanding mass of chaos with power to reshape the world by obliterating it to nothing first. Unlike the standard Truth-Seeking Balls, which a user starts with a set amount of spheres that cannot be regenerated if lost or destroyed, this technique does not have such limitations and can be generated from nothing.

Rabbit Hair Needle - Derivatives: Needle Hell; Hair Needle Senbon; and Sharp Hair Spear
Kaguya can harden, grow, lengthen, and reshape her hair to launch many needles or act as independent spears or weapons with enough ferocity to pierce through and destroy boulders or even Sasuke's Susanoo. By using her Byakugan, she targets the vital points of her enemy, able to turn off chakra points or sever tendons. It's a technique that effectively seals the movements and techniques of an enemy.

Eighty Gods Vacuum Attack - Derivatives: Gentle Fist and Hyuga Eight Trigrams Techniques
By her mastery of chakra, Kaguya loads chakra into her palm, which she can either unleash as a barrage of fists or manifest around her arms to attack with. The technique is strong enough to cause massive shock-waves upon impact, and even destroys a Six Paths Chakra Complete Body — Susanoo easily. When coupled with her Byakugan, it has the potential to become the strongest offensive ability.

Rinne Sharingan

The Rinne Sharingan is a dōjutsu kekkei mōra and the predecessor to the Rinnegan and Sharingan. It is characterised by red sclera and irises, with a ripple pattern spreading over the eyeball and nine tomoe. The Rinne Sharingan possesses the base ocular powers and advantages of the Sharingan and Rinnegan taken to an extreme degree and Kaguya the abilities of several very powerful techniques including but not necessarily limited to: Temporary Paralysis Technique, Sensing Technique, Amenominaka, and Infinite Tsukuyomi.

While the Temporary Paralysis Technique and Sensing Technique are not exclusive in any way to the rinne sharingan, possessing it will grant a very powerful version of these techniques to its wielder and enhance any others in this vein that they possess.

Amenominaka - Derivative: Kamui

This dōjutsu grants the user a series of six alternate personal dimensions. You are free to select environments or climates of your choosing, but none of the dimensions come with life to begin with. You may retain changes to your personal dimensions and incorporate any other dimensions you own into the jutsu.

Using the Rinne Sharingan, you can replace the world or parts of it around you with one or more of your personal dimensions; everyone near you at the time will experience the same change of place. Unlike most space–time ninjutsu, where users move themselves to a destination, this moves the destination to you. To relocate such large dimensions requires an immense amount of chakra, so much so that normally only Kaguya is able to do so. However, you can do so freely as well, but only up to 24 times a week. Other methods of dimension travel may be used to reach these dimensions if the users know how or "latch on" to your transportation. This jutsu can be used to enhance or derive other techniques that may benefit from the environment represented in your personal dimensions such as enhancing fire techniques by imposing heat from your lava dimension onto an attack.

Heavenly Ice Chamber

While in her ice dimension, Kaguya causes ice to condense and freeze around her opponents, holding them in place, the intense cold injuring them.

Fire Rat's Fur Coat

While in her lava dimension, Kaguya causes lava plumes to rise around her, either to attack nearby opponents or to block incoming attacks.

Demising Truth-Seeking Ball

Kaguya drags her opponent through a portal into her core dimension. There, she lets her power go out of control, turning into a rabbit-like creature. She opens her mouth, releasing an Expansive Truth-Seeking Ball which detonates, obliterating everything around it.

Infinite Tsukuyomi - Derivative: Tsukuyomi

An extremely powerful genjutsu that traps the entire world in an illusion, enslaving them in a dream which can only be countered by the very specific abilities such as possessing the Rinnegan and/or the chakra of the nine tailed beasts.

*As an aside, it is pointed out several times throughout the series that Kaguya and her race's abilities should allow for far broader and versatile techniques based on their abilities than has so far been demonstrated. The primary reason the abilities appear to act so specifically and nerfed in many capacities is that her race is lazy, insanely lazy, basically every member of her species is frieza never worked a hard day in their life so why bother kind of lazy, they use almost all of their abilities primarily on instinct with minimum effort.

Senjutsu and Sage Techniques

To use **senjutsu**, one must first learn to sense the natural energy in their surroundings and gather it inside their body. It must then be balanced with the user's own physical and spiritual energies, which make up their chakra, to create senjutsu chakra. Absorbing too much natural energy first causes them to transform into an animal, which animal depends on who the student is learning senjutsu from. This process can be reversed if the natural energy is expelled from the person's body before they fully transform, but once the transformation is complete, it becomes permanent. Well, for others it is permanent, but not for you, you can change back and forth as an ability of your art.

Sage Mode is an empowered state that can be entered by blending natural energy with one's chakra, creating senjutsu chakra. Sage Mode allows users to tap into the natural force of the world, opening up new techniques to them and allowing them to power up existing ones with the new senjutsu chakra.

Advantages of Sage Mode

The user's physical strength, speed, stamina, reflexes, perception, and durability are enhanced.

The user's ninjutsu, genjutsu, and taijutsu become more powerful.

The user can manipulate natural energy.

Those who have mastered the Sage Techniques of Mount Myōboku have shown the ability to turn the natural energy around them into an extension of their body to increase the reach of their attacks.

Those who have mastered the Sage Techniques of the Ryūchi Cave have shown the ability to use natural energy to breathe life into inorganic substances and control them.

The user can sense chakra around them and can sense attacks without the need to see them.
When facing an opponent that can drain chakra, this can prove to be fatal to the opponent if they absorb too much chakra and will be turned to stone if they haven't had training with Sage Mode in the past. Furthermore, the user of Sage Mode can hold still to absorb more natural energy for the opponent to absorb and turn their own chakra absorption against them.

Disadvantages of Sage Mode

In order to gather enough natural energy to initiate the transformation into Sage Mode, the user must remain perfectly still, leaving them vulnerable. Users have at times been shown entering Sage Mode without this preparation.

Because the user needs to move during combat, the senjutsu chakra cannot be replenished, which means the user can't stay within this state for extended periods of time. Naruto states it is possible to lengthen the time limit.

Notable ways around these limitations are: having a conjoined animal or spiritual entity like a tailed beast within you to gather nature energy on your behalf, create shadow or other style clones to gather energy then dismiss them, gathering and regulating the energy through the use of wood style or mokuton, the use of cursed seals, or Jūgo's Clan's Kekkei Genkai which constantly allows natural transformation and gathering of natural energy.

Sage Transformation via Cursed Seals will drive you mad should you use it without training.

Forger of Legends
To clarify, the non-boosted perk is about making powerful tools that make use of anime/cartoon logic. You can make swords that are impossibly sharp enough to split molecules with no maintenance, impossibly large weapons that are somehow lightweight for the user, armor that barely covers anything but somehow protects 100% of the wearer, bows, guns and whips that have perfect accuracy and trajectory, and medicine that grant anime-level healing (bleeding an entire body's worth of blood is barely an inconvenience).

Tailed Beast Abilities
I won't be too strict with this, but generally the abilities will be similar to regular Kekkai Genkai: very strong, but not completely game-breaking. Son Goku has Lava Release, Kokuo has Steam Release, etc. Shukaku and Isobu seem to have the most versatile skill-sets: Shukaku has sand manipulation and Magnet Release via cursed seals, while Isobu has coral creation, mini-Isobus and some weird pocket dimension. You may also draw inspiration from non-canon chakra beasts and demons, like Zero-tails, Satori, Black Nine-Tails, Roen, Three-Heads, Moryo and Soma.
When designing your tailed beast, a generic skillset you can choose is one elemental Kekkei Genkai and one unique school of ninjutsu as versatile as the Nara or Aburame clan. Techniques performed by multiple tailed beasts, like telepathy, chakra transfer, chakra cloaks, and tailed beast balls are free but you can slightly change it since your tailed beast is unrelated.

About Animal Clan Connections
These are just examples. Feel free to make your own examples, as long as it's not too overpowered
Throw up an animal, and pick three from https://powerlisting.fandom.com

Canon	Canine	Enhanced Stamina, Enhanced Senses, Enhanced Speed
Canon	Slug	Canon shit
Canon	Toad	Canon shit
Canon/Celestial5	Snake	Canon shit
Celestial5	Turtle	Decelerated Aging, Retractable Limbs, Aquatic Adaptation
Celestial5	Tiger	Claw Retraction, Enhanced Strength, Feral Mind
Celestial5	Phoenix	Healing Tears, Regenerative Healing Factor, Fire Mimicry
Celestial5	Dragon	Decelerated Aging, Flight, Elemental Breath
RuleofCool	Chimera	Chimera Physiology,Unrestricted Movement, Free Action
RuleofCool	Fish	Water Manipulation, Fish Physiology, Water Empowerment