

Naruto: Look to the Stars
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In the beginning, there was Azathoth. The Blind Idiot God, the Nuclear Chaos, the Daemon Sultan, The Patron Deity of Radiation, the God of Creation, and Destruction. Azathoth exists outside the ordered universe, all universes. At the center of the Multiverse he sleeps to the maddening beating of vile drums and the thin monotonous whine of accursed flutes.

From this blight of nethermost confusion came the Outer Gods. Nyarlathotep, the Nameless Mist, and Darkness were the firstborns of Azathoth. From them came the others. Yog-Sothoth, Shub-Niggurath, Nug, Yeb, and so many others whose very existence defies all that is orderly and right.

It was from the Outer Gods that spawned the Great Old Ones, beings of godlike power whose numbers dwarf the stars in the sky and the planets that travel around them by a vast margin. Like the Daemon Sultan many of these beings lay in their death like slumber waiting for that day when the stars are right.

Within the myriad worlds you are placed into the strange world of ninja, intrigue, and mindbreaking horror.

The world is kind of a hypercharged feudal era system that basically runs on bad choices, but what makes the Elemental Nations different is the existence of Ninja Villages, special settlements controlled by military dictatorships that house ninja.

Ninja; specially trained humans who harness the power of Chakra, a combination of spiritual and physical energy that allows normal people to pull off supernatural feats, known as Jutsu.

Less than a decade ago, the Third Great Ninja War ended, with the Village Hidden in the Leaves coming out on top. Since then the Elemental Nations have enjoyed a tenuous peace, but the tensions are building between the nations once more.

Among all of this a particular child, in a particular orphanage finds a particular book and in doing so sets out on a journey to stop otherworldly horrors from making the wars of man from mattering at all.

In ten years time, the Stars Will Be Right and dread Cthulhu will walk the world once more. Thankfully, you will be leaving a day before the Stars Become Right, barring some rather silly life choices that is. Still, this is a world full of the occult and the Eldritch under a thick veneer of something that may look simple and familiar on the surface.

Take 1000 CP, you'll likely be needing it.

You may choose your age from between 11 to 22.

You may choose your starting location from across the entirety of the Elemental Nations, but not beyond those lands.

Origin

Drop-In: You've come to his world without any weight on your shoulders. No responsibilities will be placed upon you that were not already there. Though your unique existence as something wholly different may attract the wrong kinds of attention, it may grant you insights and skills from other worlds as well.

Power: The world is falling apart and you've never been one to just sit around and wait for something like that to just happen. If the stars spell the world's doom you will find a way to change the stars. Even if it takes delving into the darkest of arts, or wielding power that will leave you hated and reviled, you will not hesitate to do so.

Madness: A servant of a higher power your prayers have been answered and your body blessed by your God(dess) to be the ultimate vassal for the coming end-times. Your power is likely supreme among the ants of this world, so unsupported by their own patrons, but perhaps your most heartfelt wish is to survive that which is to come. For you and your God(dess) both will end with the era of man, as the dusk of this world closes. Perhaps you should be doing something about that.

Reason: You can't stand it. People coloring their speech with superstitious nonsense when there are perfectly logical observations to be had. Chakra is a natural mutation from living in a world hypercharged with colorless energy which allows a person to use the strength of their own determination and the microbiological electrical current of their very body to bend the laws of physics. This is a fact. Gods are real. Also fact. We can kill Gods.... Yet to be determined.

Perks:

Discounts and Free Perks will be labeled as such.

Selective Morphic Biology (Free)

This allows you to dial down your body's aesthetic transforms or shifts due to mutations or bloodlines. This could be used to turn your bloodline off, or turn your skin from a maroon splotched mess to a near uniform natural color with subtle color shifts. This doesn't make you able to change the shape of your new features, just make them much less notable on the aesthetic level.

Sanity Damage Resistance (Free)

The people of this world aren't immune to the horrors of the Eldritch, but they are somewhat resistant to it. A vision of the Demon Sultan would break any man's sanity instantly, this is still true, but a Ninja is jaded enough that simply seeing the inconceivable truth of the world isn't going to make them shatter like an egg thrown at a wall. Instead, your average Chunin is able to shake off the sight of a Deep One and fight them. They are still disturbed and long term exposure to the Eldritch can have a diversity of effects, but they don't break instantly. That's for sure, you also benefit from this quirk of the locals.

Academy Trained (Free)

You start out educated and trained, even as a drop-in, in methods and techniques roughly equal to a starting Genin. This leaves you able to move faster than the eye can see for short periods of time, tough enough to get into a hour long slug match with a person equally tough, agile enough to leap a half dozen meters and balance on thin tree branches, strong enough to crack wood with your punches, as well as educated in the basic Clone, Transformation, and Replacement technique along with either a dedicated Taijutsu Style or a Ninjutsu to use as an ace in the hole.

Veterancy (100 CP)

Grants twenty years of 'on the job' learning as a Genin, or some other occupation that both exists in this world and you could learn. This includes, but is not limited to, being a scientist, a doctor, a former samurai ronin warrior, a mercenary, a chakra based toymaker, or some other occupation. This purchase isn't a direct 'upgrade' to your 'power level' but the benefits of being a career Genin would make you have more experience in the real world as well as some other ticks and aces. Experience in other jobs that shinobi can get into such as Chunin, Jonin, and Special Jonin can be chosen, but you'd likely be one of those 'mook' type of the group, like some of the Konoha ANBU dying in the original Sound Invasion, instead of a Kakashi or anything like that. The experience would still make you better at their actual jobs; Chunin would gain leadership experience alongside tactical know-how and Jonin would know how to teach potential Genin alongside knowledge of how to operate completely solo for example.

This may be taken multiple times, but never for the same occupation twice.

Eyes of Azathoth (400 CP)

Your eyes have been uplifted from their baser state to something greater, ignorant one. Whatever they were before, now they possess obsidian sclera and even odder irises, now bright yellow-orange color and shaped like a five-pointed star with rounded points. The pupil was shaped similar to that of a squid, octopus, goat, or frog. At the very epicenter of this pupil is a small glowing point of lambent red, almost unnoticeable from even small distances. You may switch between a normal circular pupil and the ones listed above at will.

These are the eyes closest to those hidden by the dreamer, these are the eyes that only witness the truth of things. Be it the truth in the world (utterly ignoring Genjutsu). Be it the truth of a person's lies. Be it the true complexity of a Fūinjutsu compressed to the length of a hair, but in truth able to fill a small library in symbolic seals.

These eyes will guide you through your ignorance, quite literally as they grant you prophetic visions of exceptionally dangerous futures and allow you to know exactly what actions you personally commit that would draw you closer to those visions as well as what actions would likely help overturn those visions. These visions can be called upon, but they are almost always long-term problems.

In addition to their ability to show you the Truth, you may strip a mortal of their personal blinders and give them glimpses of the raw Truth as well, though this quite often breaks lesser men and those unprepared for dangerous psychic assaults like these. When you make eye contact with someone you may, at your wish, give a person a glimpse of something Eldritch. From a vision of the Demon Sultan itself to a glimpse of a Night Gaunt, these things can all be summoned forth to attack a person's mental state directly.

You may turn your Eyes of Azathoth on and off at will, unlike Uzumaki Naruto.

If you take these then you must take The Black Pharaoh's Interest Drawback without gaining points from it.

Alternate World Jinchūriki (300 CP)

For some reason or another you possess a fairly amicable jet-black nine tailed fox in a seal upon your body, granting you utterly monstrous Chakra, vitality, and an accelerated healing factor. Beyond even this you possess a selection of techniques and abilities that you really shouldn't. You can form destructive Spiral Rings easily, have a repulsion technique that with some work could be turned into a real flight skill, and finally you possess the ability to grant nine portions of the Black Nine-Tails Chakra physical bodies and consciousness which makes up to nine strong 'summons'. This is enough raw power and skill to have changed the tide in wars of other worlds, but here there are much more dangerous things than mere shinobi to fight.

Psionic Power (200 CP)

You are now capable of using Psionic Energy, the energy of the mind some would assume but they would be wrong. Psionic Energy is the direct energy of the soul manifesting in a number of ways that most people would associate with psychics. Telepathy, Telekinesis, Pyromancy, and Physical Self-Mutation are all powers that are yours now, even in your basic form as your body has adapted to the swollen Psionic Energy you now create and use.

Beyond that you have gained the ability to use the Eldritch Mode. This transformation is highly adapted to the use of Psionic Energy and it allows you to transform into a monstrous otherworldly form with an enormously diverse set of Psionic Energy based mutations. You will be able to 'drink' the blood of a victim and incorporate their genetics into your this forms own quite fluidly through some means, you will be tougher than your base form, you will be able to blend other alt-forms features into your Eldritch Mode as if they have already been consumed by this form, and generally the Eldritch Mode will nearly quadruple every measure of your base form.

However, this form comes at the cost of a power lockout, as any power not incorporated into your new Eldritch Mode through imported alt-forms or the like will be utterly absent in Eldritch Mode, until you somehow fix that. Also the Eldritch Mode can only last as long as you have Psionic Energy to perpetuate the effect.

Any genetics that you absorb via your blood drinking will be expressed in your base form, though only in a weaker form. Such as a person who is immune to fire expressing just fine in Eldritch Mode but only conferring only a resistance to such things in your base state.

Mysterious Stranger (100 CP, Free for Drop-In)

There are some whose organizations are already established, from Ninja Villages to Cult gatherings, and entry usually has a very high bar for any level of trust. You, by your very nature as a foreigner from another reality, should be highly suspect, but you'll find that is a subject of interest and curiously rather than a demerit to you. This acts as a perception filter, for lack of a better phrase, leaning your first impressions towards a more positive light. Open slaughter of their forces would still make them your enemies, but simply approaching their organization won't have them casting you away as a matter of rote tradition. You'll likely have to 'prove yourself' but more often than not as long as you put your best foot forward you might actually be allowed entry into exclusive organizations much easier than you would otherwise before this.

Multiverse Theory (200 CP, Discount for Drop-In)

Seals in this world act as connectors between different dimensions, allowing someone to 'borrow' physics from another plane of existence. Explosive seals can be borrowing anti-matter from the anti-matter universe or it could be just a gateway to the infinite force big bang universe, but either way the explosions are only so strong, inhibited by the amount of anti-matter or the gateway being just that small. With this knowledge an educated Ninja could do virtually anything, however you go even farther to borrow other universes Seals functional physics to make your sealwork even more diverse. I'd suggest you nick The Unchanging from the Naruto

Uzumaki screaming about marrying the bun haired girl, it might just help. It will still take learning and incorporating multiple fuinjutsu styles together, but you find you've the talent for it seen only in once a generation geniuses when it comes to this stuff.

Ritual Crafter (400 CP, Discount for Drop-In)

If fuinjutsu is the art of 'borrowing' physics and natural laws from another plane of existence for a time, then Rituals are the means by which you can write new ones into existence forever. You, a mere mortal, usually would have to rely completely on the benevolence or uncaring natures of the greater beings of the Mythos by performing rituals in their name and simply repeating the same things that others have done before you. Of course creatures of the Mythos have a tendency to have Psionic Energy costs to their various favored Rituals, which often enough drives a person crazy as their soul is being quite literally drained as part of the Ritual's cost usually without their knowledge.

However, due to the benevolence of something extraordinary you can now craft Rituals of your own creation. These Rituals still cost a significant price, proportional to the thing you're trying to write into existence, and if your soul is not footing the bill you'll find that to power even the lowly Ritual takes the kind of power production unseen in this world in. Perhaps Chakra could be used as a decent substitute, but Rituals do not only make something permanent, they take their cost forever. So, be wary of that.

Strange Game, The Smartest Move Is Flipping the Table (600 CP, Discount for Drop-In)

This universe is uncaring, this world is doomed to death, everything is horrible and it didn't have to be this way. Had a certain book not been found, had a certain mastermind not gone through with his schemes then this world would be less eldritch, albeit not any less full of war. Such is the power of the Eldritch that when the Stars became right there was no victory to be had, no humanity fighting the impossible, not even stalling Great Cthulhu any more than a downpour of rain would.

This is the horrible truth of the future, failure is almost absolutely inevitable. Only a last ditch effort, one made out of pure desperation and horror at the loss of the world, would allow Naruto Uzumaki of this world to wrest victory from the jaws of defeat. In his final moments, the martyred youth would see that his last efforts were able to rescue not only his own world but all of those that were part of his world.

Like this world's Naruto Uzumaki you are able to pull off truly astonishing plans, with the greater the stakes granting you a greater chance of success to such a point that if you were to be consumed by the Black Pharaoh you'd have a moment with access to his power before you would be completely subsumed, guaranteed. This narrative contrivance is best used either long before you ever meet the circumstances that trigger it, or at the point where your desperation is at it's highest peak.

Born With Power(100 CP, Discount for Power)

The easiest road is often one you do not walk. You possess a bloodline limit, a special power that genetically is tied to your family in some way or another. Though as of yet unawakened, you can grow into this power without very many sacrifices. Though some bloodlines are stronger than others, those often require a great many sacrifices to fully awaken.

Consume the Curses (200 CP, Discount for Power)

A great many dark paths to greater power have addictive or even outright mind controlling elements baked into them, be they a chakra drug you find yourself in need of, a cursed seal you fall under the sway of, or the whispers of demons from the power within you. You now have the ability to erode these 'features' and eventually 'file off' such things from the power without compromising the abilities and features you enjoy from each of them.

Dark Power (400 CP, Discount for Power)

There are few foolish enough to call on such power, but desperate times are cause for measures of desperation. You have become host to Mōryō, a demon from another world who can easily equal the Zero-Tails in power and capacity for Dark Chakra, Chakra that grows stronger the more negativity that surrounds it.

In addition to access to this Dark Chakra you have access to not one, but two fields of chakra arts.

First, the Body Revival Technique which allows you to heal from even fatal damage, enhance your body's speed, strength, and regeneration capacity to beyond superhuman levels, even to the measure of Ninja of this world.

Second, the use of Dark Chakra snakes which can be used to paralyze, kill without leaving a mark, and indeed change the elemental affinity of the Chakra of those 'bitten' by these serpentine chakra constructs.

Use of this with Dark Chakra could allow a person who kept constant control of their power the ability to even open Konoha's legendary Eight Gates with little to no repercussions, though opening the Death Gate would likely still be such a drain on the Chakra that it might still kill you, be warned. In addition, you can fully fuse with the being with you, subsuming their personality with your own, to gain a chakra construct body like that of the Tailed Beasts or Mōryō himself. Perhaps this power will allow you to achieve victory against the Eldritch Threat?

Grow Stronger Than the Eldritch (600 CP, Discount Power)

The problem with the Eldritch is that many cannot bear to witness it, but you who are willing to walk even the darkest paths to their end such things as sanity breaking horror and shock are merely something to train an immunity to. However you've managed it, either through exposure to the Eldritch in small doses or some other means, you've become utterly immune to the effects of mind numbing terror, insanity inducing revelations, and other general effects that come from witnessing the truly alien.

In addition to your newly acquired immunity, you have the ability to literally train yourself to fight off conceptual damages, as long as you have a means to harm yourself in that way to use as your test dummy. Truly this is a dangerous path, for each experiment will be another chance at

losing one's own conceptual self to the damage. Even better, this method of 'exposure therapy' can be taught and applied to anyone you wish, though they would likely take longer to pick up the trick without a Perk backing them up.

Of course doing the training also means creating methods to do conceptual damage in the first place, so of course that too is part of your new suite of powers and abilities.

For those who're asking, conceptual damage causes more damage to a being by being more than mere physical interference. It does this by enforcing effects that extend to rewriting or damaging the natural functions, laws, or constants that make up a being, like the Eldritch of the Mythos having the ability to shatter sanity in spite of that not being something they should be able to attack.

The Occult Knowledge of the Chosen (100 CP, Free for Madness)

A foundation of hidden and secretive techniques that can be used to venerate, hide, and grow a cult of your chosen God(dess). These skills could lead a cultist to having cells and member-groups across all of the Elemental Nations in a few years. In addition, this allows the cultist to pass on these techniques to others so that their secrecy is all but guaranteed as long as the protocols are upheld.

Darwin's Greatest Victor (200 CP, Discount to Madness)

The theory goes that in a world without limits the greatest survivor will grow the strongest as it survives and adapts to situations. Of course, such a survivor would be absolutely fascinating to watch go through those situations. This allows you to get better and better results directly proportional to the danger level inherent in any action you do. As an example a cloning program with a one-in-one hundred success rate would result in either the information being absolutely vital to some other research or maybe even a perfect clone except they are ten times stronger than they should be. Whatever the result, it will be affected by the project's danger level in some way shape or matter, safe and moral science is so much slower than this it would be madness to give this up.

Idols Raised In Faith (400 CP, Discount for Madness)

In some small way you have the favor of your God(dess) and it shows. Your cult's faith, loyalty, and sheer zeal lets them complete tasks others with the same numbers would simply be unable to perform. You could construct a medium for your God(dess) to house themselves within and puppeteer with astonishing ease and stealth. While such acts usually end in the death of thousands and the construction of massive ziggurats, you get away with the medium itself and a few hundred dead. More than that, you are now capable of the miracle of time travel!

Truly your God(dess) has blessed you, you can now open a doorway through time, either backwards or forwards, though you will have to deal with the Hounds of Tindalos if you do more than simply open the gateway and look outside without interfering.

Apotheosis (600 CP, Discount for Madness)

Perhaps you will consume your God(dess) in a, only somewhat literal, orgy of violence. Perhaps, you will join them in matrimony and share in their power. Perhaps you just liked money that much. However you managed it, you have ascended from the mortal form and become a monster of the Eldritch yourself. It is only a single step upwards in the broken chain of being, but even that is a feat that most humans never manage.

When a human becomes one of the Eldritch has made you functionally immortal. To be particular you are now ageless, many times more durable, stronger, and generally your recovery, be it from self-resurrection or regeneration, is so strong that without a direct hardcounter you cannot be reasonably defeated without someone hitting you with the kind of damage that levels cities.

In the long run that isn't as impressive as a Great Old One, however as a starting point it is far better than any normal human has.

Surprisingly Wise Child (100 CP, Free for Reason)

You would be surprised what a level headed, fearless, and mature kid can get up to in a conversation. In the same way that some are surprised by how you seem to make people who should, by all rights, hate you outright into strangely threatening people. Granted just like a certain child who talked down the Nine-Tailed Fox on their first meeting, such skill and perception shift must come from honest discourse between one or more parties and not on the battlefield, but for the skill to make an actively hostile force into a tsundere or pseudo-rival over the course of a tense conversation? Some would call such a thing priceless

A Doctorate in Chakra Theory (200 CP, Discount for Reason)

As if wielding the fundamental elements wasn't enough you have delved deep into the science behind the energy field known as Chakra. Fundamentally, this is an understanding and knowledge of Chakra to match any Jonin, but where's their insights are completely practical you instead have an academic foundation so solid that from this simple knowledge set you could figure out, with a solid enough knowledge of biology, how to replicate the feats of the Mi-Go who through surgical skill alone manage to harvest things like the Chakra System and Elemental Affinities from living humans or some equally impressive feat. Perhaps you could use this knowledge base along with others to create totally new uses for Chakra or branch out into making Chakra based items to help in the good fight.

The Reanimator's Apprentice (400 CP, Discount for Reason)

His name, for those who ask, is Doctor Herbert West and he was the man who learned the secrets of the Occult. It was he who, after witnessing a single page of the Necronomicon, managed to wring the power of science out of what others would simply call black magic and be done with it. You are now completely learned in the techniques and procedures of the Reanimator's methods. From the crafting of the Reagent and it's uses on both living and dead flesh to the theoretical understandings and insights into greater uses of the miracle mixture. Hell you're pretty sure you know how to build a gynoid with the Reagent as fuel, but that could be just a flight of fancy.

Humanity Is Insane, This is a Good Thing (600 CP, Discount for Reason)

To say that a mind like yours is once a generation is an understatement. You are a one per worldline phenom unlike any other of the more mundane geniuses of the world. Your core mind now has the plasticity of a child, able to soak up new knowledge as fast as your senses can process it. Beyond that you have new fields of science to explore; using the greatest feature of humanity, the ability to make leaps in logic without all the knowledge needed to complete the feat you have come upon the idea of fighting the Eldritch by taking their power for yourself. Indeed you now have all the knowledge needed to hybridize a human being with any number of creatures, mixing bloodlines and yet keeping them distinctively independent, and generally you have reached a level of biological manipulation that as of yet was unseen by any who weren't already mass producing Shoggoths as slave labor.

Items:

Discounts and Free Items will be labeled as such.

Dimensional Kaleidoscope (100 CP, Free for Drop-In)

A kludged together hybrid of many different chakra technologies that'll get made in the next few years or so, this device allows those who witness it to see through the veil and peek into other dimensions. Perhaps information can be gleaned from this device, but the worlds are always different enough to be considered significant off-shoots.

Rider Gear (200 CP, Discount for Drop-In)

Your body is cloaked in a suit of Chakra armor far more advanced than anything produced by the current Snow Country. Truly, the only thing that this device could be is either from another world or a product of time travel! The suit itself is powered by a Stone of Gelel, granting the wearer an enormous store of Gelel energy to work with on top of their Chakra, projects a Chakra Shield that can protect from a great number of attacks, has wings to fly upon, and enhances the wearer's speed and strength to impressive levels. A Genin wearing this armor could easily match an A-rank Jounin in hand-to-hand, with stronger or more experienced wearers always gaining an edge from this armor.

You may import other armors into this one if you wish. Comes in either stylish eggshell white with blue lines or matte black with red highlights.

Fallen Aeon (400 CP, Discount for Drop-In)

When you appeared in this world you did so inside the ruined remains of this mech. A giant fifty-five meter tall machine, were it standing, shaped like a winged humanoid that has had whatever powered it ripped out, judging by the lack of power and the massive hole in the central chassis where the 'heart' of a humanoid would be.

Anyway, you have this thing now and it is equipped with railguns, laser weapons, an enormous scimitar, an equally colossal revolver, and what looks like electronics and technology light years ahead of this world's current understanding. It doesn't seem to be made out of any Chakra treated metals, nor does it seem to have any Chakra tech involved in its construction at all. You even have the blueprints for this thing and even the blueprints for the things that crafted this amazing piece of artifice.

Perhaps it, like you, came here from somewhere else.

Perhaps you could repair it?

You may import another mech into this one if you wish, though it will start out in this jump ruined as detailed above.

The True AI Azif (600, Discount for Drop-In)

You have an alternate dimensional copy of the True Necronomicon. It is, functionally, an infinite book of constantly expanding occult lore and knowledge with no index or search feature. Within it are methods for writing new laws into the world, unlike the limited 'borrowing' of Seals. Granted, the complexities of Rituals invoke the power of the Eldritch to write new laws of nature into the world you're within.

It always seems to be a weighty tome about one foot, by eight inches, by three inches. Even as it's numberless pages grow.

Thankfully, this book has a passive perception filter that makes it so people can read it without going completely insane, though do note that applies to everyone, but it doesn't help the fact that the book is written by myriad authors in a gross number of languages, only a few of which are human.

You may import other spellbooks, tomes of lore, and occult knowledge into this one if you wish. After all, the book is constantly growing.

Sword of the Thunder God (100 CP, Free for Power)

In search of power you have found that some things are easier to find than others. This weapon, something invented by the Second Hokage, was much easier to find than many other leads. It is, seemingly, a sword hilt in the shape of a matte blue vajra from which a blade of lightning appears. It allows for any user to wield electrical energy with astonishing ease and can cut through raw chakra as well as most objects without slowing down. Amazing that a master of water Jutsu would make something like this.

Cipher (200 CP, Discount for Power)

The Zero-Tailed Beast known as Cipher is willing to fuse with you or someone you trust to grant you power in the face of the oncoming apocalypse. This would grant you, or the chosen subject, an enormous store of Dark Chakra to wield. Not the end all be all of things, but perhaps it will be enough if you had something more to hit the Eldritch with.

A Place Hidden From God (400 CP, Discount for Power)

You possess a location hidden in your mind that you can draw others into. This place is a War Room where time outside is ignored, though you can't improve physically due to this being within your mindscape, and you are nearly utterly immune to any form of being found. Within this War Room you can make plans with the assurance you are both not taking up too much time that could otherwise be used elsewhere as well as the knowledge that nothing you speak of within this place will ever get out.

Shinigami Mask (600 CP, Discount for Power)

Another relic you have dug up from the mysterious past, this is a mystical instrument which allows you to summon the God of Death. You can do a great number of things with this; from bargaining for the souls within the Shinigami's belly to using the God of Death to fight for you.

However, while this tool may grant you an audience and a major bargaining chip, the God of Death's price is always the mask itself. You'll find a new Mask every decade or Jump, whichever is shorter, on your person should you have expended this token already.

Samples Collection (100 CP, Free for Madness)

You have a set of equipment that can preserve flesh, blood, bone, marrow, and muscle for nigh unlimited amounts of time. Of course, this device is replicable and you could easily house dozens, if not hundreds, of hidden bases with this kind of thing if you so needed.

The Workings of Curses (200 CP, Discount for Madness)

You have a lab with the means by which to create infinite amounts of Cursed Seals. These seals induce Chakra compatible Eldritch Modes onto the target, but they also are highly addictive and slowly mix loyalty to you into those who use them.

The Color From Outer Space (400 CP, Discount for Madness)

A potent meteor carrying a seed of one of the mysterious Colors from Outer Space. This one has become symbiotic and if you were to settle the orb just behind the heart of a subject they would become a host to a potent aura of living light that can induce entropic effects on things that you target with your new Star Chakra enhanced abilities. Raw Star Chakra is able to wither plantlife, kill insects, and even break down stone walls in a matter of moment, but when it is used in actual Jutsu these traits are exacerbated in the extreme.

All Manner of Eldritch Being (600 CP, Discount for Madness)

The Eldritch Summons Scroll is one that grants the user the ability to summon any Earthly Eldritch being. From the Lord Dagon and his Sister-Mate Lady Hydra down to the lowly Rat-Things of Keziah Mason's creation. While simple this allows you to have total loyalty of all but Lord Dagon and Lady Hydra, who say they would rather run than face their father so there is a limit to how far you can control them, with this scroll you could easily equip a great number of people with access to Shoggoths, though why would anyone want to do that?

Project: Blood Lake (100 CP, Free for Reason)

A machine that allows for the replication of blood. It could make blood donations a thing of the past! It could... uh, there are other uses for the clever or simple minded alike.

Danzo Shimura Tree (200 CP, Discount for Reason)

You possess a massive tree once made up of Danzo Shimura, the First Hokage's cells, and a few Uchiha eyes for good measure. Now the tree grows organs, particularly ocular organs, as fruit. It defaults to growing a batch of unawakened Sharingans by the dozen every day. What anyone would do with such a thing is likely variable, but you now have a functionally endless amount of Sharingans to use, a tree composed of Hashirama Cells (good for prosthetics and grafts), as well as a soul in perpetual torment.

Magnum Opus (400, Discount for Reason)

The Divine Flower, a key ingredient in the Reagent. You now have a field of them, however if that were all this would not be worth the points you're spending. Found within this field is a statue to the late, great Herbert West. Below which you can find a top of the line laboratory-bunker where you can process the Reagent in peace as well as a library authored by the mad scientist himself. It instructs on how to use the Reagent not just as a tool for safe reanimation of the fleshly body, but also to power a number of mechanical devices and even clone people. The man was truly ahead of his time.

A Giant, Flying, Skull Fortress-Village (600 CP, Discount for Reason)

This is an utterly massive fortress citadel that could house all of Konohagakure no Sato within, shaped like a human skull of gigantic proportions, that could be considered a seed of reason in this vast wasteland of superstition. It is approximately sixty-four kilometers wide at the widest points and it is able to easily hold a hidden village worth of experimental technology, Chakra tech, hundreds of ninja, thousands of civilians if you wanted such things, and your own personal defense force, this flying fortress isn't unstoppable, but it is damn impressive for something you simply have. You may import properties into this one if they would fit inside a fortress city otherwise, and it doesn't necessarily have to be in the shape of a human skull.

Companions & Followers:

Your Team, Who Have Potential (100 CP)

You may create or import two Companions with 1000 CP. In addition to their usual Freebies, they get Veterancy (Genin) to represent how far ahead of the curve they are.

Your Mentor, Who's A Retired Badass (200 CP)

You may create or import a Companion with 1000 CP. In addition to their usual freebies they have six purchases of Veterancy (Genin, Chunin, Special-Jonin, Jonin, ANBU, & Teacher) to start out with for free.

Your World, Fated To Die (600 CP)

You may import any number of Companions you so wish with 1000 CP.

The Few, Willing to Fight (50 CP)

You may take a willing, human canon character with you once you leave. I'm sure a great many of them would be willing to leave their world behind to find a better solution to the End Times if you'd ask them.

A Fellow Traveler (Free with The True AI Azif)

A young woman who also happens to be The True AI Azif. She benefits from all the perks in the drop-in line, can instantly transform into the book in question, and has no idea how she got here, only that you could be her answer to getting out. She's a follower and has no idea what all is in her book form beyond a general 'Occult Stuff' answer.

You may purchase an additional bonuses for her from here:

+ Angelic Rider (100 CP, Free with Rider Gear)

In addition to her uses as a respiratory of knowledge this young lady happens to be equipped with a white suit of incredibly advanced Chakra Armor. It can fly, create a field of energy that deflects attacks, and enhances her to the point that she can easily go toe-to-toe against a Jonin.

+ Deus Ex Machina (100 CP, Free with Fallen Aeon)

In addition to her uses as a respiratory of knowledge this young lady happens to have intimate knowledge on the creation, repair, replication, mass production, and production of infrastructure needed when it comes to Mechs like the Fallen Aeon.

The War Effort (200 CP, Free with A Place Hidden From God)

The ultimate truth of the matter is that you won't be stopping Cthulhu without a lot of help and this is just the kind of help you need. You have, in the same way that some nations have, a private force dedicated to the war effort. It's just that you're going to war against the eldritch. You have some Followers who act as leaders of separate factions that gather, process, and grant you access to what could be considered the local 'power', that is to say Ninja and Samurai. Mostly this is a combination of Mercenary Ninja Groups, highly minor Hidden Villages (like the amazonian Nadeshiko Village or the technological Snow Village), small Ninja Clans like the

Fuma, and ronin mercenary bands. Generally they are of such a diverse skill set that they essentially start with the perks Selective Morphic Biology, Sanity Damage Resistance, and Academy Trained as well as a Veterancy to flavor their background. They're a diverse bunch, but you merely have their ear, not their undying loyalty.

+ **Boon Companion (200 CP, Free with Cipher)**

It is lonesome at the peak, and you have either planned for this truth or just been lucky enough to gain a compatriot who is willing to go the distance to be at your side. This companion, for they are a Companion, is made in the same way as Your Team, Who Have Potential, with the following caveats. They are undyingly loyal to you, seek your favor, and are the kind of hard worker who would honestly astonish anyone that wasn't a Green Beast of Konoha.

+ **You Will Need More Power (Free with Grow Stronger Than the Eldritch)**

Proof of your ability to harm and endure the Eldritch beyond a shadow of a doubt will unite these desperate groups, but even beyond that you have learned enough of their skills to actually learn how to imbue the conceptual damage effects you used on yourself for so long into weapons, making tools that others can do damage to the Eldritch with. This feat is actually repeatable by others and you can teach this trick to them over time, though a person might go a little mad with power with this kind of power. Still, with your entire network aiding with weapons able to actually harm the Eldritch, perhaps you have a chance?

Your Cult (100 CP, Free with The Occult Knowledge of the Chosen)

People are a power unto themselves and you have a great many people, enough that if you housed them all in one place instead of spread them thin you'd have thousands of followers to work with. They start with Selective Morphic Biology, Sanity Damage Resistance, Academy Trained, Veterancy (Undercover Agent), The Occult Knowledge of the Chosen, and a devoted loyalty to you and your God(dess). The byword of this cult is subtle and they act through closed cells, hidden boltholes, equally hidden bunkers, and spy networks most often. They are seeded across the world and you'll always find at least one cell in the city you start off in.

You may purchase additional bonuses for this cult from here:

+ **Forged In Fire (100 CP, Free with Darwin's Greatest Victor)**

Out of those thousands of cultists you have 'uplifted' them via experimental, dangerous training techniques that have left you with a selection of dangerous and skilled killers. In addition to having the above Perks Your Cult now benefits from Veterancy (Soldier)

+ **The Chosen Few (100 CP, Free with The Workings of Curses)**

Out of the numerous members of Your Cult you have granted a smaller number of them Cursed Seals. At least one member in every cell of Your Cult now has the ability to temporarily use the Cursed Seal to grow strong enough that they could stomp three of their rough equals in open combat, blitzing past them at unseen speed, plowing through defenses with unrelenting strength, and capable of simply taking attacks that would have left them in agony head on. The Cursed Seal even has a means of growing stronger than this, but this is what your people already have.

Cosmic Defense Force (200 CP, Free with Surprisingly Wise Child)

For most people, if you wish to fight off cosmic horrors you're going to need more than just a few close companions. These twelve thousand followers all have the perks Selective Morphic Biology, Sanity Damage Resistance, and Academy Trained. They are unerringly loyal to you, are solidly trained to act as a fast response team, and have been outfitted with the most up to date ninja armor and weapons. It won't help when they're going to be dealing with Eldritch Horrors, but thankfully they take to updates of both their inventory and training as easily as they have to their absolute loyalty to you.

You may purchase additional bonuses for this group from here:

- + **'Zombie' Supplemental Defense Force (100 CP, Free with Magnum Opus)**

Why let your people die when you can use the miracle of Science to make entire 'away teams' composed of nothing but Reagent fueled, safe zombies. You now, by default, have a lab somewhere able to clone dozens of lifeless human bodies and fill them with just enough Reagent to get them up and running. While it isn't good for any long-term mission you'd want to arrange it is perfect for scouting out the enemy or other dangerous tasks you'd rather brute force with number than wait on.

- + **Brainiac (100 CP, Free with Danzo Shimura Tree)**

You have a clone of yourself, though slightly crazier and bereft of most of your combat potential. They are more 'real' than mere Shadow Clones, and they act as a nearly insane R&D lead for any scientific pursuit they take up. They're a bit willful so unless you establish hard limits you'll find them to have a 'style over substance' kind of mentality. Expect exposed brains in jars, exposed hearts in glass cases, and lots of cool stuff. Still, this clone is actually, somehow, smarter than you for their sacrifice of their combat potential so there is that.

Drawbacks:

Just Like In My Animes! (+000)

The way you see things is a bit... off. You've got the ability to see Eldritch horror as something more human. Generally, this only applies to the Eldritch things with actual thoughts in their heads, and it doesn't stop sanity damage from happening, but it also has a tendency of glossing over a monster's more... well monstrous side. This is just a perception filter, nothing else. However, it tends to have odd effects when taken with other Drawbacks.

We've Come So Far This Last Year (+100 CP)

I will not lie, this world is a dense one with a great deal of detail poured into it. These kinds of things aren't always a good thing, everything significant to you feels slowed down and drawn out. A run to save someone feels like it takes too long even when you put your best effort forward, fights can subjectively feel like days have passed, and research that's actually so fast you'd usually be impressed feels so slow you'd swear years had passed. This is merely a strange perception filter you took on, and it grants no additional time to think just a feeling of things taking longer the more significant they will be in the future, and since a lot of people here are trying to save this world.

Classic Fanon Conditioning (+100 CP)

Your past now has a series of strange turns in it. Giving you the memory of someone who was neglected in this world on the same level as Uzumaki Naruto was. Somewhere to the tune of being ignored outright by your minders, left to starve and fend for yourself, and almost naked hatred being one of the only emotions you've seen in others in those memories. Now this isn't going to keep you from molding your life however you wish, but it will be enough to sometimes color certain decisions at key points, almost as if someone planned...

Just As Planned (+100 CP)

This world is strange, in a way that cuts both ways often enough, it is as if good planning and preparation are both rewarded seemingly without recourse. Even maddened Cultists get solid results when they show a little forward thinking and the people trying to save the world just happen to benefit from what can only be called 'planning plot armor'. However, you don't benefit from this narrative quirk quite as well, particularly when someone else plans against your plans, as if those who're countering your plans have plot armor piercing plans. It's all quite convoluted.

Only Sane Man (+100 CP)

Perhaps you're a bit dour, perhaps you're just a little peeved, but it's for good reason. The people of this world are resistant to sanity-breaking cognito-hazards and yet there's barely more than a few in any group of them that have ever heard of a genuinely good person. Not only are you going to deal with this fact, but more than that this fact is going to be hammered home. Expect Mad Scientists casually transforming a man into a tree that grows eyes to be treated as utterly banal and your average day exposes you to more than a few people talking about crimes against humanity casually. Ignoring this as a person of good moral standing, and you do have that now if you didn't before, is going to a trial.

The Social Skills of a Sloth (+100 CP)

You're a functional member of society. As long as interacting with other people is done in a measured, controlled, and rational manner, however you now have really bad social skills when it comes to emotional skills. You're more likely to be concerned that the girl you've gotten involved with has a higher performance in the field after some nookie than her actual feelings most of the time. You also have a tendency to let that kind of thing slip into casual conversation.

Like A Brick to the Brain (+200 CP)

Sadly, while your sanity resistance is solidly in place you have trouble after traumatic events. It seems like every so often you have to take a few hours to deal with a headache as everything you've experienced since the last headache just suddenly smashes through your mental defenses and you have to process it. It isn't ever completely on a schedule, but the headaches have a tendency towards happening more than once a week. Even between the worst of it you have a persistent dull ache behind your eyes and you have a noticeable tendency to experience deja-vu.

Ninja Chronicles (+200 CP)

There are some folks who just want things to go to plan. Stations of canon and all that rot, but that really isn't reasonable with all the Eldritch Horror induced, right? Well, no, however these people don't fucking care. The major heavy hitters of the original Naruto are stuck with their heads up their asses still thinking this is a normal world where things make sense. So, in spite of the oncoming threats, or the extant ones for that matter, a great number of people are going to try shoving themselves through the same rote patterns. Generally this could trick the unwary to thinking this was a normal setting with a more reasonable Naruto. I'd say don't be fooled, but you won't remember this Drawback exists if you take it.

A Pack of Hounds (+200 CP)

You are being hunted by nine Hounds of Tindalos, who have for some reason taken exception to your existence. These are horse sized monstrous dogs that look like a hybrid wolf-insect-bat creature who can travel through any angle no matter the location's mystical protections, and killing them only gives them pause for a bit more than a day or so. They are exceptionally potent, and they drain temporal energy via a proboscis, inducing entropy on the victim as they consume your time till you're naught but dust in the wind.

Here Comes The Aeon War (+300)

Instead of being nice about things and doing their research slowly, the Mi-Go of this worldline already have all the knowledge they need to send their initial invasion force. Of course they will be working through their personal slave fleet of jet-skinned, red-eyed human-clone army, to prevent you from doing any reasonable damage to themselves as they slowly pick apart how to integrate Chakra systems into their own alien biologies. That doesn't mean that the clone-army is without oversight by the Mi-Go, the fleet is still up there in the air and you've got to worry

about their village blasting orbital bombardments on top of all the horrors that are to come from a full planetary invasion by a force like this.

The Black Pharaoh's Interest (+300 CP)

So, the Black Pharaoh's grand plan is pretty simple in the end. He has a lot of faces, various different alternate selves who live fully realized lives as the villain/hero/etc. of their own stories, and his hope is to become so utterly cosmically pervasive that even with Azathoth awakens Nyarlathotep will be remembered, and thus real even after the awakening. He now plans to make you into one of his avatars and has bent all of one of his current avatars considerable power to fulfilling that end and gaining your conceptual place in Azathoth's mind as his own.

The avatar is, thankfully, considerably powerful by you own measures of power. You always seem around the right range that this Avatar, it will not gang up on you with the other partitions of the Crawling Chaos, to fight it off or out plan it or a number of other means at your disposal, however it will always be a hard challenge and the Black Pharaoh will always have an actual reasonable chance at victory.

T-Minus Eleven Years (+1000)

From the onset of this you are now in a world where creatures of the mythos are an impending existential threat. Now you have a mere eleven years to prepare for the Stars to be Right and then the last war for humanities survival begins. The Main Character of this story, Naruto Uzumaki, is nowhere near ready for the war to come even with all this time to prepare and will only manage to retroactively stop the world from ever existing in his last martyrdom.

You merely need to hold off dread Chtulhu long enough for the Stars to no longer be right, for those who are interested, this act will be a single year long war of such epic proportions that no one on Earth (besides perhaps you) are prepared for.

You have the following brief flash of insight as you enter this world:

The Stars are Right.

Something rises from R'lyeh.

And rises, and rises and rises, and rises.

Each passing second the thing continues to emerge from the city. It's wings unfold, wings so large that as they stretch out, seemingly reaching from horizon to horizon. Tentacles lash out, tentacles so long that they reach deep into the waters and hold the great thing upright even as it takes in the world from on high.

This is Cthulhu, the real Cthulhu, and he is very big. So big, he can be seen from space. Primordial size is perhaps the better term, he is likely hundreds of kilometers tall or at least that

is how it feels. His Star Spawn, hundred meter near mirror images of him, fly around him like a horde of hummingbirds. Larger than life itself, larger than most people have scale for. There is no mountain tall enough to compare, he looks as if he could pluck the moon out of the sky.

The desperate few release every remaining weapon they have. Nuclear weapons from foreign universes, psionic Black Holes, technological marvels like lasers, plasma, and railgun bullets, Jutsu of every element and composition from lightning, fire, water, earth, and wind to more esoteric elements.

Hours pass as the attacks continue to hammer away at dread Cthulhu.

And they continue to do absolutely nothing. It almost looks like Cthulhu doesn't even notice the attacks, until he moves. A flash of a single too-fast clawed hand and...

The vision ends before you see what happens next. This is just a taste of the end.

Should the humanity of this worldline fall, your Chain fails with them.

Ending:

Give Up: This is the option to just end it after your due time is over. You'll be able to go home with your companions, followers, and your minds healed perfectly after what you went through.

Hold The Line: For some reason or another you've found you wish to stay in what remains of this world.

To The Next World: Continue on the Jumpchain after your due time is over, and while you go to the next world I'll make sure you and your companions and followers get a mental healing treatment.