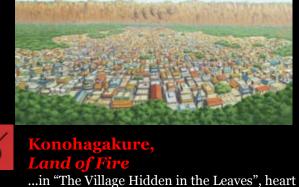
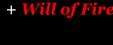




I'm happy to inform you that our jutsu was successful. You've been transported to this world intact and healthier than ever. Who are we? Oh, don't worry about that, friend. We've worked very hard to get you here, so do us a favor and don't ask too many questions. Oh yeah, we can change your appearance, sex, whatever, if you want. Anyway, welcome to a world of shinobi, samurai, magic, and war! You're free. Go on. Do what you want, the world is your oyster, so to speak. Oh? Where are we? That's a good question. Well, the exact location is hidden, but roughly we're...



of the Land of Fire, oldest of the Five Great Countries. I tell you, your will is like a raging flame. Your chakra receives a boost that scales with your current willpower. + Will of Fire





Sunagakure, Land of Wind ...in "The Village Hidden in the Sand", heart of

the Land of Wind, largest of the Five Great Countries. Ah! Your will is like the wind, winding around obstacles and wearing them down. Your chakra receives a boost that scales with your determination or obsession. + Will of Wind

...in "The Village Hidden in the Waterfall",

heart of the Land of Waterfalls, a famously hard to traverse and hard to conquer country. Birthplace of a great hero in an ancient legend. Indeed, your chakra receives a boost whenever you are protecting something important to you. + Will of the Hero

City of Iron, Land of Iron ...in the capital city of the Land of Iron, a country whose military is comprised of samurai instead of

shinobi. Known for swordsmen and blacksmiths, many famous weapons were forged here. Good, your chakra receives a boost that scales with how honourable you perceive yourself to be.

+ Will of Iron

Shimogakure, Land of Frost ...in "The Village Hidden in the Frost", heart of the Land of Frost, a country with a cold climate,

but that is rich in natural resources. The largest library in the world is located here. Interesting, your chakra receives a boost that scales with

000

how intelligent and knowledgeable you are. + Will of Frost

Kagerogakure,

Land of Mountains

rather poor shinobi village that is still reeling from the tragedies of the last World War. Like many of your people, you hold deep grudges; your chakra receives a boost that scales with your hatred and willingness to seek revenge. + Will of Heat Haze

...in "The Village Hidden in the Heat Haze",

capital of the Land of Mountains, a small and

Land of Tea ...in the capital city of the Land of Tea, the largest producer of tea and fruit in the shinobi world. They maintain some militias, but lack a

City of Tea Leaves,

shinobi village, and often hire foreign shinobi. Fantastic, your chakra receives a boost that scales with your overall health and fortitude. + Will of Tea

City of Birds, Land of Birds ...in the capital city of the Land of Birds, so named for the large flocks of birds that migrate

year. Their economy focuses on tourism. Why yes, your chakra receives a boost that scales with your wisdom and experience. + Will of Birds

to the city and surrounding countryside every

Umigakure, Land of the Sea ...in "the village Hidden in the Sea", capital of the Land of the Sea, a country made up of four

islands, known to be rather poor. They have a shinobi village, but it is very small, and they frequently hire foreign forces to support them. You are simple person; your chakra receives a boost that scales with your desperation. + Will of the Sea

Ancor Vantian, Land of the Sku

...in the ancient capital city of the Land of Sky, a grand flying fortress, grounded since their ultimate defeat in the First Great War. Once a technological superpower, they attempted to recreate the Gelel weapons of the ancients, but all that remains now are crumbling ruins and a few scattered descendents of refugees. Your chakra receives a boost that scales with your curiosity and desire to create/improve things. + Will of the Sky

Warring States Era

Why, Hello There.

Kirigakure,

Land of Water

+ Will of Water

Amegakure, Land of Rain

+ Will of Rain

Uzushiogakure,

Land of Whirlpools

Land of Hot Springs

+ Will of the Hot Spring

Numagakure,

Land of Swamps

and supernatural awareness.

Will of Swa

City of Ogres,

Land of Demons

+ Will of Faith

Jomaegakure,

clever and crafty you are.

+ Will of Keys

Getsugakure, Land of the Moon

+ ???

Yukigakure,

Land of Snow

Land of Keys

...in "The Village Hidden in the Hot Spring",

capital of the Land of Hot Springs, a country

famous for its hot springs and architecture. A

highly religious, but tourist-friendly, culture.

Why of course, your chakra receives a boost

that scales with your piousness and dedication.

...in "The Village Hidden in the Swamp", heart

of the Land of Swamps, a small shinobi village

known for the many graveyards and shrines in

the surrounding area, where rumors of ghosts

and monsters abound. Strangely, your chakra

receives a boost that scales with your spiritual

...in the capital city of the Land of Demons, an

old-fashioned and deeply religious country. They have many temples and priests, and even

a sizeable military, but lack shinobi forces and

prefer to hire Samurai. Your chakra receives a

...in "the Village Hidden in the Lock", a shinobi

village infamous for espionage and thievery,

and center of the Land of Keys, a mysterious

country where little is as it seems. Heh, your

chakra receives a boost that scales with how

...in "The Village Hidden Under the Moon",

capital of the Land of Moon, a crescent-shaped

island that has become a prosperous country.

They scout skilled shinobi from other nations,

Your past remains a mystery... (choose another

recruiting them into their "shinobi village".

...in "the village Hidden in the Snow" capital

of the shinobi world. An oasis of warmth and

green surrounded by the brutal cold of a very

treacherous mountain range. The people of the

nation are deeply religious, and known for the

city of the Land of Snow, a country on the edge

country for your Starting Perk).

boost that scales with the purity of your soul.

...in "The Village Hidden in the Whirlpools",

capital of the Land of Whirlpools, a nation once

just as powerful as a Great Country. Destroyed

in the Second Great War, little more than ruins

(choose another country for your Starting Perk).

still remain. Your past remains a mystery...

...in "The Village Hidden in the Mist", heart

a deep and unknowable ocean. Your chakra

receives a boost that scales with heightened

...in "The Village Hidden in the Rain", heart of

the Land of Rain, the most advanced in terms

of technology of all the countries across the

shinobi world. Perhaps it is fate, your chakra receives a boost that scales with your desire

and willingness to make your 'dreams' a reality.

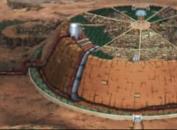
Countries. My friend, your will is like

emotions that you experience.

of the Land of Water, smallest of the Five Great

25 Kumogakure,

Land of Lightning ...in "The Village Hidden in the Clouds", heart of the Land of Lightning, most technologically advanced of the Five Great Countries. Sir, your chakra receives a boost that scales with your physical skill/aptitude. + Will of Lightning





standing firm against all, even the march of time. Your chakra receives a boost that scales with your physical strength/power. + Will of Earth

Land of Rice Fields ...in "The Village Hidden in the Sound", heart of the Land of Rice Fields, a country now ruled by Orochimaru. Most powerful of the Lesser Countries, with spies in nearly every nation. But originally we found you... (choose another

country for your origin and Starting Perk).

the shinobi world. A powerful Lesser Country,

Otogakure,



allied with all five Great Countries. Impressive, your chakra receives a boost that scales with your will to live and your love of living. + Will of Grass



...in "The Village Hidden in the Valley", heart of the Land of Rivers, a country famous for its gold mines. Their shinobi village was once feared among the Lesser Countries for their militaristic attitude. Well, your chakra receives a boost that scales with your skill/aptitude. + Will of the River

Tanigakure, Land of Rivers

Hoshigakure, Land of Bears ...in "The Village Hidden Among the Stars", an unrecognized shinobi village in the Land of Bears, built around the worship of a strange stone with divine power that fell from the sky.

You are a rare soul, your chakra receives a boost that scales with your ambition and your desire to win and conquer. + Will of Star

Land of Vegetables ...in the capital city of the Land of Vegetables, the most agriculturally focused country in the with how wealthy you perceive yourself to be.

shinobi world. A wealthy nation, but has no proper military, relying on foreign shinobi. Hmm, your chakra receives a boost that scales

City of Vegetables,

+ Will of Prosperity

Morigakure,

Land of Forests

...in the "the Village Hidden in the Forest", capital of the Land of Forests, a nation whose shinobi village is highly insular. They even hire foreign shinobi to avoid revealing secrets. Ahh,

+ Will of the Forest

how dedicated and loyal you are.

your chakra receives a boost that scales with

...in the capital city of the Land of Ravines, a

country on the edge of the Shinobi World. They are known for the abundance of fossils and

valuable minerals mined in their ravines. Fairly wealthy, but lack a shinobi village, and thus rely heavily on other nations. Your chakra

City of Redaku,

Land of Ravines

receives a boost that scales with your age. + Will of the Ancients

...in the capital city of Arcadia, center of an empire spanning the continent that lies across

the ocean from the shinobi world. Most of the

warriors of The Empire only use chakra in the

same manner as samurai, with rare individuals

who use chakra like a shinobi being referred to

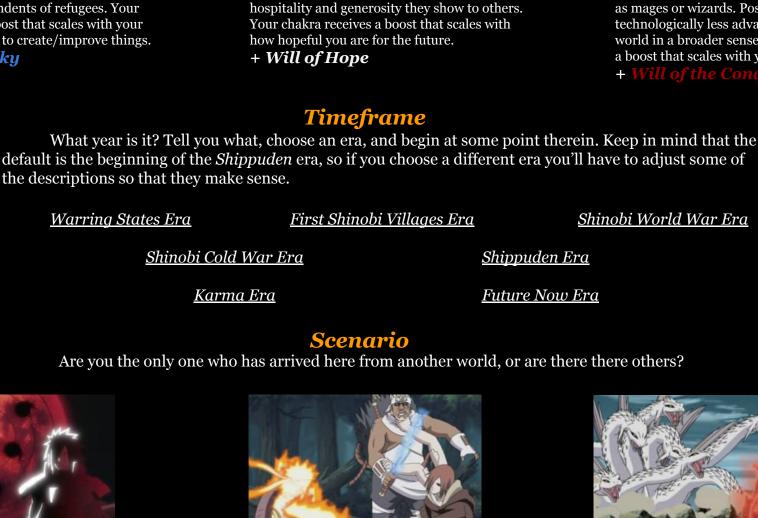
as mages or wizards. Possess firearms, but are technologically less advanced than the shinobi

world in a broader sense. Your chakra receives a boost that scales with your overall willpower.

Shinobi World War Era



grand dream is yours, and yours alone.



Multi-Player Deathmatch There are 100 others like yourself, There are 30 others like yourself,

Shippuden Era

Future Now Era

scattered across this realm of turmoil. You will scattered across this brave new world. You will find yourself working together alongside a few find yourself drawn to engage in life and death of these other individuals, as fate will conspire combat with these other individuals, as fate to place you in close proximity to one another. will conspire to pit you against one another. You and each of the other individuals similar You and the other individuals similar to to yourself might start at different Ranks of yourself will start at the same Rank of power. power. You may either ally yourself with other individuals like yourself, or find yourself pitted against the others who you are not allied with, depending on the circumstances.



D Rank

You will start at a D Rank shinobi's level of power, roughly equivalent to average Genin level. Select FIVE Basic Jutsu for Free.

Start with 25 Points, and take ONE Perk.

Select TWO D or C Rank Characters as Teammates, and ONE B or A Rank Character as an *Instructor*, for *Free*.



A Rank

You will start at an A Rank shinobi's level of power, roughly equivalent to the level of the strongest and most skilled Jonin. Select SEVEN Basic Jutsu, TWO Advanced Jutsu, and ONE Hidden Technique for Free.

Start with 40 Points,

Students, for Free.

and take THREE Perks. Select THREE **D** or **C** Rank Characters as



C Rank You will start at a C Rank shinobi's

level of power, roughly equivalent to average Chunin level. Select SIX Basic Jutsu and ONE Advanced Jutsu for Free.

Start with 30 Points, and take TWO Perks.

Select TWO C or B Rank Characters as Teammates, for Free.



S Rank

You will start at an S Rank shinobi's level of power, roughly equivalent to the level of a Kage, the strongest of shinobi. Select SEVEN Basic Jutsu, THREE Advanced Jutsu, and TWO Hidden Techniques for Free.

Start with 50 Points, and take FOUR Perks.

You *must* take at least ONE Drawback.



B Rank

You will start at a B Rank shinobi's level of power, roughly equivalent to average Jonin level. Select SEVEN Basic Jutsu and TWO Advanced Jutsu for Free.

Start with 35 Points, and take THREE Perks.

Select TWO B or lower Rank Characters as Teammates, for Free.



Z Rank

You will start at a level above the Ranks of shinobi, in a class reserved for only the most powerful of individuals to ever exist. Select SEVEN Basic Jutsu, THREE Advanced Jutsu, TWO Hidden Techniques, and ONE Special Technique for Free.

Start with 50 Points, and take FIVE Perks.

You must take at least TWO Drawbacks.

PERKS

So, you've gotta BE somebody, right? These Perks can help make yourself a bit more unique.

Hinata



Noble Clan

Your clan is one of the oldest and most powerful in your country of origin. Along with potentially possessing greater wealth and influence, you have already learned a Hidden Jutsu. You may take this Perk Twice

Gain One Hidden Jutsu for Free.



Skilled Your are naturally adept at both Taijutsu and Ninjutsu. You are better than the average shinobi at learning new techniques and at applying your abilities practically in varied situations.

Upgrade One Basic Jutsu for Free, OR... Gain One Advanced Jutsu for Free.

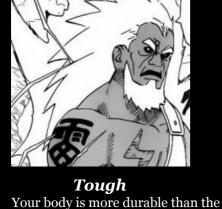


You are naturally more charismatic and likeable. Most people will like the sound of your voice and you will become a better public speaker.

of ANY Rank as a

Companion for Free.

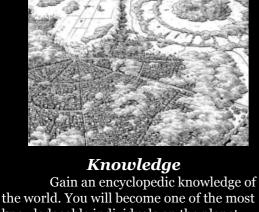
Select One



average shinobi's. You can take an incredible

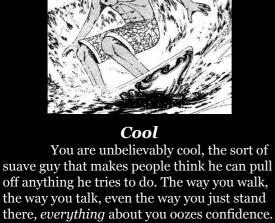
amount of damage before your body finally gives out. You can keep fighting without much trouble even if you lose a limb or something similar. You are more resistant to heat, cold, pressure, and any and all poisons or toxins.

Gain 5 Points.

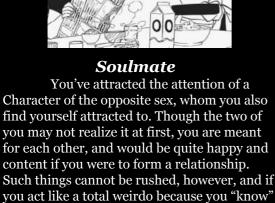


knowledgeable individuals on the planet

concerning history, culture, religion, philosophy, science, and the arts. The amount of information you possess would take a lifetime to acquire normally. Gain 5 Points.



This doesn't actually make you any more confident or capable, but anything and everything you do will somehow appear a lot more impressive than normal simply because you're the one doing it. Gain 1 Point.



of ANY Rank as a

you're meant to be together, then you'll likely ruin any chances of actually getting together.

Select One

Companion for Free.



Frenemy You've attracted the attention of an individual who wants to be your friend, but is also destined to become your enemy. Their personal feelings for you aside, circumstances will pit you against each other eventually. As your friend, they will often be rather grating and annoying, but they'll always have your back when it counts. As your enemy, they'll do whatever it takes to bring you down. It won't

matter how much you like each other, or how much you despise each other, you'll be forced to remain "friends" for one reason or another until the day comes they are forced to become your enemy.

Select One Character equal or lower in Rank

to you as a Companion for Free.



a jutsu passed down by blood. Thanks to your heritage and talent, you have a awakened a Kekkei Genkai. You may take this Perk Twice. Gain One Kekkei Genkai for Free.



Your are naturally adept at both Ninjutsu and Genjutsu. Your reaction time and ability to think abstractly, especially under stress, are more impressive than the average shinobi.

Gain One Hidden Jutsu for Free.

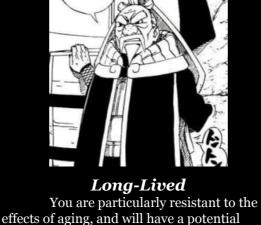
Upgrade One Basic Jutsu for Free, OR...



You are very good looking, either

divinely beautiful or devilishly handsome (or both, I guess, if that's your thing). You'll often have people comment on your looks and you will attract both admiration and jealousy. Select One of ANY Rank as a

Companion for Free.



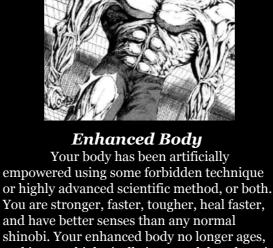
expectancy. Growing old will weaken you less negative effects of aging will have little effect on you. Gain 5 Points.

lifespan that is easily double the normal



you via a special method. The process used to imbue this power in you has altered your body

so that it can utilize that Kekkei Genkai as if you were a natural possessor of it. Gain One Kekkei Genkai for Free.



making you biologically immortal, but there is some very obvious physical sign that you aren't a normal human, such as strange and

unnatural musculature, inhuman eyes, or some odd addition to your body like a crystal sphere embedded in your chest. You can still be killed by intense physical trauma or chakra related methods, but you cannot die from old age or natural diseases. Gain 10 Points, AND... Take One Drawback.

Tenacious Your body won't give out, even on the very brink of death. Even with only a drop of blood left and enough fatal wounds to kill a dozen normal men, you will keep standing. Fatigue and injury, even serious injury, do not cause you to suffer as great a decrease in your strength and chakra capacity as they would a normal person, and until you are finally dead

you may remain a viable threat to your foes.



Exception to the Rule "Yes" means "yes", and "no" means "yes". Your companions can be romanced regardless of any normal circumstances, and are easier to romance in general. They are also more open to certain "suggestions". Having a

harem would be possible, and easy. of ANY Rank as a Select One

Companion for Free.



Your Chakra Pool is much larger than the average shinobi's. You can perform a lot more jutsu before you run out of chakra, and your chakra recovers faster when resting. You can keep going for days on end without food, water, or rest, so long as you don't expend all your chakra at once or something.

Gain 5 Points.



Choose either Taijutsu, Ninjutsu, or

Genjutsu. Your natural abilities with your choice are far superior to the average shinobi. Jutsu of your choice are easier to learn and perform. You may take this more than once (three times max) to make an additional choice.

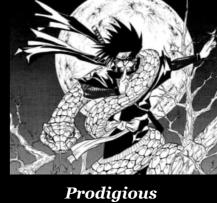
Gain One Advanced Jutsu for Free, OR... Gain One Hidden Jutsu for Free.



Your general intelligence and memory

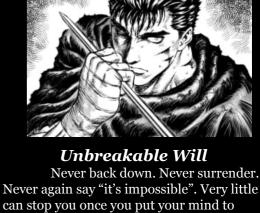
are vastly improved. You are far above the average shinobi in terms of intellect. You could become a master strategist or beat just about anyone at Shogi, with some practice.

Upgrade One Hidden Jutsu for Free, OR... Upgrade One Advanced Jutsu for Free.



Your natural skills and talent for Jutsu far surpass the norm. You are a once in

a generation shinobi, the rare sort of combat prodigy that is likely to go down in history as a truly legendary individual. Gain One Hidden Jutsu for Free Upgrade One Advanced Jutsu for Free.



apart, ignoring pain. Your willpower is a boon,

but you may end up getting yourself in over your head. Gain 5 Points.

something. You can fight until your body falls

You have awakened a special power within you, a rare and dangerous ability that few will ever possess. This ability alone puts

Unique Power

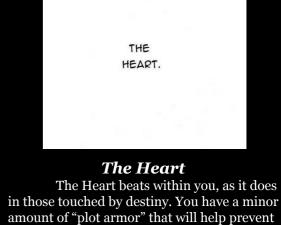
you in a realm above the average shinobi, the

realm of legends that only the most powerful

may ever reach. But such power often comes with a cost... "Evolve" One Kekkei Genkai for Free, AND... Take One Drawback.



especially the sensation of being slowly worn to exhaustion.



you from winding up in situations that you

truly have no way of surviving. Things tend to work out in such a way that you can succeed if you try your hardest, no matter how unlikely it might be for you to actually make it. If you do happen to be fated to die, it will never be in an unimportant or unimpressive way. Gain 5 Points.

Gain 5 Points.

Want to earn some bonus Points before we go any further? Here are some things to make your life a little more difficult, or at least a little more interesting. Take as many as you like, and good luck. Drawbacks combine, stack, and work together in varied ways, typically to maximize the amount of suffering that you have to endure. Drawbacks will almost certainly make it harder to complete most Missions you might undertake.



Tragic Backstory

Damn, my guy. It looks like you got fucked over hard at some point in the past, and it's really fucked with your psyche. Be ready for lucid visions of a dead waifu who haunts you when you sleep, and sometimes if you lose yourself in thought. You'll also get random mood swings and an urge to either dominate or destroy the world. As a sad consequence of the terrible event(s) you went through, half or more of your body, including half your face, is horribly disfigured or ugly in some manner.

Gain 10 Points.



You own some small, innocuous thing that

happens to hold a great deal of personal value to you despite its inherent lack of real worth. Whether due to some trauma in your past, the memory of a lost loved one, or simply having owned the item for a long time, you consider the item your most prized possession. Just looking at it fills you with emotion, and you have trained yourself to keep track of it without thinking simply through muscle memory. If you ever lose the item, or if it is ever stolen, you will be sent into a state of intense panic, rage, and/or despair, during which virtually nothing is able to calm you down asides from having the item returned to you. Overcoming your dependency on your treasure would take an immense and sustained effort, and a very strong willpower.

Gain 5 Points.



What? Who are you again? Oh yeah. You're a

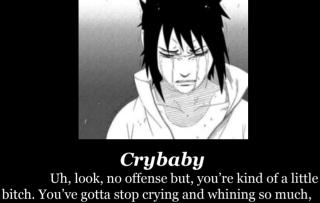
nobody. No matter what you do or how much you try, you'll always be a worthless loser. Have fun jobbing and getting outclassed. Repeatedly. Nobody who's really important will take you seriously, if they even notice you exist at all. As a plus, you won't die in battle, at least not normally. Gain 10 Points.



what kind of things you accomplish, nobody will ever

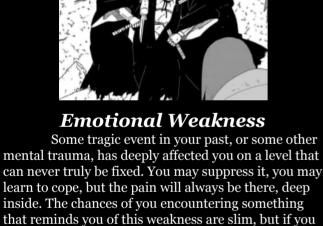
love you, or think of you as anything more than an acquaintance. You will never receive praise or affection, and you will be treated like a pariah in many places. Your companions will never think of you as anything more than friends, and they'll never actually think of you as particularly close friends. (Incompatible with the "Curse of Waifu" and "Star-Crossed" Drawbacks.) Gain One Extra Perk, AND...

Gain 10 Points.



at some point it stops making you seem sympathetic or sensitive and starts making you seem pathetic. You

burst into tears at anything even remotely emotional, and you seem to feel negative emotions more strongly. Even in the middle of combat, or other situations that might be delicate, you can only hold back your tears for so long if something triggers your emotions. With incredible willpower you'll do better, but even with an unbreakable will, you will still cry and whine at least a little, because that's just who you are. Gain 5 Points.



ever are reminded, you will hesitate, if only for a brief

moment. In a life or death battle, that hesitation may

mean the difference between victory and defeat. But

who knows, maybe it isn't truly victory that you seek.

Maybe what you really want is to end the pain forever.

Gain 10 Points.



Gain 7 Points.



of your inner mind is hostile to outside intrusion, and

attempts to read your mind or pry into your thoughts will be met with painful backlash unless the individual attempting to access your mind is very highly skilled or incredibly powerful. Gain 10 Points.



supposed intentions are good, bad, or ugly, the

Character Section who is older and/or more powerful than yourself: for whatever reason they will become obsessed with you, and will relentlessly seek you out in order to fulfill their selfish goals. Whether their Character's desire for you will involve either serious harm, total loss of freedom, death, or potentially worse for you. Depending on the Character you select, they may be direct and disregard any ramifications to themselves, simply assaulting you as soon as they get the opportunity, or they may play the long game and influence people and events over time in order to achieve their goal. No matter what, they cannot be argued with or convinced to change their goal. They will not stop until you belong to them, or one of you is dead, and depending on the Character, they may not even let death stop them from coming after you. Gain One Extra Perk, AND...

Gain 10 Points.



Distinct Look

You uh, really stand out there. Making fun of you? No, no, I'm not, I swear. Regardless of how good or bad you look, there's something about your appearance that'll stand out to others in a way that makes others want to comment about it. Either you have no eyebrows, incredibly bushy eyebrows, a crazy hairstyle, a unfortunate scar, or something else. A lot of people might not take you seriously at first and others will make fun of or insult you.

Gain 2 Points.



How do I say this without being, uh... You're special. No, I'm not calling you stupid! Okay, well...

I'm sorry! It's just, you're really dumb. Or at least you sure *seem* to be. People are probably going to treat you differently. You're going to have a tough go of it, my sympathies. No, sympathies means... Nevermind... Gain 12 Points.

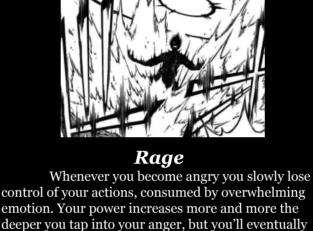


the years, something that's not good for your health, but that isn't going to kill you immediately. Maybe you smoke, maybe you do drugs, maybe you hurt yourself, but regardless of the details you'll have a really hard time getting over your addiction. Without an immense amount of willpower it'd be impossible to overcome your bad habit, but even with enough willpower you still can't quit if you're suffering from high stress or any lingering emotional issues. Gain 4 Points.



worse. There is no way to cure this illness, and the only drugs that can stave off its effects for any length of time are crafted from extremely rare and expensive ingredients. You will need to accomplish what you have set out to do before you perish. Gain One Extra Perk, AND... Gain 12 Points.

years, hindering your abilities as it progressively gets



be unable to distinguish between friend and foe, going into a state of madness where combat is all that exists. This Drawback has some distinguishing signs marking you as a huge "edgelord shonen rival" type wannabe, like red or black Chakra, really long and/or spiky hair, tattoos, weird-looking eyes, and/or a tendency to spiel long-winded diatribes about philosophy or politics or other inane whining about your miserable life. Gain 10 Points.

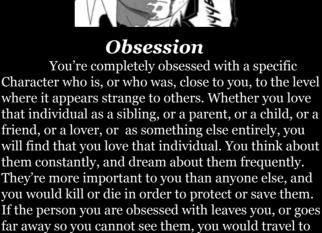


can go where you won't attract negative attention, but your infamy may grant you access to some particular criminal enterprises and black market affairs that the average shinobi isn't privy to. Gain One Extra Perk.

abilities. You're wanted dead or alive, and most will be looking to bring you in dead. There are few places you



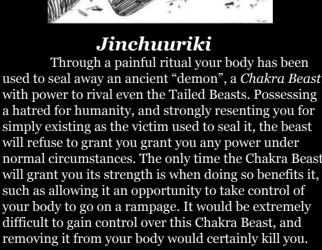
obsession, not even death.



the ends of the map to find them and bring them back,

whether they want to or not. Nothing can break your

Gain 7 Points.



Gain One Chakra Beast for Free (REQUIRED), AND...

Gain 30 Points to Invest in that *Chakra Beast* only, AND... Gain 7 Points.

Choose any ONE Character from the series or Character Section: they will fall madly in love with

Curse of Waifu / Husbando

you, to the point of obsession. They receives a major boost to their power and skill, and will add a extra Jutsu to their arsenal. Unfortunately they're completely insane. They'll want you all for themself, and will refuse to allow you to get close to anyone other than them. You won't be allowed to have any friends, and they'll become quite upset should you talk to anyone else without them present, even if it's in a completely innocent manner. They're extremely jealous and paranoid, and more than willing to kill anyone they think is coming between the two of you, regardless of the consequences. If you make them too angry they'll have to punish you, too. When they're happy they'll show you lots of affection, perhaps too much affection. They won't ever want to let you out of their sight, and if you go too far away for too long

they'll hunt you down. They expect and demand that you always love them, because they'll always love you. Select One of ANY Rank as a Companion for Free (REQUIRED), AND...

O Points to Invest in that Companion only,

AND...

Gain 2 Points.

[SMUG ANIME GIRL.jpg]

Overconfidence You're the epitome of arrogance, so high on

your own hype that you actually believe it. Nothing in this world can break your overwhelming faith in your own worth, and there's nobody who you view as being better than yourself. Even when facing unquestionable evidence, your confidence in your own abilities will never falter, and you'll make sure everyone knows just how you feel. You're a braggart, and a blowhard, and a showoff. You just can't help yourself. You're the best, after all. Why shouldn't you shout it to the heavens?

Gain 5 Points.



There's something about yourself that you feel the need to hide. You'll be compelled to keep your face

covered at all times, but especially whenever there are other people around. Whether or not you actually have a good reason to hide your face isn't the question here, it's simply some strange mental quirk that you can't get over. You'll become incredibly distressed and/or angry if anyone ever forcibly removes your preferred face covering. You can choose what kind of mask or other face covering you prefer to wear, but it must cover at least half of your face. Any mask you wear will miraculously always feel comfortable and never fall off or need to be taken off.

Gain 1 Points.



If you hate violence, smoking, foul language,

sexual innuendo, fanservice, racism, homesexuality, homophobia, heteronormativity, transphobia, or anything else that the typical Soccer Mom or Social Media Activist would try to shut down an anime studio for, take this. Don't like drugs? No more cigarettes or other temptations that may make kids want to pick up nasty habits, all such things are replaced by candy. Don't like mean words? Any naughty or unkind words and/or phrases are automatically filtered to child-safe or manchild-safe alternatives. Don't want any fictional racism? Every single human across the entire world is now the same race. Don't like seeing sexual innuendo? Nobody even has genitals anymore; everyone is like a doll, and reproduction is simply a miraculous gift from God that blesses couples who truly love each other. And so on... And so forth... And etc... Ad infinitum...

I know you want it, power tripper.

Gain 100 Points.



to wear outfits that reveal lots of skin, and all shinobi

jutsu. Be ready to receive varied and strange sexual

requests and missions, and prepare for your

have at least some degree of training in the use of lewd

opponents to use very underhanded tactics in combat. This will affect basically everything in the world, so even the plants and animals may become a bit risque.

Gain One Extra Perk, OR...

Gain 6 Points.

You don't want to do this, really.



you manage to become accustomed to your new form. Your mannerisms will be subconsciously altered to fit your speech and movements are different, but you will

Your overall combat effectiveness is decreased until



Fated Rival

There is no way to prevent these duels, or your final battle, but you can win. Does Fate truly hold you in its grasp? Is it possible to find another way to end this? Gain One Extra Perk, AND... Gain 7 Points.

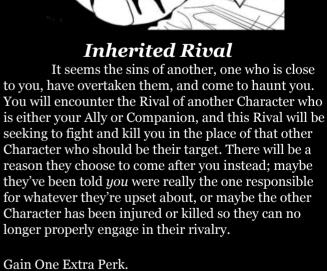
So that is your destiny... You will encounter a

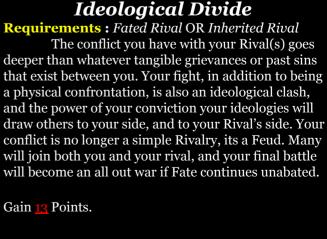
Rival who is capable of besting you, either in a fair

will pit you against one another multiple times, and

match or through underhanded means. Circumstances

eventually you will find yourself in a fight to the death.





Star-Crossed

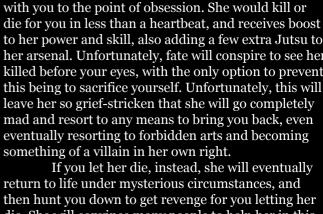
series or Character Section: she will fall madly in love

Choose any ONE female Character from the

to her power and skill, also adding a few extra Jutsu to her arsenal. Unfortunately, fate will conspire to see her killed before your eyes, with the only option to prevent this being to sacrifice yourself. Unfortunately, this will leave her so grief-stricken that she will go completely mad and resort to any means to bring you back, even eventually resorting to forbidden arts and becoming something of a villain in her own right. If you let her die, instead, she will eventually return to life under mysterious circumstances, and then hunt you down to get revenge for you letting her die. She will convince many people to help her in this

endeavor, including people who may be your allies, and you will be seen as a villain because her rumors. equal or lower in Rank to you as Select One C a Companion for Free (REQUIRED), AND...

AND...



Gain 15 Points to Invest in that *Companion* only, Gain 7 Points.



Yin & Yang

of "non-Elemental" Chakra Nature, and you do not need to be specifically aligned to either to perform the Jutsu they govern.

both by spending Z Points. Very few individuals have an affinity for both of these "Natures". Yin and Yang can be considered a sort

You may choose to align your Chakra with either Yin or Yang "Nature" by spending 2 Points, or to align your Chakra with



YIN The art of using spiritual energy to control imagination, and creating form out of nothingness. With an affinity for the more spiritual side of chakra, an individual will find it easier to understand and perform Jutsu.

Governs and improves innate proficiency with

Genjutsu and externally-focused Ninjutsu.



YANG

The art of using physical energy to control vitality, and granting life to forms that have none. With an affinity for the more physical side of chakra, an individual will find it easier to strengthen and hone their body. Governs and improves innate proficiency with Taijutsu and internally-focused Ninjutsu.

CHAKRA NATURE

You must choose ONE of the Elements below to have an affinity for. This is required, so it's completely Free. Jutsu of your chosen Nature will be far easier to learn and to master. You may purchase additional Chakra Nature Affinities by spending 4 Points for each.

Having a Second Chakra Nature is only common among Jonin, and having more is rare. You can still learn Jutsu that aren't of your Elemental affinity, it's just not as easy, and you'll never be quite as good with them as you would be if they were of your Chakra Nature.



LIGHTNING

Lightning Style jutsu is second only to Fire in terms of raw destructive potential, and possesses numerous other applications. Shoot bolts of lightning, electrocute and/or paralyze opponents, or increase your speed.

Lightning is Strong against Earth, but Weak against Wind.



Fire Style jutsu are often purely destructive, with few support jutsu of this Element. Launch fireballs, shoot streams of flame like a flamethrower, ignite pillars of fire below your enemies, or radiate intense heat to damage everything around you.

Fire is Strong against Wind, but Weak against Water.



Wind Style jutsu are quite varied, with both strong offensive and support jutsu. Let loose great gusts of wind, form swirling currents like a tornado, create streams of air that cut like blades, or lift yourself with wind to "fly".

Wind is Strong against Lightning, but Weak against Fire.



waves of water, form churning whirlpools, make clouds of mist to obscure vision, or cleanse water sources of impurities. Water is Strong against Fire, but Weak against

varied, having a great number of offensive,

defensive, and support applications. Create



defense, but possesses many offensive and support applications. Raise a wall of stone for protection, open a hole in the ground to trap an enemy, throw boulders, or harden your body to increase its durability. Earth is Strong against Water, but Weak

against Lightning.

BASICS You may choose your repertoire of basic Jutsu and techniques, such as Shinobi learn at the Academy or as Genin (unless you are from the Land of Iron, in which case you should possess basic level Samurai skills instead). You may purchase these Basic Jutsu at a cost of 2 Points each; at this level you are around the level of a Shinobi Academy graduate. You can spend an Extra 2 Points to upgrade your skill with one of these Jutsu; at this level you are around the average skill level for a Chunin or Samurai equivalent at using the Jutsu/techniques you've chosen. Spend another 3 Extra Points to upgrade your skill with one of these Jutsu to a level far beyond average; at this level you are equal or better than the average Jonin, or equivalent.



Skill at fighting without weapons, and the discipline, strength, and training to make the most effective use of your body in combat scenarios. Basic striking, grappling, counters, and escapes are within your repertoire, so you won't be left totally defenseless even without any weapons or Jutsu to fall back on.



the knowledge and training to find the best hiding spots, minimize the sound you make, and otherwise limit the overall impact of your presence. You possess the skill to recognize when someone or something might be hiding nearby, and determine where they might be.



Subterfuge Skill at misleading and misdirecting,

with the tactical knowledge to apply counters and feints effectively in combat scenarios, and to recognize and react appropriately to the subterfuge of others. Out of combat you also possess a better ability to convince and coerce others to believe what you want them to.



most commonly used weapons and tools, such as kunai, shuriken, and paper bombs. You are able to fight effectively with these weapons in almost any combat scenario, and possess the skill and knowledge to properly choose which tool is best for whatever situation you're in.



Animal Companionship

animal, typically from a young age. Clans tend

to only work with one type of animal, learning to both communicate with them and fight alongside them. You must choose a certain animal, and you will gain it as a lifelong companion. Those who work with animals are often able to use combination techniques with their animals, and can sometimes mimic the natural abilities of their animal companions.



Espionage

Skill at collecting information using various methods, and at hiding oneself and/or masking one's identity, along with knowledge of how to blend in and appear natural in any situation, from the battlefield to the ballroom. You possess the skill to recognize when others are lying, and are better able to trick, deceive, and misdirect people out of combat.



illusions, so they can't actually attack or

at this technique it becomes incredibly

to create many clones at once.

difficult for regular Shinobi to distinguish

interact with anything. If you are very skilled

your clones from yourself, and you will be able



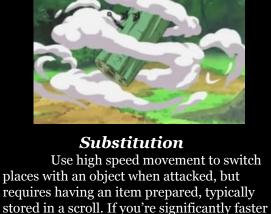
an object. If struck or grabbed the Jutsu will

cancel out, and it can only be maintained for a short time. If you are highly skilled at Transformation then you will be able to maintain your shape for a very long time, become much harder to perceive as being a forgery, and even keep your shape if struck or grabbed, though taking enough damage may still force you out of it. The most skilled users can keep up a Transformation for days at a time, and even maintain their Transformation while suffering minor injuries or engaging in strenuous activities such as intense combat, but such talented individuals are rare.

Book Smarts Knowledge pertaining to a certain

subject or field of expertise that is not usually

directly combat-related. The more specific the subject or field, the more knowledgeable and experienced you will be in regards to it. You could easily earn your way into a profession if you decide to retire from being a shinobi. You may select this more than once to gain similar knowledge in another subject or field.



than your opponent you can perform

Substitution without having an item prepared

by simply grabbing something from nearby to

replace yourself with, but if you're that much

faster than your opponent already there isn't

usually much point in using Substitution.



stay steady on uneven terrain (or even walk up walls or upside down), walk on the surface of water, create a glowing orb(s) to illuminate your surroundings, temporarily enhance one of your senses, inscribe and decode hidden

conceal the use of this technique with a smoke bomb to prevent others from seeing which

direction they dart off. As you become more proficient with this technique you can move more quickly and traverse greater distances. The greatest users almost appear to teleport, even to other highly skilled Shinobi.



messages, and interfere with or negate the activation of Genjutsu (or dispel a Genjutsu you are currently under the influence of).

be kunai, shuriken, senbon, swords, bows, chains, or some other weapon/tool. You are able to perform impressive feats with your weapons of choice, and the less weapons you choose the better you will be with each choice. Think of it as "specializing". At high levels you are able to accurately hit dozens of targets at once with shuriken, or can match highly experienced swordsmen in a duel, as example.

Skill with a few types of paper tools

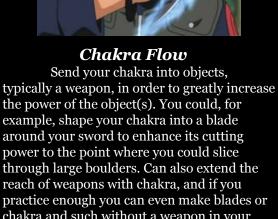
and/or weapons; could be summoning scrolls,

sealing tags, paper bombs, smoke tags, barrier

tags, or some other tool/weapon. You are able to write and imbue your own paper tools and

weapons, but you require the proper material

Weapon Art Skill with a few types of weapons and/or tools, also known as Bukijutsu; could



chakra and such without a weapon in your hand, though it will be less effective without one. Medical-nin use this to for the Chakra like the Raikiri and Rasengan. An "easy to learn, hard to master" skill, most Chunin and higher level Shinobi can at least use the basic

Claw Creation

fingernails and/or toenails at great speed, at

will, and strengthen them with chakra. You

Manipulate and grow out your

can sharpen your nails into veritable blades or

spears, able to match most metals in terms of

durability and cutting/piercing potential, even without any additional strengthening. You can

also retract your nails quickly at will, or alter

their growth into a hooked shape to aid in

climbing and/or otherwise holding onto



they've been injured. At very high levels this

can even cause very real pain, but it won't do

any physical damage. The better you are, the

Genjutsu. Individuals with a strong will can

break out of simple Genjutsu more easily.

harder it will be for others to break out of your

components and enough time; you cannot create more in the middle of combat. At high levels you can create whole sheets of paper tools/weapons at once, and effectively utilize

Scalpel, and it's the basis for powerful Jutsu applications of this technique.



the user does not actually need to know how

to perform that Genjutsu, they simply need to be *capable* of performing it, *if* they knew how. If the user is *not* skilled enough, they will not only be affected by their attacker's Genjutsu, but will also suffer the backlash of their own attempt at Genjutsu, effectively doubling the power of their opponent's Genjutsu. This risk is why using this technique is considered dangerous, and most often discouraged.



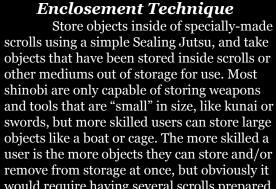
things.

Hair Control Manipulate and grow out your hair at great speed, at will, and then strengthen it with chakra. Form a shield, grab someone, shoot hairs like senbon at your opponents, or

trap someone's feet with scattered hairs on

technique is that your hair is much easier to

the ground. A secondary plus side of this



clean and maintain, even when very long, and you never have to worry about having a "bad hair day".



Calling on Tears **Substance Production** Use chakra to temporarily enhance Choose a substance or material that is your vocal cords and outwardly project your produced or created by some animal, like spider silk, honey or beeswax, shell or coral,



or various poisons and toxins. You are able to produce that substance from your body, and utilize Jutsu involving it to enhance or alter its functions. Producing your chosen substance consumes chakra, and your chosen substance is enhanced by your chakra to be stronger (either more potent, more durable, etc.). At an improved level, your ability to produce and use your chosen substance might even rival an Elemental Kekkei Genkai. You may purchase this option

multiple times to gain the ability to produce

multiple different substances.



voice with extreme volume. This hypersonic scream can disorient opponents, potentially even rupturing their eardrums, and is highly effective at interrupting a foe's concentration to momentarily prevent them from acting. At very high output, a skilled enough user is able) snatter stone with the power of their vo but doing so can prove dangerous for nearby allies, so this technique is generally frowned upon by modern shinobi. Many even view this technique as a "coward's gambit", but some smaller nations still teach this ability to their young kunoichi as a last resort technique, for if they find themselves in a dire situation and allies might be close enough to hear and come

to help them.



Improvisation Art

not normally weapons as weapons in combat,

Skill with utilizing objects which are

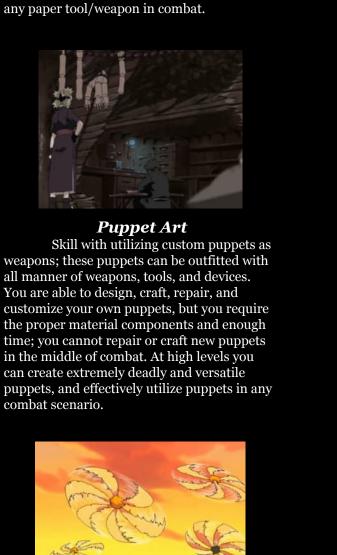


Special Skill

non-combat related skill. This will allow you

Use chakra to enhance some typically

to perform specific type of Jutsu you possess by using that skill (sound jutsu while playing an instrument, water style jutsu while fishing or simply holding a fishing pole, etc.), and any Jutsu performed using that skill are increased in strength and potency depending on how proficient you are with the associated skill.





Advanced Taijutsu Fortify and enhance your body with chakra, increasing your physical capabilities at the cost of your stamina. Almost all skilled shinobi are capable of using this sort of taijutsu at some level, as increasing one's power is a fundamental aspect of effectively using chakra, but only by training, honing, and tempering your body can you truly master this technique. The more physically capable you are, the more potently you can enhance your strength and speed with chakra. The more you enhance your power, the more chakra you will use, so this technique is typically only used in quick bursts when moving and attacking, to conserve energy and/or catch one's opponent(s) off guard.



Needle Hell

Requires: Hair Control Fire senbon-like needles of tightly wound-up and sharpened hair at an extreme speed in all directions, or focus your fire by only shooting needles from your hair in the direction of your target. Enhanced by chakra, these needles of hair are able to pierce thick stones and sheets of mundane metal. This ability can be used quickly, and the user can continue to fire needles rapidly using chakra. A highly skilled user of this technique can fire faster and harder needles, fire more needles at once, and fire needles that are enhanced by other effects from their repertoire, such as potentially being coated in poison, lit on fire, or charged with electricity when they are shot, among other possibilities.



Shadow Clone

Create solid doppelgangers that are more than just illusions. These chakra entities are able to attack and damage enemies, but since they are created with a piece of your own chakra, they are only as strong as you make them. You can create two to five clones, and these can share anything they have experienced with you when they are dispersed. If you are highly skilled with these technique, you might even be able to create dozens of clones, and create clones that are basically impossible to distinguish from your real self, even using special chakra-sensing techniques. Clones are dispersed when they take even a little damage, but the more skilled you are the more damage your clones can take before they disperse.



A technique in which you focus very

high amounts of chakra into a single part of your body (such as the fist or foot) to drastically increase the striking power of that body part, allowing even simple punches and kicks to reach the same damage potential as powerful ninjutsu. Requires precise and continued chakra control, or the backlash from one's blows can cause serious damage to your own body (which is why the most notable users are also skilled at using healing techniques). This technique does not require hand signs to perform, but does take talent to learn. The more skilled you are at using this technique the less chakra you will need to perform it, and the more powerful your blows will be.



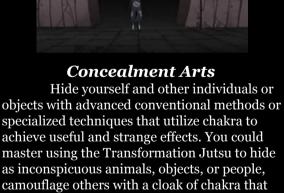
others' minds to telepathically share thoughts,

sensations, and memories with them, connect the minds of two or more individuals other than yourself to allow them to share thoughts, sensations, and memories, send your chakra over a distance to create a sort of 'hologram' that you can see and speak through (and also potentially channel other Jutsu through), or tacilitate specialized summoning techniques that may call forth non-contracted entities.



away or to see at a microscopic level, or you

could magnify your hearing to the level that you could hear a pin drop a mile away and easily echolocate to navigate without sight. Rather than using chakra to enhance one of your senses, you could also choose instead to sense chakra directly. Everyone can sort of sense high enough concentrations of chakra, but with this you'll be able to sense the usually subtle chakra that is always flowing through living things. It takes concentration, and you can't sense things that are too far away. If you're really good with this you could tell how many people are in a room, and about how strong each of them are, from a block away. If they're using any Jutsu you'll be able able to tell that from a similar distance as well, as well as about how powerful the Jutsu is, and if you're really good, what Elemental Nature it is. You can also choose to select multiple means of sensing if you want, but you won't be as good with any of them as you would be as if you had chose to specialize in only a single one.



reflects light, create hidden doorways that can't

be easily perceived or accessed, or generate a thick mist to hide in and decrease the combat ability of your opponent(s). Conversely, your knowledge of how to conceal things also makes it easier for you to recognize when others are attempting to conceal things, and you know how to open and undo basic locks and seals, and disarm simple traps and countermeasures, even those created using Jutsu.



most common of the Divine Arts is the power to heal and purify, but there are also powers to smite enemies and protect against or nullify hostile abilities. Because Shinjutsu use positive energy, they are interfered with and negated by negative energy and Curse Arts.



Corrosion Style Allows for improved and more



Mud Style Allows for improved and more specialized usage of Earth and Water Styles. Allows for more malleable Earth techniques and more solid Water techniques. Turn the ground beneath your opponents into mud to trap them or just slow them down, cause massive mudslides, or create adaptable defensive structures.



Sound Style Manipulate sound for various techniques, often through the use of specialized Wind Style jutsu. Can be used to create waves of sound that deafen opponents, burst their eardrums, or even rupture internal organs, or can be focused into powerful attacks that can shatter stone. Can also be used as a highly effective medium for

Genjutsu, or simply to produce tones which

situationally to trick and manipulate others.

confuse and disorient those who hear them, or



Advanced Fighting Style

Requires: Unarmed Combat A special way of fighting hand-to-hand that incorporates the use of chakra as a key component of its style. The Land of Fire and Land of Earth have many different martial arts styles, and popular styles also exist in the Land of Lightning, while each nation has their own less popular styles. Most involve enhancing the effectiveness of one's strikes, or their body in general, using Chakra, but some incorporate special techniques into their style.

Choose ONE of the following Styles:

Strong Fist: Uses heavy blows to slam, crush, and break targets with raw power, not Chakra. A strong enough practitioner can flex their muscles in such a way as to force open the Eight Gates through physical strength alone.

Gentle Fist: Uses chakra-infused strikes to deal internal damage and/or incapacitate targets. A skilled enough practitioner can shut down the chakra network or nullify incoming attacks.

Wild Fist: Uses animalistic movements and a ferocious offence to overwhelm opponents. A skilled enough user can enhance their bestial traits with chakra to gain an edge in combat.

and a nonsensical approach to combat in order to overwhelm opponents. A skilled enough user can actually gain power just from being drunk. Blazing Fist: Uses chakra-infused strikes to burn and set fire to targets. A skilled enough

Drunken Fist : Uses unpredictable movements

user can "ignite" their Chakra like Fire to enhance their physical strength and speed. Flowing Fist: Uses chakra-infused strikes to deflect attacks and redirect the force of targets or attacks to deal devastating counter-strikes.

A skilled enough user can deflect or evade

almost anything with Water-like movements. Smashing Fist: Uses chakra-infused strikes to slam, crush, and break targets with a heavier weight than standard physical blows. A skilled enough user can harden their body into Stone.

cut and pierce through targets. A skilled enough user can extend the reach of their attacks with arcs and bolts of Wind Chakra. Flashing Fist: Uses chakra-infused strikes to

hit targets at incredible speed. A skilled enough user can move exponentially faster and shock

Whirling Fist: Uses chakra-infused strikes to

Void Fist: Use chakra-infused strikes to utterly destroy targets, reducing nearly any matter the user touches into dust. A skilled enough user focus their destructive force in order to destroy much harder and more durable materials.

targets with Lightning-charged attacks.



place. Though it's a simple enough technique to perform, it's usefulness is entirely dependent on the user's power in comparison to their target. If your target does not have the ability to manipulate chakra, like a simple civilian or normal animal, they will be much easier to paralyze, regardless of their power.



claws, nails, or just your fingers, tracing lines through the air as you cut targets up close or at range. With your body's force behind each swipe, these arcs of chakra strike like deadly swords, easily slashing through wood, stone, and weak metals. This technique does not require hand signs to perform, but does take talent to learn. The more skilled you are at using this technique the less chakra you will need to perform it, and the more powerful the arcs of chakra you create.



basic knowledge of how to perform more practical field medicine such as setting broken bones or surgery to remove shrapnel. High

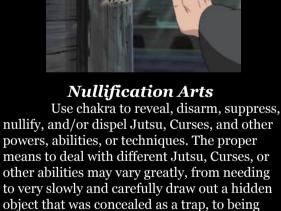
level users of medical techniques such as the Mystical Palm can restore others to full health in mere minutes even if their target is on the verge of death, or perform advanced procedures like the reattachment of limbs.



eyes, then they become trapped. If you choose

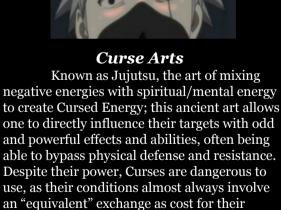
hearing then you could sing a siren-like song,

or if you choose smell you could emit intoxicating perfumes, and so on. Powerful illusions can force targets to believe they are experiencing all sorts of different sensations and situations, and to perceive all sorts of things, and someone who becomes trapped in a Genjutsu can then be manipulated or attacked without being aware that they should defend themselves. Stronger Genjutsu can also create illusions that appear to everyone in an area, or form incredibly complex clone-like constructs. If one is clever, or cruel-minded, Genjutsu can be used to manipulate people, or potentially cause irreversible damage to a victim's psyche, possibly even sending targets into shock, or cardiac arrest. Genjutsu can be broken or dispelled, but not easily while trapped by one.



an incoming curse or genjutsu that would have affected you. You will specialize in the nullification of either Ninjutsu, Genjutsu, Taijutsu, Shinjutsu, or Jujutsu; you can more easily reveal, disarm, suppress, nullify, and/or dispel those types of techniques/abilities/etc.

able to use brute force and raw chakra to nullify



activation or use; the cost of Curses tends to be

something like blood, life-force, or the sacrifice of another individual. Sorcerers who are highly skilled can perform Curses for less cost, and using less chakra. Because Curses use negative energy, they are interfered with and negated by positive energy and Divine Arts.

Oil Style Allows for improved and more specialized usage of Earth, Water, and Boil



Cloth Style



Poison Style Create and manipulate poison for various techniques, usually as a specialized variant of Wind or Water Styles. Produce clouds of toxic gas, coat weapons with venom,

or simply poison someone's drink while they

aren't looking. The user also becomes attuned

resistance to the types of poison that they use,

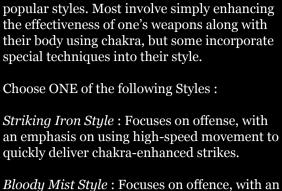
to poison to such a degree that they gain a

or if they are truly skilled they may become

entirely immune. The user can create many

addition to producing simple poisons, one

might create numbing/paralyzing agents,



Striking Iron Style: Focuses on offense, with an emphasis on using high-speed movement to

Advanced Weapon Style

that incorporates the use of chakra as a key

Land of Water have many different sword

component of its style. The Land of Iron and

styles, and popular styles also exist in the Land of Fire, while each nation has their own less

A special way of fighting with weapons

Requires: Weapon Art

emphasis on subterfuge and underhandedness, often using sneak attacks and low blows.

Falling Leaf Style: Balanced offence/defence, with an emphasis on discipline and endurance, outlasting and overwhelming opponents.

Playful Cloud Style: Balance offence/defence, with an emphasis on agility and evasion, using counter attacks while foes are off guard.

Winding Sand Style: Focuses on offence, with

an emphasis on subterfuge and agility, using tricky movements and poison to blindside foes.

Standing Stone Style: Focuses on defence, fortifying the body with chakra to withstand attacks, and counter while foes are attacking.

Crashing Wave Style: Focuses on offence, with an emphasis on repeated heavy blows, using chakra-enhanced strikes to overwhelm foes. Hazy Moon Style: Focuses on defence, using

high-speed movement and Genjutsu to catch opponents off guard, then counter attack. Bending River Style: Balance offence/defence,

using chakra-enhanced strikes to redirect and deflect attacks, and then to counter attack.

Lazy Waterfall Style: Focuses on offence, with an emphasis on discipline and patience, using a single chakra-enhanced strike to take out foes.

Howling Mountain Style: Focuses on offence, with an emphasis on speed and savagery, using brutal attacks to eliminate opponents quickly.



Requires : Ninja Tools Using the same principle as the

Shadow Clone jutsu, duplicate your weapon in order to bombard enemies with many attacks. Despite the name, can actually be performed with basically any solid weapon. The weapons remain for a short time before they disperse, but can be dispersed if struck, or if they strike an obstacle. A master of the technique could create hundreds of copies of a weapon easily, create duplicates that last much longer before dispersing, and even make their duplicate weapons behave in strange and useful ways, such as chasing down opponents or avoiding obstacles to strike their targets.



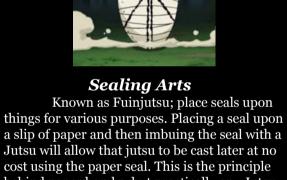
Rupture Slash Requires : Weapon Art & Chakra Flow

A highly improved application of the Chakra Flow technique, granting increased cutting and piercing power, and a greater ability to extend the length of one's attacks. Also allows one to launch crescents or bolts of chakra at range. This is a signature technique of the Samurai, the greatest of whom possess such skill that they can unleash multiple arcs or bolts of intensely powerful energy at once and perform pinpoint attacks at great range. This technique does not require hand signs to perform, but does take talent to learn. The more skilled you are at using this technique the less chakra you will need to perform it, and the more powerful the arcs of chakra you create.

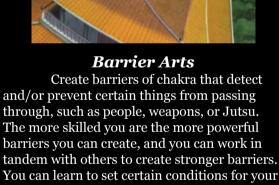


seal tag or scroll in order to summon weapons and tools, and must make a blood contract in

order to summon animals or people. These contacts must be prepared ahead of time, outside of combat, but only have to be done once for each clan of animals. Clans of animals often have different criteria for their contract, and some will refuse to work together normally. It is difficult to summon something that is significantly more powerful than yourself, but the better you are at summoning the easier it becomes. An expert summoner is able to summon hundreds of weapons/tools, or make blood contracts with multiple animal clans and summon numerous animals at once.

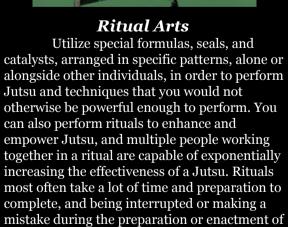


behind paper bombs, but practically any Jutsu can be used for a seal if the practitioner is skilled enough. A common technique is to store items or beings in a sort of "stasis" within another object like a scroll or container of some kind. Sealing Jutsu has a fearsome reputation, as being sealed away is often considered a fate worse than death.



barriers, such as "no light within the barrier" or "anything that touches the barrier sets fire". A

very powerful user can create layered barriers with greater durability and effect. You are able to shape these barriers in whatever way you desire, but certain shapes are more effective at mitigating certain types of damage. Conversely, you also gain an understanding of barrier Jutsu that allows you to more easily recognize the conditions of other individuals' barriers; you can dispel the barriers of those significantly weaker or less skilled than yourself on touch.



cause unintended effects or consequences.

a ritual might render the entire process void, or

Ash Style



Manipulate paper for various techniques, and reinforce it with chakra to create deadly origami. In addition to forming weapons and tools with paper, you can integrate paper seals and paper bombs into your techniques, and boost the potency of these with your own chakra.

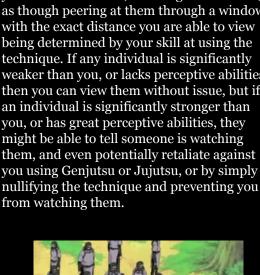
Paper Style



techniques, and reinforce it with chakra. You could just spit ink to blind people or spread ink on the ground to hold an opponent's feet, but the real potency of Ink Style comes from using your ink to create pictures that can be drawn forth from the page to fight for you. These drawings can only perform simple functions individually, but if you have some imagination they can provide an incredibly varied arsenal.



Remote Viewing Requires : Sensory Arts & Ritual Arts Using a crystal ball as a medium, you are able to view any individual whose chakra you are familiar with, even at great distance, as though peering at them through a window, with the exact distance you are able to view being determined by your skill at using the technique. If any individual is significantly weaker than you, or lacks perceptive abilities, then you can view them without issue, but if an individual is significantly stronger than you, or has great perceptive abilities, they might be able to tell someone is watching them, and even potentially retaliate against you using Genjutsu or Jujutsu, or by simply





Shadow Possession Manipulate your shadow, stretching it across surfaces and melding it with other shadows. If you meld your shadow with the shadow of a living thing, like a person, you can paralyze them and force them to mirror your movements. This can be used to hold a number of targets at once, and even to hold individuals more powerful than the user, but too large a gap in power may allow the target to move and/or break free regardless. You can stretch your shadow out for several meters, but the farther you stretch it the thinner it will get, or you can extend your shadow out in all directions to create a protective circle.



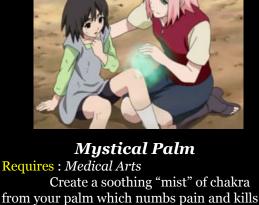
Shadow Gathering Requires: Shadow Possession Create tangible tendrils from your shadow that can physically touch things, allowing you to strangle your enemies with shadow hands, grab or throw objects with shadow tendrils, and form needle-like threads of shadow. A skilled user can exert more force using their shadows, even being able to use them to snap the necks of weaker opponents, hold large and powerful animals in place, or pierce through hard materials with shadowy needles or spikes. Additionally, highly skilled users can form basic seals using their shadow, but doing so requires focus and balance, and being skilled with Sealing Arts, obviously.



Requires: Shadow Gathering OR Sealing Arts Manifest a humanoid figure from a target's shadow that is able to bind that target with equivalent physical force to whatever the target exerts attempting to escape it, making it virtually impossible for anything that lacks chakra control to escape. With a powerful burst of chakra a target can escape, but this is only feasible just as the technique is activated, before the target is fully ensnared. The user is able to empower and manipulate a target's shadow, either making it even harder to escape or using it to wrap around a target as a way to physically control their movements.



thin threads and use them to grab and control objects in a manner similar to telekinesis. The most well known use of this is the Puppet Technique, which allows the user to freely manipulate the actions of their puppet, down to very precise movements if they are skilled enough. Masters of the technique can control a puppet with a single thread, and manipulate multiple puppets simultaneously. In addition to puppets, you can grab just about anything with Chakra Strings, including weapons, tools and even people. Grabbing living things can be difficult, though, as your chakra or skill level must be significantly greater than theirs.



most types of germs while reinvigorating and empowering the body's natural healing factor in a localized area of effect. By supplementing the body's own energy requirements with chakra, this technique allows the user to heal others without any risk of long-term adverse effects, but this also makes it far less effective when used in an attempt to heal oneself.



force, constantly struggling to break the tension and explode. The raw force of the ball is capable of carving through stone, blasting down large trees, and obliterating normal individuals, but the Jutsu is considered to be extremely hard to learn and master, and very dangerous to actually use in combat. It's an incomplete Jutsu, as the creator intended to add an Elemental aspect to increase its power.

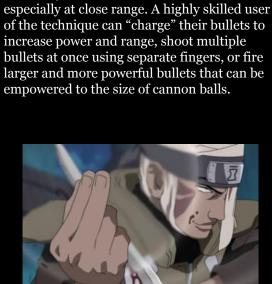
Element of your choice, usually the one you have an affinity for. This Rasengan, while far more powerful than the standard version, also possesses a special enhancement depending on the Element it is comprised of. Wind Style allows the Rasengan to be thrown, Lightning Style allows the Rasengan to ignore defenses, Fire Style causes the Rasengan to explode on impact, Water Style causes the Rasengan to spiral into a localized typhoon or maelstrom, and Earth Style causes the Rasengan to strike harder and fracture into innumerable shards.

{Elemental} Rasengan

Create a Rasengan comprised of the

Requires: Rasengan





{Elemental} Blade Requires : Chakra Flow & Advanced Taijutsu Create a highly-focused, incredibly condensed blade in your palm, along the side of your hand, between your fingers, or at the tips of your fingers in a shape of your choice,

comprised of an Element of your choice, usually one you have an affinity for. The blade takes on the properties of the Element used to create it resulting in a blade with an insane cutting/piercing power, along with additional effects. Lightning increases the attack's speed, Fire increases the attack's raw damage, Wind allowing the user to attack at a short distance, Water improves the attack's ability to deflect and disrupt other Jutsu, and Earth increases the attack's weight and physical force.

{Elemental} Turret Requires: Chakra Flow

of an Element of your choice, usually one you

Create a large orb or pillar comprised

have an affinity for, which will autonomously attack nearby targets until it is destroyed or runs out of chakra and dissipates. The turret cannot move from its location on its own, but is able to attack at long range by launching or firing bolts, beams, jets, blasts, arcs, or balls at targets, and once it is created it no longer needs to be maintained and can be left behind to deal with enemies or guard a location. If it's not actively engaged with targets, it can hide in the environment to conserve chakra, and might remain for a long time if undisturbed.

{Elemental} Eye Requires : Chakra Flow & Sensory Arts Create a small, innocuous eyeball comprised of an Element of your choice, usually one you have an affinity for, which is able transmit visual information to the user over some distance. The user is unable to see normally out of one of their eyes while they utilize this jutsu, and must keep it closed. The eye is easily destroyed/dispersed if struck, but its presence is small and it's completely silent, making it more difficult to notice.



Active Camouflage **Requires**: Concealment Arts Rather than one skill, this is actually multiple skills that all do similar things. Each of these skills uses chakra to mask one's presence in some manner. Choose to either appear invisible, muffle the sounds one makes, or hide one's scent, or purchase multiple times to be able to combine these. An "easy to learn, hard to master" sort of skill, those who are truly great at using it will see exponentially more benefit. Can be incredibly useful for reconnaissance, but many also find ways to incorporate them into direct combat, like how Kirigakure Shinobi utilize sound muffling alongside the Hiding in Mist Jutsu to facilitate their assassination techniques.



Requires: Communication Arts

Separate your consciousness, or "soul", from your body and move in an astral form along a straight line to possess the body of your opponent. Eventually one can learn to read minds and possess multiple people at the same time. There is one downside, in that your body is left vulnerable when separating your "soul", and any damage done to a target who is possessed will also be done to the user of the ability. Additionally, reading minds takes a fair amount of time and effort, and anti-mind-reading techniques also exist. You should always be wary of mental seals and Genjutsu mind traps.



Requires: Communication Arts A technique which allows you to view the thoughts and memories of an individual by placing your palm upon their head. At the most basic level this only allows you to see the surface level thoughts of a target, but with practice you can peer deep into targets' minds and access memories they themselves may even have forgotten. There are special mental seals which can be placed in a target's mind to resist or block Mind Reading, as well as Genjutsu traps to harm the mind of the Mind Reader, but these defenses can be broken or bypassed with enough skill, time, and effort.



Requires : Advanced Taijutsu Allows the user to alter their body and fighting style in a way that mimics some animal that they have a strong connection to. While using the technique the user is granted increased strength, speed, and endurance and greatly heightened senses, but they become savage and unpredictable in combat. Can also grow your fingernails (and/or toenails) into beast-like claws to increase your maximum damage output in unarmed combat. Users of this technique tend to partner with animals, and are able to perform many feats alongside them that a normal Shinobi would not be able to achieve.

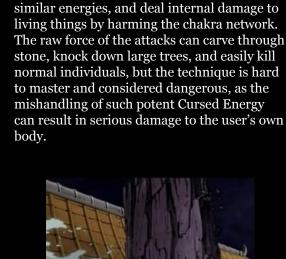


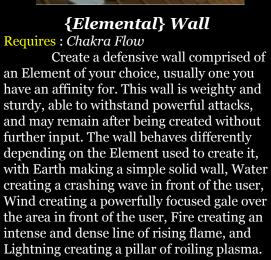
Manipulate sound waves at a certain frequency to communicate with most animals, able to understand and be understood by any simple-minded creature. The user can control the behavior of small animals like mice, bats, lizards, and birds which are too weak-willed to resist, and they will follow any command they are given, even to their own detriment, but their capacity to actually carry out orders is limited by their intelligence and physical capabilities. With the assistance of animals that are capable of making a loud noise, or a noise at a specific frequency, the user is able to perform specialized Sound Style Jutsu that have unique or enhanced effects.

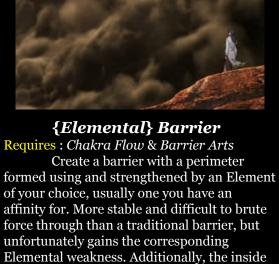


arcs or crescents of red chakra, launching them at a target; these blades of chakra can cleave through stone and solid steel, and may vary in size. This technique does not require any hand signs to perform, and can be used quickly, but only using your own blood. The more skilled you are at using this technique, the less blood and chakra you'll need to perform it, and the more powerful the blades of chakra you will be able to create.







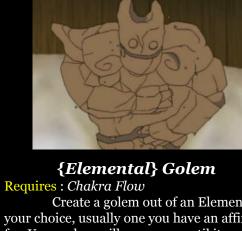


of the barrier can be made hostile towards those inside, like having a raging rainstorm or sandstorm inside, or being unbearably hot, or the air inside being constantly charged with electricity. Other barrier techniques can also be woven into this one, but this requires a great deal of skill.

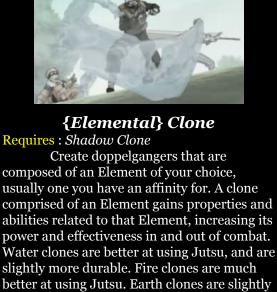
{Elemental} Prison Requires : Chakra Flow & Sealing Arts Create a temporary prison/cage in order to trap another individual using an Element of your choice, usually one you have an affinity for. This prison/cage must be actively maintained with your focus and an input of chakra, but is sealed such that your prisoner cannot escape from inside once they are trapped. If you lose focus or otherwise stop actively maintaining the prison/cage, it will dissipate. Depending on the prison/cage's Element, the individual trapped inside might

suffer being crushed, drowned, burned, etc.

while they are inside.



Create a golem out of an Element of your choice, usually one you have an affinity for. Your golem will serve you until it sustains enough damage or is otherwise dispersed. You can control of the golem directly, or set them to perform simple tasks on their own; golems cannot be made to do anything too complicated. Less capable than a Shadow Clone, but far more durable, and able to be repaired, even in combat, by a skilled user of the technique. Highly skilled users are capable of creating larger, stronger, and more durable golems, or creating and maintaining greater numbers of golems simultaneously.



physically stronger and much more durable.

Wind clones are faster and slightly better at

more fragile. Elemental Clones use more chakra than normal Shadow Clones.

Jutsu, but also more fragile. Lightning clones are physically stronger and faster, but also



Requires: Advanced Taijutsu An extension of the taijutsu principle of enhancing one's body with chakra, this heightened application not only drastically increases the user's physical power, but also increases the power of their ninjutsu and even genjutsu. The greatly increased flow of chakra through the body manifests in visible form, as either a cloak of chakra around the user or as a set of specific features such as tails or wings made of chakra. This technique requires a great amount of raw chakra and puts strain on the user's body, so individuals with weak physiques and constitutions generally cannot handle using it for long, while those with stronger bodies can continually use it for an extended period of time.



chakra (usually reserved for converting fat), granting a much greater pool of chakra, and allowing for quick boosts of power. It can be deadly to burn all your fat at once with this technique, but typically if you survive it the first time then it becomes less dangerous afterwards. You are also able to reverse the process, using chakra to increase your body's size and strength temporarily (either your entire body or just one body part, like your arm). Mastery allows you to become a giant, and magnify your power by large degrees.



Requires: Advanced Taijutsu A technique in which you focus high amounts of chakra into your muscles, greatly enhancing your physical strength for a time. Pushing the muscles beyond their natural ability damagers them over time, and use of this ability is considered dangerous without some supplemental ability to offset the long term effects on one's body. One can enhance their muscles to a degree that they bulge and swell to a larger size, making the user bigger, and the effects of this enhancement can be condensed into a single limb or body part to dramatically increase the strength of that single limb or body part, making that limb or body part grow to incredible size in relation to the user's body.



Requires: Advanced Taijutsu & Claw Creation Rush headlong towards targets while rotating at incredibly high speeds, wielding hardened claws like the edge of a saw or point of a drill depending on the axis of rotation. Requires a bit of buildup, so its difficult to use at close range, being more useful for assaulting targets at mid-range. While spinning the user easily deflects weaker attacks, and can strike with enough force to shatter solid stone or drill through the earth, but changing direction while moving forward is difficult. When using this technique alongside a partner or a clone it is known as "Fang Passing Fang", and when used to spin vertically it's called "Rotating Fang".

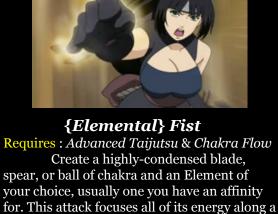


of light from their eyes and/or body to snare any target that sees it, temporarily blinding them in addition to the subsequent effects of the illusion. Targets don't need to view the caster directly, simply seeing a bright enough beam of light shining off the caster is enough to become ensnared. The jutsu is very quick to activate, making it difficult to avoid, but is not effective against dojutsu users or those who are able to fight without relying on eyesight.

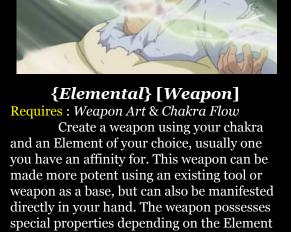


repel dark energies. You can unleash a wave of

energy from your body in all directions, damaging demons and chakra beasts and potentially even outright killing weaker evil entities. Alternatively, you can focus divine energy into your palm to dispel curses and cure their effects, or to damage demons and chakra beasts, on touch. A skill once passed down by monks in all major countries, over time it has all but been lost, with only a few temples still practicing the ancient arts.



single axis to a single point, resulting in a very fast, very stable, high-powered strike. The raw force of the attack is capable of breaking through stone, smashing down large trees, and easily piercing through individuals, but the technique is straightforward and easy to read, making it difficult to land in combat against quick opponents when used alone.

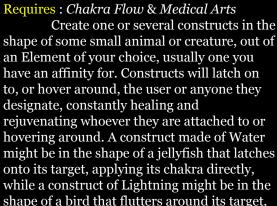




{Elemental} Spear

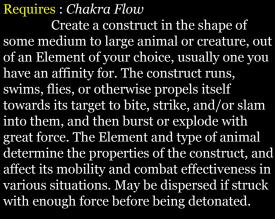
Requires: Chakra Flow & Advanced Taijutsu

Alter the composition of your body to partially transform into an Element of your choice, increasing your combat effectiveness in some way. Use Earth Style to harden your body into an immovable diamond-like state, Water Style to soften your body into a nearly intangible and highly flexible state, Fire Style to heat your body up into a state of constant combustion and near intangibility, Lightning Style to electrify your body into a high-speed and nearly intangible state, or Wind Style to alter your body into a stable intangible state. You become very weak and susceptible to the opposing Element, while using this technique.



{Elemental} [Animal] Familiar

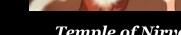
hovering around. A construct made of Water might be in the shape of a jellyfish that latches onto its target, applying its chakra directly, while a construct of Lightning might be in the shape of a bird that flutters around its target, applying its chakra from a short distance.



{Elemental} [Animal]

great force. The Element and type of animal determine the properties of the construct, and affect its mobility and combat effectiveness in various situations. May be dispersed if struck with enough force before being detonated.





Temple of Nirvana **Requires**: Illusory Arts & Ritual Arts A specialized Genjutsu that produces many downy feathers, drifting slowly down as one looks on, lulling everyone within a large radius to sleep. This technique requires a bit of time and a lot of chakra to perform, and most trained shinobi possess enough skill to nullify its effects and remain awake. A highly skilled user of the technique can perform it more quickly, and enhance the potency of the technique so that it is more likely to affect more skilled and/or powerful targets. Once lulled to sleep, targets cannot reawaken on their own for up to an entire day, regardless of the potential noise and commotion around them, requiring outside assistance. The user can perform a targeted version of the Jutsu to focus the effects onto a single individual,



Requires : Medical Arts Use chakra to temporarily override

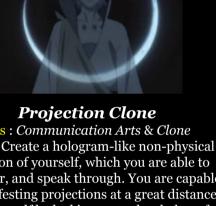
their body, a delicate process that requires focus, or risks re-toxifying the victim through the cut. While any damage that has already been done by the poison/toxin will remain, this process prevents any further damage from being done.



Forcibly apply a chakra-suppressing seal to a target, interfering with their chakra network's ability to effectively send chakra throughout the body, making it much harder to use any Jutsu, causing great pain and immediately burning a large amount of their chakra, if the user is significantly more skilled or more powerful than their target. Difficult for an individual to remove on their own. As an odd-numbered seal, its chakra-suppressing effects are more potent when applied atop an existing even-numbered seal.



over other individuals' sealing formulas to co-opt, commandeer, or alter the effects of the seal/barrier, or potentially even dispel the seal/barrier entirely if your skill or power is significantly greater than the individual who placed the seal/barrier.



see, hear, and speak through. You are capable of manifesting projections at a great distance from yourself by locking on to the chakra of other individuals, so long as you are at least passingly familiar with their chakra, or otherwise have some link to them. You can manifest projections close to you in order to confuse opponents, and if you are very skilled using this technique then you can even cast simple jutsu through your projections, greatly increasing their utility in and out of combat.



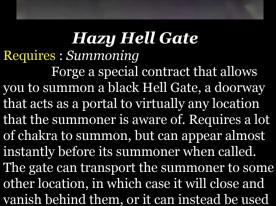
your face suffers serious damage, enough to completely destroy the skin of the "mask", then your real face might be revealed. You can repair the mask using chakra, or remove and your voice, only masks your face. Skilled users



or taking damage, as it is a "permanent" transition into the new form, though the user can revert to their original form at will. It takes around half an hour to fully transform into the mimicked appearance, during which the user must wear a special mask that they have created and remain within a certain distance of their target. A new mask must be created for each new appearance, but once the jutsu is successful that mask "stores" the appearance, so that the user no longer needs to perform the jutsu again for that individual. At that point, the user can switch between various appearances quickly just by changing masks. To note, this ability cannot copy any Affinities or techniques of the target(s). If one of the user's masks is destroyed, such as in the case they are struck hard in the face, then the transformation will be undone, and they will



A radius around the target is rendered completely devoid of light, preventing sight entirely for anyone within the radius of the technique, no matter how good a target's eyes may be. The radius of darkness is able to be moved by the user of the technique to prevent targets from simply exiting its area of affect. The user of this technique must continually use chakra to maintain its effects.



to transport other individuals, objects, or attacks, in which case it will close behind whatever passes through, and then reopen. The gate itself is durable, but can be broken

with extreme force, which will disperse the portal and unsummon/dismiss the gate. Only one Hell Gate may be summoned at a time, but once summoned it can be moved at the discretion of the summoner.



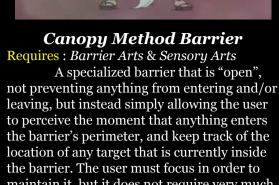
animate it, either making it perform a set of predetermined commands or controlling it directly. Reanimated corpses move in an odd manner, and lack any skill or experience they had in life, but are capable of performing simple Jutsu. A very skilled user of this technique could reanimate a small army of corpses, each set to follow a simple chain of commands so as to work more effectively as a whole, or more finely control individual corpses, accessing more of the body's power and even possibly learning to manipulate a corpse so that it speaks with the voice that the individual would have had while alive.



Trap Seals

Requires : Sealing Arts & Concealment Arts Set hidden traps using seals, which activate when someone walks over them, or get too close to them. Once triggered, a Jutsu stored within the seal automatically activates. The greater the user's skill the better they are at concealing their traps and better at making traps that are harder to disarm. Highly skilled users can set complex conditions and/or layer multiple seals and Jutsu into their traps.





leaving, but instead simply allowing the user to perceive the moment that anything enters the barrier's perimeter, and keep track of the location of any target that is currently inside the barrier. The user must focus in order to maintain it, but it does not require very much chakra to maintain after its initial formation. The barrier can be made fairly large compared to other barriers, but the larger it is the less effective its ability to detect targets that are actively attempting to hide themselves.



Requires : Medical Arts A healing technique in which you

focus chakra to injured area(s) of your body to exponentially increase the speed at which the injury heals. The amount of chakra needed to heal oneself depends on the level of damage that has been sustained. This technique is highly advanced, activating automatically when the user is damaged, and even being able to heal damaged organs and reattach severed limbs. It cannot, however, be used to recreate entirely lost organs or missing limbs. This technique can also be used to purge the body of poisons and toxins, but this requires fine precision and considerable anatomical knowledge to perform without exacerbating the damage done by said poisons/toxins.



Requires: Ritual Arts & Sensory Arts

Working together to create a sphere of water, two or more individuals combine and expand their chakra-perceiving ability to cover a multiplied range, represented by the orb of water; changes in the water sphere reflect changes of chakra within the radius of its casters' perception. The individuals using this technique can "feel" changes in the water even without needing to see it, and the more individuals work together to perform the technique the greater its range and the more precisely it can locate and identify targets, up to a maximum of ten individuals working to maintain a water sphere; any more than ten and the technique offers rapidly diminishing returns. The technique works by perceiving active chakra, making it more difficult for the users to detect individuals who are capable of suppressing or otherwise hiding their chakra.



specialized species which feeds exclusively on chakra, and in exchange for feeding on their

host's chakra they will instinctively defend and actively obey the commands of their host, who can influence and control them without the need for signs or seals, as they are connected to each other via thought. These beetles typically only feed on a small amount of their host's chakra, not enough to cause harm, but the host can intentionally give them more chakra in order to quickly increase their numbers, or direct them to feed on the chakra of others. Each individual beetle possesses a tough carapace, and several thousand of them together can act like a shield to block metal weaponry and divert or absorb chakra-based attacks, or to slam into an opponent to harm them physically instead of simply absorbing their chakra.



causing pain and blindness. These scales can be used offensively, with the user creating a

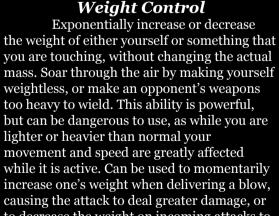
cloud of scales and then causing a chain reaction, where the scales sparkle and flash with a bright light that blinds opponents and provides a distraction, while heating up to an extreme degree over the course of just a few moments, burning away in a quick blaze that burns and sears anyone caught up in them. Additionally, if the user is highly skilled, they can utilize their scales with other Wind or Fire Style Jutsu they know to devastating effect, performing Jutsu that are either enhanced versions of those Jutsu, or new Jutsu based on the combination of the two materials.



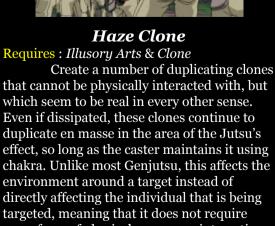
use chakra; the user can also utilize their connection to the chakra in the cocoon to actively prevent chakra-absorbing abilities, even powerful ones, from affecting any target inside the cocoon.

forming the cocoon, allowing them to fortify it

against incoming Jutsu and other attacks that



causing the attack to deal greater damage, or to decrease the weight on incoming attacks to mitigate their effectiveness on contact.



some form of physical or sensory interaction between the caster and any individuals within the Jutsu's radius. Typically the user will attack from among and/or around the crowd of clones, or leave a Shadow Clone behind to do so, in order to damage and exhaust their opponent(s) in relative safety.

Time Release Seal Requires : Ritual Arts & Sealing Arts By performing a special ritual you are able to "store" a Jutsu or other technique in your body, or the body of another, and set it to activate at a specified time in the future. Though you must spend the chakra that the Jutsu or other technique would require in order to perform the ritual, the "stored" Jutsu or other technique will not require further chakra or even conscious input, as it will simply activate at the time it has been set to, regardless of outside influence or the state of the bearer of the "stored" Jutsu. A highly skilled user of the Sealing Arts is able to set alternate conditions for the "stored" Jutsu's activation, "store" multiple Jutsu and layer them in potentially complex sequences, and

perform the Time Release Seal itself much

performing the technique even in combat.

faster. The most skilled masters of the

technique can forgo the ritual entirely,



Reverse Recall Seal

Requires : Summoning Arts & Sealing Arts A specialized summoning technique that allows the user to create a semi-stable "portal" between two locations for a moment. The user must set up a sealing formula at an "anchor location" first, where one of the two "portals" will always appear when the Jutsu is activated. The other portal can be opened at the user's position, either on the ground and facing upwards or floating in the air and thus facing downwards. Whatever is on one side of the "portal" will fall to the other side, but it takes a moment for the "portal" to fully open once activated, and before fully activated the "portal" cannot allow anything through. This gives quick opponents an easy opportunity to get out of the way, which means using this technique alone limits one in combat. It can, however, be used for an escape back to the "anchor" location, but if an opponent is next to you when the "portal" is activated they will likely simply pass through alongside you. This technique requires a lot of chakra to perform, and the "portal" itself will break, dismissing the Jutsu, if something that is too large or too powerful attempts to pass through.



the ground in order to avoid detection, either

simply avoiding an enemy or as set up for an ambush, and/or leave the hole behind to set a different kind of trap. Hidden Stone assassins are known to use the "beheading technique" via this jutsu, where they lay in wait for their target, then drag them down into the hole so that only the target's head remains above the ground, trapping them for easy interrogation and dispatchment. Skilled users can tunnel beneath the ground at greater speed and over a greater distance, and are able to do so more easily without being detected.



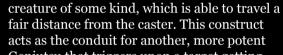
A genjutsu that uses perfume to snare

its targets, making it difficult to avoid in close combat, especially because it is typically used via perfume that is already worn by the user, with the smell simply magnified by chakra. Creates illusory flower petals that bewilder opponents, conceal your actions, and act as decoys or distractions. The user may appear to "fade away" and disperse into the petals, making it hard for opponents to keep track of one's movements, especially when combined with the clone technique.



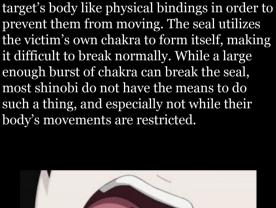
simple illusion that is designed specifically to be unnoticeable and not draw attention, appearing to conceal yourself beneath the ground or in a puddle of water for example, when in reality you are concealed by some other method, typically a more mundane one. Useful for masking your route of escape, or sneaking up on targets, but perceptive enough individuals might be capable of detecting your presence through the illusion, even if they are unable to notice or break it. A staple jutsu in the arsenal of assassins, a skilled enough user can become nigh impossible for a non-sensory shinobi to perceive thanks to the combination of mundane and Genjutsu concealment.





acts as the conduit for another, more potent Genjutsu that triggers upon a target getting close or coming into contact with the illusion and has very little utility on its own.





Cursed Tongue Eradication Seal Requires : Sealing Arts & Ritual Arts Create a special seal on the tongue of another individual which will paralyze them if they attempt to convey any information that has been declared "secret". What qualifies as "secret" must be determined when the seal is applied to a target, and cannot be changed

after the fact without reapplying the seal. If

someone other than the caster attempts to

remove the seal, or if someone attempts to

forcibly extract "secret" information from the

bearer using Genjutsu or any other method,

the seal will respond by killing its bearer.

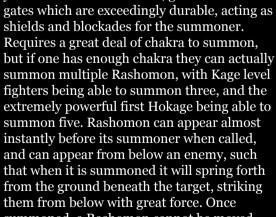


A special cursed seal that activates

upon the bearer's death, creating a powerful gravity well that annihilates everything within a wide radius by drawing it in and crushing it down to a point. Attempting to undo it via any other sealing technique will activate the seal

Rashomon

Forge a special contract that allows



you to summon Rashomon, giant demonic

Requires: Summoning

summoned, a Rashomon cannot be moved without being unsummoned/dismissed. **Direction Formation Barrier Requires**: Barrier Arts A barrier technique that requires

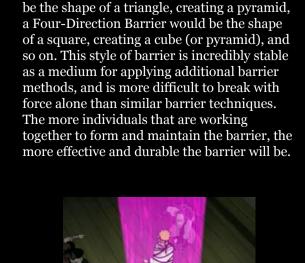
more than one individual (or Shadow Clones)

each corner of the barrier's shape, which will

depend on the number of individuals forming

the barrier; a Three-Direction Barrier would

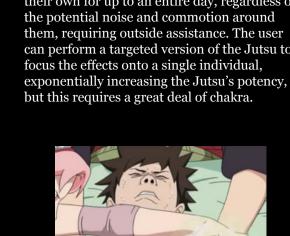
in order to perform, with one individual at



Infinite Embrace Barrier **Requires**: Barrier Arts Create a barrier which damages any target inside by causing their own chakra to flare and burn within them, slowly destroying their body from the inside and outside at the same time. Attempting to use chakra while inside the barrier simply causes one's chakra to flare faster and burn more fiercely, killing them faster. Only a particularly durable or powerful individual could survive being inside the barrier for long, but it's comparably easy

chakra, and quickly becomes exhausting, both mentally and physically. Thus, it is most often performed by teams of several individuals.





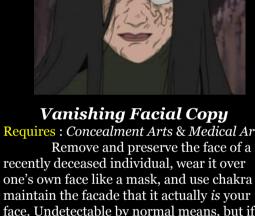


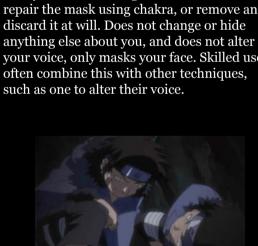
the body's natural response to being poisoned or toxified while preventing the poison/toxin in their body from doing further damage by isolating and separating it from the victim's blood/body with a "bubble" of chakra-infused sterilized liquid. Once isolated and separated, the poison/toxin must then be slowly drawn from the victim through a small incision on

Requires: Sealing Arts



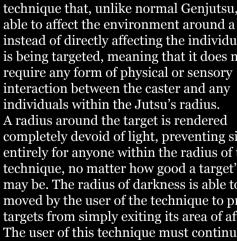
Requires : Communication Arts & Clone projection of yourself, which you are able to

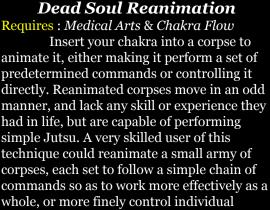




technique, this specialized ability allows the user to flawlessly copy not only the appearance of another person, but also their voice and scent. Also, the technique will not

not be able to use that mask again.





SPECIAL TECHNIQUES These are Hidden techniques that are especially powerful, sometimes considered "too dangerous to teach". Incredibly powerful, but often bear an equally dire cost, often harming the user themself. Each one costs a different amount of Points, and you may upgrade



Eight Gates Technique

Requires: Advanced Fighting Style
A technique which forcibly opens a set of "limiters" that exist naturally in one's chakra network. There are eight of these "gates", and each one grants the user exponentially greater power when it is opened, but also puts increasingly greater strain upon the user's body. Using the fourth gate could break your own bones, and using the eighth means certain death. The better you are at this technique, the more strain you can endure before your body gives out, and the longer you can endure it. Opening the eighth and final of the "gates", known as the Gate of Death, will provide an unparalleled power boost, but will also result in the user's death after a very short time.



Strength of a Hundred Seal ${\color{red}\textbf{Requires}: Autonomous \ Regeneration \& Sealing \ Arts}$ A special seal with a simple diamond shape is formed on the forehead; the user's chakra is siphoned slowly but continuously into the seal, accumulating over time. Once the seal is released the stored Chakra rate controlled by the user, temporarily granting an extremely deep pool of chakra and a sizeable boost to

pours into the user's body either all at once, or at a one's power and to the potency of one's abilities.



Requires: Purification Emit a highly-focused blast of divine energy

that violently purges corruption from individuals at a short range; forcibly frees possessed individuals, and simply deals incredible damage to demons and chakra even destroying them entirely if they are weaker than the user. This ability is taxing on the user, and using it on an individual or entity that is significantly stronger than the user may result in a painful backlash that can temporarily paralyze the user, but it cannot be blocked or defended against at close range, bypassing almost all physical and chakra defenses. Additionally, this ability negates, nullifies, and destroys Curses and weaker Jujutsu techniques, along with any other such techniques that use Cursed or negative energy.



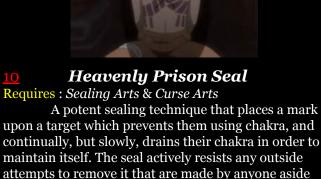
the chakra of a target by kissing them, incorporating their chakra pool into their own permanently and

gaining any Chakra Natures the victim possessed, or empowering Chakra Natures that the user already possesses. The user of this technique also gains the ability to utilize any Elemental Jutsu that their victim possesses. A downside of this technique is that most individuals' bodies cannot handle the sheer amount of chakra that is incorporated into their body through the process of absorbing others' chakra pools. If the user's total chakra pool becomes too powerful for their body to handle, their body will deteriorate and be destroyed, or outright explode, resulting in certain death for the user in either case.



directly, or control it as though through telekinesis,

having it float and attack on its own. This blade is able to "phase" through any physical matter, allowing the user to strike their target through obstacles and/or defenses. The blade cannot be manifested under sunlight or other strong light sources, but once it has been manifested it cannot be easily dispersed even by bright light sources; requires a great deal of chakra to create, and creating more than one is very difficult.



attempts to remove it that are made by anyone aside from the user, further draining the victim's chakra to strengthen itself and repel unsealing techniques.

Additionally, the user of this seal can "activate" it to use the victim's chakra as fuel for an Elemental Jutsu that is imbued into the seal (typically Fire Style Jutsu) in order to kill the victim and destroy their body. The seal can also be set to automatically "activate" under specific circumstances, such as the victim exiting a certain radius or performing a particular action, but setting up such conditions requires greater control and precision on the part of the techniques user, and makes the seal slightly easier for outside forces to remove and/or dispel.



also use this to teleport other jutsu or objects just

before they touch you, and other people on touch. By arranging a number of seals in a particular pattern you can create portals to transport large objects and/or very powerful jutsu, though this style of teleportation is not necessarily instant. Placing seals on living things is more difficult than placing them on simple objects, and is very difficult to perform while in combat.

Jibakugan

the user to magnify the negative emotions of a target,

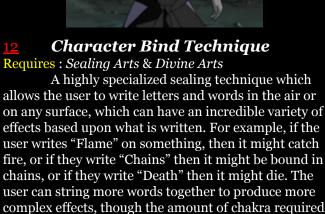
rendering them unable to think rationally and letting

A specialized sealing technique which allows

them be manipulated by the user into directing their anger/sadness/etc. towards whatever target the user decides. This technique requires the user to make eye contact with their victim, and once a victim is under

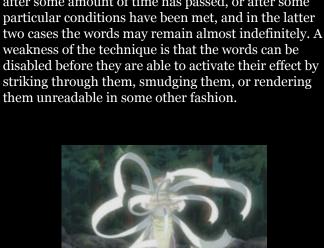
Requires : Sealing Arts & Curse Arts

the techniques effects a set of black markings will appear on their face, indicating that they are being controlled. Victims of this technique retain their intelligence and abilities, but can be manipulated into perceiving friends as foes and vice versa, and can only be freed from the user's control if they are rendered unconscious before an unsealing technique is used to break the seal, or if the user of the technique is killed. Additionally, the user of this technique can place the seal upon themselves to empower themselves based on their emotional state, gaining more power the more negative emotions they experience, but also making it more difficult to experience positive emotions.



exponentially with each word added. Direct effects, such as killing or taking control of someone, are less likely to actually succeed the more powerful the intended target is. In addition, the user can also determine whether the words activate immediately, after some amount of time has passed, or after some weakness of the technique is that the words can be striking through them, smudging them, or rendering them unreadable in some other fashion.

to perform a single jutsu using the technique increases



Shadow Mirror Body Change **Requires**: Transformation & Ritual Arts Unlike the standard Transformation technique, this specialized ability allows the user to flawlessly copy not only the appearance of another person, but also every aspect of their person, including any Kekkei Genkai they might possess, but not including any unnatural or outside forces affecting vample using this to transform into Jinchuuriki won't also duplicate the Bijuu, but you'll gain the innate powers that are passed on to its host); while the user retains their knowledge and skills, they lose any innate abilities or Kekkei Genkai they might have previously possessed. This Transformation is permanent and cannot be undone by running out of chakra or taking damage; the user will not revert to their original form even after death. To perform the technique a special pattern of stones must be set up on the ground, and the user must wear clothes made of natural cloth while standing in the middle of the ritual pattern, then perform all of the necessary seals and

incantations while holding either some form of genetic material of the individual they are trying to transform into, or some object that belonged to that individual and has some kind of meaning or sentimental value.



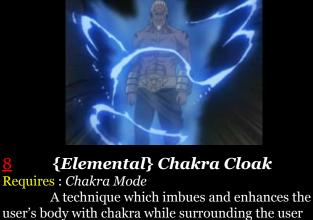
Seven Heavenly Breaths Technique Requires : Advanced Fighting Style

A special breathing technique which allows the user to forcibly open the "gates" that act as natural limiters in one's chakra network. Similar to the Eight Gates Technique, but is considered harder to learn, as it requires a mastery of one's breathing and extreme chakra control to activate. Overall it puts less strain on the user's body than the Eight Gates Technique while granting the same general power boost per "gate" that is opened, but it is unable to be used to force open the final "gate", the Gate of Death.



Regeneration An incredibly powerful regenerative technique

that constantly damages and restores musculature while it is used, causing the body to gradually become physically stronger over a relatively short period of time as their muscles are shredded and regenerated over and over again. The technique uses a lot of chakra, but greatly toughens one's muscles and skin and allows the user to quickly recover from most injuries so long as they still have chakra. Running out of chakra while the technique is active causes an immense amount of damage to your body all at once, and can even result in death.



with an aura of an Element of their choice, usually one they have an affinity for, offering a drastic increase to their strength and speed while also acting as armor that protects against weaker attacks and projectiles. While the power increase from this technique is quite considerable, it puts a great deal of strain on the body, and thus cannot be used effectively by anyone lacking the proper physique and chakra. This technique actually has two "modes", or Stages, of power. The first "mode", Stage One, is surprisingly effective at its chakra regulation, enhancing the user's endurance to allow them to fight longer and survive more damage. The second "mode", Stage Two, consumes the user's chakra faster, but offers a significantly greater boost to the user's strength and speed over Stage One.



dragon out of chakra, which hurtles towards your

opponents until it is in range, at which point it will curl around the "orb" it holds, grow brighter, and then explode in a burst of extremely bright light, intensely loud sound, and vibrating energy. The burst of energy lasts for a few moments, and the light and sound are enough to blind and deafen even skilled fighters, while the vibrations wracking a target's body render them all but incapable of movement, as the pain is too great. This technique does very little actual damage to its victims, and is designed to incapacitate targets. If not used at significant range, the effects of the Jutsu will also affect the user, so it is dangerous to perform in close combat or enclosed spaces.



damage done to it. This double is actually still you, and each half of "you" will be half as powerful as you are

normally. You can perform this technique as you are being struck to half the amount of damage taken from an attack, each half of "you" receiving half the damage. You can refuse with this "clone" at any time. This technique can be quite dangerous, as any damage done to one body transfers to the other when they refuse, and if one body is killed or sealed away then the remaining "you" is stuck at half power.



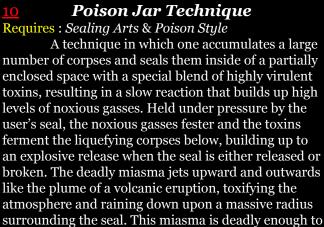
trigger things like pressure plates and the like. You will seem like a ghost to almost everyone, as there are very few who will be able to sense you normally.



paper wings that allow the user to hover and fly, from

which the user can rain down razor-sharp sheets of

paper like a hail of knives upon their targets. So long as the user is able to perceive an incoming attack, they can transform their body into paper in time to absorb and disperse the impact of the blow throughout the many sheets of paper, preventing them from taking damage or even being pierced by blades. Oil and other sticky substances are the weakness of the technique, as they prevent the user from separating the sheets of paper appropriately, leaving them vulnerable to attack by their opponent. If confronted by fire style or water style, the user of the technique can alter their paper into a waxy variant that resists burning and repels moisture, but which reduces movement speed and combat speed slightly. This waxy variant allows the user of the technique to maintain their paper form and/or weapons even in the midst of heavy rainfall.



kill within moments of being inhaled, and might even kill if it simply comes in contact with exposed skin, if enough of the miasma touches a living thing. After a bit of time the miasma begins to condensate onto the solid objects it is touching, and this liquid form of the toxin is far more deadly. Can take anywhere from a few hours to a few days, depending on the size and number of corpses used, before the technique is ready after placing the seal. The Aburame clan possess a version of this technique that incorporates the use of a unique species of beetle called a Rinkaichu, but such techniques are obviously Forbidden.

with an extreme force of non-Elemental chakra. The more chakra that the user concentrates into their body in order to activate the technique, the larger the resulting explosion will be; at maximum output, this can be used to destroy entire cities, or even potentially small countries, but the chakra required to create an explosion that large is considerable, and other special techniques for gathering chakra are often employed alongside this technique. If the user utilizes too much

Fury

the chakra of the user, destroying their surroundings

A technique which creates an explosion using

Requires : Sealing Arts & Ritual Arts

chakra for the technique they will destroy their own body in the resulting explosion. A highly skilled user can create smaller concentrated explosions, and even direct the force of their explosions at specific targets.

Self-Repairing Barrier **Requires**: Barrier Arts & Ritual Arts A highly advanced barrier technique which is able to actively repair itself, resisting attempts to both brute force through it or undo it via sealing and/or negation techniques. Even if the barrier is broken with brute force, the user can allow a hole to be created and then seal the hole again while maintaining the rest of the barrier, a feat which is impossible for any normal barrier technique, which would shatter completely if broken in such a manner. Typically, a barrier of this

type must be maintained by an entire team of shinobi,

but the greatest masters of the barrier arts have been

known to be capable of performing it alone.



fat (and excess skin, if losing fat would result in excess skin) instantly, converting that mass into chakra; the amount of chakra gained is proportional to the mass burned. If the user burns enough mass, their chakra may be multiplied many times over, resulting in an exponential power boost. This technique puts strain on the user's body, and can kill weaker individuals or those with a very low body fat who attempt to use it.



Your body is now host to an extremely rare and specialized breed of Kidaichu beetle that is even

smaller in size, with each individual being virtually microscopic. In addition to feeding on chakra, these beetles produce a virulent toxin that quickly dissolves flesh. The host is granted immunity to this toxin, and most other forms of poison. Unlike standard Kidaichu beetles, the Rinkaichu cannot fly, and cannot be used to attack or defend at a distance. Instead, the beetles can be transferred to a victim via skin contact, using the victims chakra to increase in number as they grow and spread throughout their body, filling them with virulent poison at the same time.



Genkai: you are able to create a more potent version of that Element when utilizing offensive Ninjutsu by utilizing Cursed Energy to imbue a small amount of changing the color of that Elemental Jutsu to a deep black (or otherwise very dark) color. This greatly increases the maximum potential damage, speed, and potency of that Elemental Jutsu, but due to the volatile increase in power from utilizing Natural or Cursed Energy, any jutsu this is applied to will consume more chakra and will require significantly greater chakra control to use/activate without damaging the user themself.



pyramid-like "cage" which requires the user to maintain a triangle-shaped hand sign for the duration of the technique or it will be dispersed automatically. The "cage" is extremely durable and highly resistant to chakra-based attacks, and can be decreased in size by tightening the hand sign, crushing anyone or anything trapped within. The "cage" can, however, be broken by a great enough physical force, and if the "cage" is forcibly broken instead of simply dispersed the chakra used to create the barrier will explode outward in a burst of energy that leaves the target inside unscathed.



counters an incoming attack by creating a temporary

copy of that attack to intercept it. This mirror can fire out a fireball to counter a fireball, or create an entire clone of an individual to counter a physical assault. The mirror itself takes a great deal of chakra to create. and is rather fragile, dissipating immediately if struck with force, or automatically after too much time has passed. The mirror can only counter attacks which are reflected in its surface, so attacks which come from different angles cannot be countered, but the user can move the mirror at their discretion so long as their maintain physical contact with it.

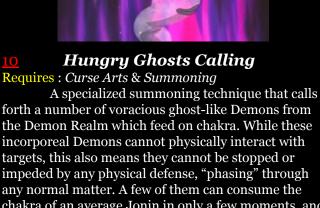


using any and all techniques of the target they copy,

and rather than possessing their own chakra pool, they

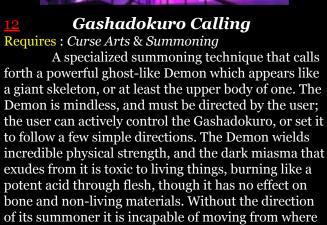
instead drain chakra from the target they copy in order

to use Jutsu. These "shadows" can only be created and maintained under the light of the moon, and other strong light sources, such as sunlight, will automatically disperse them and dispel the technique. The strength of these "shadows" also depends on the phase of the moon, being empowered beyond their target's strength during a full moon, being equal or roughly in strength during most moon phases, but being weaker than a target during phases where less than half the moon's normal visible surface is lit (such as a crescent moon).



chakra of an average Jonin in only a few moments, and they grow larger and more difficult to avoid the more chakra they consume (though they slowly shrink over

time afterwards). This technique can prove to be dangerous for the user, as the Demons are known to turn on their summoner if there are no other targets nearby, but a skilled practitioner of Jujutsu is able to control such simple-minded Demons without issue.



it was summoned, but it will follow its summoner if they are actively maintaining control over it, floating around above and slightly behind them.

Domain Technique

Requires : Barrier Arts & Summoning OR Curse Arts

A highly specialized technique that allows the user to "transmigrate" a radius around themselves to a "special location" that exists in a separate dimensional space, while maintaining the same location in their own physical space. This results in the environment within the user's barrier being changed to replicate the "special location" so long as the barrier is maintained. The "special location" depends on the user and how they actually perform the technique. Those who use a summoning contract often use the organs of a great beast, or an important cave, while those who utilize

Curse Arts often use unique pocket dimensions meant to optimize/maximize their chances of victory. While the space is incredibly difficult to break out of from the inside, a powerful enough force beyond what the Domain's caster can handle might be able to do it, and breaking in, or totally breaking it, from the outside is much easier due to the nature of the technique.



technique is alive, as in most cases, then the success of

the the user will depend on a battle of wills, as it requires a stronger willpower than your target in order to remove their soul, and possessing a weaker willpower will either result in the technique failing, or only being partially successful, removing only a portion of the victim's soul. Even partial success can be devastating to a target, as removing the "arms" of their soul will cause their body's arms to deteriorate and become unusable. Regardless of whether the technique is successful, partially successful, or fails, the user of technique will still have their own soul removed by "The Reaper" and trapped in its belly. In the case that a target of this ability is not actually alive, such as being an ashen corpse revived using the Impure World Resurrection technique, then the user of the Reaper Death Seal will not have to sacrifice their soul in its entirety to seal away the target, instead only needing to sacrifice a portion of their soul, since it is easier to remove a soul that has been bound to a body that is not technically alive.



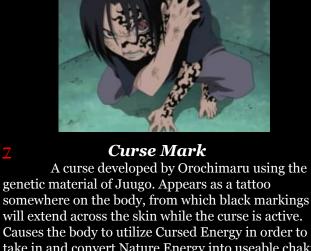




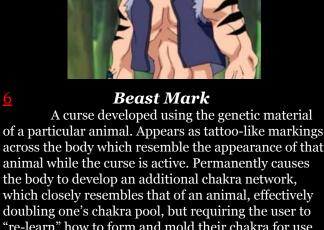


Sage Mode **Requires**: Summoning OR Animal Companionship An ability which, normally, can only be learned from a Sage of one of the noble Animal Clans. Allows the user to take Natural Energy from the environment into their body and convert it into usable chakra. This causes markings to appear on the user's face and changes the look of their eyes; what these will look like depends on which Animal Clan that the user learns Sage Jutsu from. Grants an incredible boost to one's power, greatly enhances one's perception, and allows one to utilize Senjutsu (techniques imbued with Nature Energy, enhancing their power/potency), but requires absolute control. Losing control of the Nature Energy inside one's body will cause one to turn to stone and die. You may learn Sage Jutsu from any Animal Clan, not just the Frog, Snake, or Slug Clans. One who masters this ability is a "Perfect Sage", and they display no excessive animal-like features due to transforming into Sage Mode, only having their eyes changed and the special markings around their eyes. "Perfect Sages" can enter Sage Mode faster, and can maintain it for longer.





take in and convert Nature Energy into useable chakra without the need for mastering Senjutsu, increasing the bearer's power by a considerable degree. Boosts your strength, speed, durability, and regeneration while active. As the curse mark is not totally bonded to the bearer's body, pushing its power too far will cause them to suffer intense pain and a loss of control.



"re-learn" how to form and mold their chakra for use in Jutsu. While active, the user's physical abilities are greatly increased and their senses are improved, and their body begins taking on some animalistic traits, like longer and sharper teeth/claws. Provides a minor

regenerative healing factor while the mark is active.

Earth Grudge Fear This will irreversibly change your physiology, changing your true form to a mass of black tendrils surrounding your heart. You will be able to keep residence within your body, but it will be covered in tears and openings for your tendrils, and crudely stitched together with them. These tendrils can stretch and reach to grab things or attack opponents. You can gain power and extend your lifespan by stealing the hearts of others. You can keep up to four hearts in addition to your own at any one time. If you would be killed or receive fatal damage you can sacrifice one of your hearts instead. Stealing someone's heart grants you access to their Elemental affinity, allowing you to possess and excel at multiple Elemental Styles. You

can also form four extra bodies using the hearts you

have stolen and your black tendrils, each one able to

dislike you if they catch you stealing somebody's heart,

use one of your Elemental Styles. People will really

and you'll be considered a monster.



your body is a new organ which produces poison and pumps it throughout your bloodstream; if you are wounded your blood will slowly release poisonous fumes, and your blood is toxic enough to directly poison others if it gets into their eyes, mouth, or an open wound. If the black organ inside your body is ever ruptured, it will spew out a large amount of poison that can toxify a huge area; this process is painful, and temporarily incapacitates you until either all the poison stored in the organ is spent, or the wound is healed. You will need to wear a special gas mask or similar breathing apparatus when interacting

with others in order to avoid poisoning them with your

breath. The poison of the black salamander coursing

through your body is incredibly potent, causing

those who suffer its effect.

weakness and fatigue followed by a quick death in

and granting you an immunity to all poisons. Inside

Casualty Puppet Requires: Dead Soul Reanimation This will irreversibly change your physiology, causing your body to become dark grey and palid like a corpse, and draining the color from your hair; you gain a moderate increase to your strength and overall toughness, and no longer feel pain. You are capable of recovering your chakra by draining the residual energy of recently deceased individuals, and you can restore your body of any wounds by incorporating the flesh of another individual, whether they are alive or dead. You can merge the corpses of the recently deceased with your own body to become a grotesque monster; in this form you gain a pair of large and powerful arms for use in combat, and are able to force the corpses you are controlling to utilize any Jutsu they knew in life. If the corpses you are controlling suffer serious damage you will not be able to continue using them. You can separate the corpses that you have merged with, but leave them with a mutated body, under your control. They lack intellect and are only capable of following simple orders, but are still capable of using any skills

or abilities the individual knew in life. The maximum

body at once is three, but if you have three, and then

remove one and keep it under your control, then you

still cannot merge with a new corpse until you dismiss

number of corpses you can have merged with your

one, even if it isn't currently merged.



chakra; causes the user's hair to raise along with the energy flowing off of them, and creates a halo-like ring of chakra above the user's head, along with a number of tattoo-like markings appearing across the body. Grants an incredible boost to one's power, enhances one's perception, and empowers one's Shinjutsu, but requires absolute control. Losing control of the Divine Energy inside one's body can cause backlash that destroys the body and/or forcibly sends the soul to the Pure Realm. One who masters this ability is an

"Awakened Angel", and their eyes and halo may change in appearance. "Awakened Angels" can enter Angel Mode faster, and can maintain it for longer.

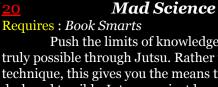
Corpse Soil Technique Requires: Dead Soul Reanimation A technique which reanimates any and all dead bodies on or in the ground within a wide area, spreading a dark wave of chakra through the dirt/soil that the user designates, rendering it visibly dark and corrupted. These corpses are animated by chakra, and though they are slow-moving and lack any intellect or abilities the individuals possessed in life, they will continually reanimate to continue their assault. Any damaged portions of their bodies are replaced by soil or dirt from the corrupted ground. By specifying a specific corpse and inserting their chakra into it, the user of the technique can reconstitute that body into a better state, granting the corpse the ability to run and move, access general knowledge that individual had possessed, and use any skills or abilities that the individual was capable of in life. The soul and mind



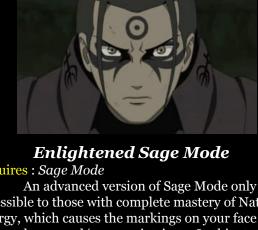
Requires: Medical Arts & Curse Arts A technique that manifests a number of odd serpent-like entities using chakra, Cursed Energy, and the user's flesh and blood; these "chakra serpents" are

Dark Prescription Technique

able to consume and absorb chakra from others by biting them and then bringing it back to their creator, or redistribute chakra to others by burrowing into their flesh and temporarily fusing with their body and chakra network. By imbuing a "chakra serpent" with a healing chakra they can send it to heal others, and by imbuing one with poison they can send it to poison others, but by imbuing a "chakra serpent" with a large amount of Elemental chakra of a specific Element, the "serpent" can actually provide the target it burrows into with access to that Elemental nature, along with potentially transforming their body like a Curse Mark.

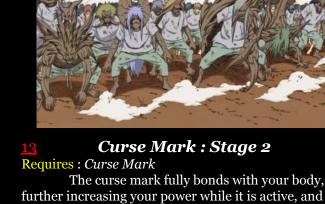


Push the limits of knowledge and see what's truly possible through Jutsu. Rather than a single technique, this gives you the means to learn many dark and terrible Jutsu, you just have to put in the work and make sure you get the right "materials" for that work. With time you may discover the secret to eternal youth, or how to bring the dead back to life. Most people will be appalled by your methods, and if you don't keep your work secret or make powerful allies then you may have a very hard time.



Requires: Sage Mode

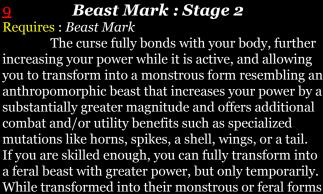
accessible to those with complete mastery of Natural Energy, which causes the markings on your face to become larger and/or more intricate. In this state your physical power and the power and potency of all your Jutsu are increased by several times over your normal Sage Mode, and your perception is similarly improved. As an "Enlightened Sage", you can enter your normal Sage Mode with little effort, in almost an instant, and remain in it for much longer at a time, and your normal Sage Mode receives a slight physical power and Jutsu potency boost of its own.



darkened skin that increases your power by a

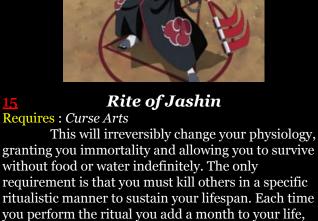
substantially greater magnitude and offers additional combat and/or utility benefits such as specialized mutations like horns, spikes, armor, wings, or a tail. If you are skilled enough you can learn to partially transform your body as well, such as transforming only an arm, or only sprouting your wings or tail without transforming any other part of your body.

allowing you to transform into a monstrous form with



the user loses the ability to perform complex Ninjutsu

or Genjutsu, but their Taijutsu is greatly improved.



but if you ever refrain from killing, or fail to kill,

a few days of your lifespan, unless you engage in a

someone that you engage in combat with you will lose

lengthy self-harming ritual. You can survive through

does not grant you any way to heal yourself. You can

person that will cause them to take any damage you

take so long as you remain within a certain limited

area. Normal people will be horrified if they witness

one of your rituals, and you can expect to be viewed as

perform another ritual using the blood of another

virtually any injury, though you still feel pain, and this

a lunatic and a villain if you do them out in the open. 2 Assimilate-All-Creation Technique **Requires**: Transformation & Sealing Arts

A technique which allows the user to alter

their body to take on the properties of any material that they touch. While the user can take on the properties of absolutely any material, even things like gasses or flame, they can only do so with a single material at a time, and when they take on the properties of a new material they lose the properties of the previous one. This ability is not restricted by the user's own Elemental Affinity, but does allow for more options in combat if used with a material that aligns with their Affinity. While using this ability, the user's durability and regenerative abilities are greatly enhanced, and they can heal by absorbing the material that they are made of. As a downside, the user takes on any weaknesses of the material they become, in addition to any strengths is has, and if they become a non-solid material they will be susceptible to serious damage or even death if they are dispersed and are unable to reconstitute themselves.



combat, or possess the ability to use strange Jutsu or

other powers, but they lack any true intelligence and

circumstances and with a lot of time and chakra, to

This technique can also be used, under special

can only be given relatively simple commands.

transfer Kekkei Genkai and/or other genetic powers between individuals, stealing them for oneself or granting them to another individual. The user can also steal another individual's body using a special ritual, converting their own body into black ooze and then taking over the body they wish to steal. This process allows the user to retain any Kekkei Genkai or other genetic abilities they possessed from their previous body, in addition to gaining the powers and abilities of their new body. The user is highly vulnerable during the process of switching bodies, and if a body is too weak it will deteriorate quickly after being taken over.

accessible to those with complete master of Divine Energy, which causes your halo to become larger and change shape, potentially becoming more intricate,

Requires : Angel Mode

Ascendant Angel Mode

An advanced version of Angel Mode only

and manifests a pair of matching wings out of chakra from your back. In this state your physical power and the power and potency of all your Jutsu are increased by several times over your normal Angel Mode, and your perception is similarly improved. As an "Ascendant Angel", you can enter your normal Angel Mode with little effort, in almost an instant, and remain in it for much longer at a time, and your normal Angel Mode receives a slight power and Jutsu potency boost of its own.

Corpse Clone Technique A brutal technique in which the user devours the brain of a target to activate a semi-permanent transformation into that individual. The user gains all the memories and can utilize all of the abilities and techniques of the individual whose brain they have eaten, while their personal abilities are suppressed in their transformed state. This transformation jutsu is almost completely undetectable by normal means, as the user can flawlessly mimic their victim. To use the technique on a new target one must first revert to their original form. When you revert back to your original form you lose any bloodline abilities or elemental abilities that your previous target had, but you retain any techniques you could have potentially learned in your own body, as well as all the memories you have acquired. Users of this technique are known to go

insane as their psyche's cannot handle the strain of

inside their head.

possessing so many conflicting and contrasting minds

La Possession Summoning Technique Requires: Summoning & Curse Arts A variation of the summoning technique that temporarily binds a spirit, demon, or chakra beast to the user's body, partially transforming the user and granting them enhanced power and access to new abilities depending on the power and abilities of the spirit, demon, or chakra beast so long as they allow it to "possess" them. The user also takes on some mental quirks or qualities of the spirit, demon, or chakra beast, and if they lack willpower or skill they might lose control of themselves to that entity, letting it take over their body. While "possessed" the user's pool of chakra is greatly increased, they are much stronger and more durable, and they recover far more quickly from injury and fatigue, but after the technique is dismissed the user suffers intense pain and lethargy.



5-15 **Body Modification** Reject the limitations of the human form and attain some form of mutation that enhances your abilities. Maybe you've got an extra set of arms, a third eye, wings, a tail, or something similar. Choose up to three such mutations, at a cost of 5 Points each. For example, you could choose extra arms twice to have six arms and then extra eye to improve your sight, or you could choose wings, a tail, and horns to look like a demon or something. No matter what your choices are, you'll be able to use your mutations to greatly improve your efficiency in combat, or at using Jutsu, or both.

utilize Divine Energy to manifest an avatar of coalesced Nature Energy around/behind themself, without taking

Welcoming Approach **Requires**: Divine Arts An ability which, under normal circumstances, can only be learned from the ancient monks who strive to attain enlightenment, and requires highly intense meditation and extreme self control. Allows the user to

that Nature Energy into the body; the avatar takes the form of a person or creature, and can change between a defensive and offensive form. This "avatar" created by the user is able to attack with far greater power than the user would be physically capable of, and is virtually invulnerable to damage, but using the technique in actual combat requires absolute control; if the user loses control, the Nature Energy of the "avatar" has a good chance of killing the user in the resulting backlash of its dissipation. The "avatar" created by the technique is able to interact with intangible entities just as easily as it can with physical matter, and has an affinity for the same Element(s) the user has an affinity for, being able use and resist than Element in battle, if the user of the technique is skilled enough.



increasing your power while it is active and allowing you to transform into a state beyond your monstrous

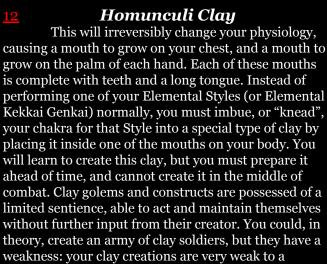
form, in which your skin remains darkened, but the monstrous traits disappear, while black markings of a different pattern than the initial curse's markings appear on your body, and your hair lightens in color to become pale, or even white. This form is many times more powerful than the monstrous form of Stage 2, and is more stable, but without total mastery of the previous stages of the curse it may drive you insane.



Color Course Change Requires: Execution By Kiss Technique & Hair Control

between up to five bodies, and while they occupy each body it gains their original power and abilities along with any powers/abilities that are unique to that body. The user can remain alive as just a mass of hair, and still take over others' bodies, alongside still being able to use some other Jutsu that do not require hand signs.

the strength to resist. The user can keep and switch



particular Element, depending on which Element you

have imbued them with.



A technique which allows the user to separate their consciousness, or "soul", from their body, and to freely move and use their chakra in this astral state. Unlike the standard Mind Transfer technique, this

technique allows the user to suppress the soul of any target they possess, killing the target in the process, and the user's own body is not damaged by any harm done to the target of their possession. While in their ghost-like astral state the user of this ability can pass freely through any obstacle and cannot be touched or harmed by any physical or chakra-based attack that does not actively affect the soul or attack on an astral level. A user of this technique can also still transfer chakra and utilize Genjutsu on other targets while in their ghost-like astral state. The physical body of the user, however, is still vulnerable to damage, and if it is damaged or killed then the user's astral form will suffer the same fate.



activating the technique. Ash swirls and clings to the

body of the sacrifice, altering its appearance to that of

the soul which has been reanimated. To reanimate an

individual, the user of this technique must also use a

bit of their genetic material. Once a soul has been

reanimated, the user of the technique then places a

limit or direct their actions. By default, reanimated individuals are weaker than they were in life, but with

to their former glory. The more restrictive the seal

special seal upon or within them to control them and

enough skill and the proper sealing formula the user of

this ability can restore a reanimated individual almost

placed upon a reanimated individual, the weaker they

will be, but if the seal is not restrictive enough the reanimated individual will be under no obligation to follow the user's command. Individuals reanimated using this technique will quickly recover from any damage done to their bodies, and are effectively immortal, but are still vulnerable to sealing techniques and techniques which affect and/or attack on an astral level. This technique will not dissipate even if the user is killed, and can only be dispelled by the user themself under most circumstances.

One's Own Life Reincarnation **Requires**: *Medical Arts & Divine Arts* A technique which allows the user to revive a recently deceased person, at the cost of their own life. The target of this ability must have died within three days of the technique being used, and their body must be in good enough condition, or the technique will fail.

In addition to reviving the deceased target, any injury

they have will be healed as their body is filled with life

recover, during which time they will feel stiff and will

again, but it will take up to a week for them to fully

not be able to access their full strength or utilize Jutsu in any effective manner. The user of this technique has their soul forcibly extracted in the process of drawing their target's soul back into their body, killing them as soon as the technique is completed.

Corpse Puppet Technique Requires: Medical Arts & Ritual Arts Preserve and modify the corpses of fallen shinobi and other individuals, turning their corpse into a puppet that is capable of using any skills or

abilities that individual possessed in life. These corpse

puppets appear to be more puppet than corpse, but

even able to recover their chakra over time, like a living organism. On their own, however, these corpse

they possess the same chakra they did in life, and are

puppets are incapable of action, and were created with

the intention of being controlled using Chakra Thread.

If an individual's body is too badly damaged, it cannot

be made into a corpse puppet. Most animals and other creatures can be made into corpse puppets, but certain animals, such as slugs, lack the proper physiology to be converted.

Soul Detachment Technique A technique which allows the user to seal the

Requires : Sealing Arts & Curse Arts soul of a target inside of a paper talisman; anyone who has their soul taken is rendered unconscious, alive but incapable of survival on their own. No matter what happens to the body, the soul remains unaffected, sealed inside the talisman, but if the paper talisman is destroyed the soul is released. If the souls is released it will naturally attempt to return to its body, if nearby,

reviving that individual, unless the body has suffered a fatal injury in the meantime. If their own body is not available, the soul is able to permanently occupy a new body, so long as it lacks a soul (even if it's artificial), though occupying a body that is too dissimilar to one's original body can cause serious mental stress.



Reject the limitations of the human form and utilize advanced technology to become a cyborg; your body is injected with countless microscopic devices that enhance and modify your physical capabilities far beyond the norm. You are many times stronger and faster than the average shinobi, your body is tough and durable, your stamina is almost limitless, you heal faster from any injuries, and you are immune to most toxins and diseases.

<u>ELEMENTAL KEKKEI GENKAI</u> There are certain Kekkei Genkai that are advanced forms of an existing element, or that allow one to combine two or more Elemental Natures into a new Elemental Nature. You may spend 10 Points to unlock One of these Kekkei Genkai. If you qualify for more than one of these, you are



MUD Requires: EARTH + WATER.

Mud Style Jutsu allows the user to create and manipulate mud, but unlike typical mud techniques, which are simply Earth Style techniques, this Kekkei Genkai provides far greater power and utility to the mud the user creates. The most potent application of this mud is its ability to retain its consistency and allow Jutsu performed using it to continue functioning indefinitely after being activated, up until the point the user actively dispels the Jutsu or dies.



Requires: LIGHTNING + EARTH.

Explosion Style Jutsu possesses extraordinary destructive potential. Blow things up with just a touch, outright destroy or smash through almost any defense with repeated blasts, unleash an explosion which expels outward in all directions, or propel yourself at great speed and for great distances with an explosion.



Requires: LIGHTNING + WIND. Vibration Style Jutsu allows the user

to create strong vibrations in their own body until they fall apart, create concussive blasts of vibrating air, enhance your strikes with intense vibrations to smash through and break most defenses, vibrate your body and the air around it to boost your speed or offer a layer of protection from oncoming attacks, or even disperse / dispel enemy jutsu on touch.



Flare Style Jutsu boasts perhaps the highest potential damage of any Elemental Kekkei Genkai. It allows one to create beams

and blasts of incredibly intense laser-like plasma that hit harder, and strike much faster than any Lightning or Fire Style Jutsu. Strike with wide beams which crash down from the heavens, shoot concentrated pinpoint beams to accurately take out targets, or form balls of destructive fury to obliterate targets entirely.



creating incredibly fast and highly focused

beams of "light". These beams of "light" strike so quickly that they are almost unavoidable, and possess the ability to strike with pinpoint accuracy. Beams created by Light Style typically move only in straight lines, unlike typical Lightning, but a skilled user can cause them to bend around obstacles to strike opponents. Light Style attacks are more damaging than Lightning Style attacks, but tend to have a smaller area of effect for that damage. The beams created by Light Style can be of any color(s) the user chooses.



to water to avoid most physical attacks and solid jutsu, as they will simply splash through you, leaving you unharmed. You can also reshape your body in various ways, either to

flatten yourself into a puddle to get under a door, to form blades or whips of water from your limbs, or to add more water to your body to increase your size and strength. You need to drink a lot more water now, but you also no longer need to eat, and can survive solely on water (you can still eat food if you want to). You can also "breathe" underwater, in a sense, and you able to almost perfectly conceal yours presence in any body of water that you find yourself in, making stealth easier.



same ways as Earth Style. You can fashion

rubber into walls, shields, cords, balls, and

various other shapes, or coat your body with it like armor; the user's rubber acts an efficient insulator of electricity, drastically reducing the effectiveness of any Lightning Style used against it. Additionally, a highly skilled user can create an extraordinarily stick glue-like rubber that starts as a liquid but hardens very quickly after making contact with a target, or create a form of hard rubber that virtually nothing sticks to which is unaffected by acids and other corrosive substance.

CRYSTAL

Crystal Style Jutsu is a more powerful

variant of Earth Style, allowing the user to create and manipulate many different types of crystals. Able to create defenses that are more durable than anything a regular Earth Style

user would be capable of, and allows for

harder hitting attacks as well. There are also

Requires: EARTH + YIN.

some unique abilities available to the user that depend on the type of crystal used, including the abilities to reflect or absorb chakra, enhance seals or barriers, or magnify the power of other Elemental Jutsu utilized by the user or their allies.



possible. Dust Style dismantles anything caught within the boundary of one of the "shapes" created with it at an atomic level, cancelling out most Jutsu and bypassing

nearly any sort of defense no matter how

durable. The only weaknesses of the technique

is that it takes a brief moment to activate after creating a shape, and that it uses a lot of chakra.



Coral Style Jutsu is a Kekkei Tota, though few realize it as such, due to its rarity and the typical belief that it's a combination of only the Water and Earth Styles. Coral Style Jutsu are incredibly powerful and varied in application. Excels at attack and defense. Grow and manipulate coral to assault or

capture enemies, form walls and domes of

inan area to conceal yourself in, and grow

venomous polyps and polyps that drain

chakra).

coral to defend yourself, grow an entire reef

coral polyps with strange abilities (including



DARK Requires: YIN + YANG. Dark Style Jutsu grants its bearer an odd Mark on the palm of both of their hands, in the shape of a pair of black diamonds, one overlaid atop the corner of the other. The top diamond is able to produce a powerful vortex that sucks in everything directly in front of it, absorbing chakra, jutsu, and physical matter alike; the bottom diamond releases the stored chakra as either a blast of sheer unrefined chakra, or as some jutsu that the bearer of the Kekkei Genkai knows. Chakra and matter absorbed by the Mark are stored in a separate

"pocket dimension", and cannot be accessed

except through the Mark.



LAVA Requires: FIRE + EARTH.

Lava Style Jutsu is a great balance between destructive capability and high defense, with a good number of support options available. Launch molten boulders at targets and create pools of molten rock to control the battlefield, create acidic mud to melt enemies, or form cement-like quicklime to capture them.



Scorch Style Jutsu are extremely

deadly, possessing the ability to create devastating blasts of heat that can both burn through and dessicate anything they touch. You are able to nigh-instantly vaporize most liquids, and mummify humans and animals in seconds. You can also use heat mirages to create illusions to confuse or misdirect opponents.



dangerous, with many options for high

have a large area of effect, and so they are often dangerous to their allies as well. Create boiling hot steam or corrosive mist to scald or melt opponents, attack or propel yourself with bursts of steam, or simply improve your Water Style techniques by utilizing boiling hot water to increase their damage potential.



pinnacle of what flames are best at: burning.

The black flames of Blaze Style can burn anything, even things that are not normally flammable, including stone, water, and even other flames. These black flames will burn until whatever they are burning is reduced to ash, and cannot be put out or smothered by any normal means. There are a handful of ways to get rid of them, but reliably the only way is to have the user dispel them.



perception by attuning their body to Wind and vibrating their body's molecules. Moving at such high speeds typically requires moving in a straight line, but using the Wind wrapped around vourself vou can near-instantly alter your course and change direction, turning on a dime or backstepping out of a full sprint. while maintaining most of your momentum.



water vapor at will. This allows one to

partially turn to mist to avoid any physical

attack or solid jutsu, as they will simply pass

through leaving you unharmed. You can fly by floating through the air as mist, but you are weak to Wind Style while you are in your mist form, and will be killed if totally dispersed. You need to drink more water now, but you also no longer need to eat, and can survive on just water (you can still eat if you want to). You are also able perfectly conceal yourself in any fog or mist that you find yourself in, making stealth easier. You do not need to breathe while in your mist form, and are able to remain in that form almost indefinitely, but most Jutsu cannot be cast while in mist form.

metal at will. This allows one to partially or totally harden their body into metal to defend against attacks. You are also able to shape your body into various weapons, like turning your fingers into knives or your fist into a

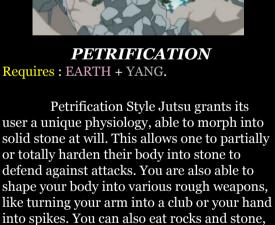
Requires: EARTH + YANG.

METALIFICATION

user a unique physiology, able to morph into

Metalification Style Jutsu grants its

mace. You can also eat metal of any kind, and can live off metal if needed. You can replicate and form alloys of any metal(s) that you have eaten, but only if you have eaten a sufficient amount. Once you have eaten a sufficient amount of a metal you will forever be able to reproduce it ad infinitum, so long as you are still fit and healthy enough and have enough chakra to perform the Jutsu. You could also potentially become a weapons dealer, or maybe a jeweler, fashioning high-quality metals from your own body into objects.



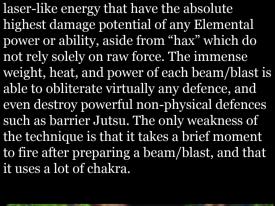
and live off rocks and stone if needed. You can

flawlessly disguise yourself as a normal rock,

easily dig through the earth, and heal your

wounds or temporarily increase your size by absorbing rock and stone into your body.

SCATHE Requires: LIGHTNING + FIRE + WIND. Scathe Style Jutsu allows the user to



create beams and blasts of high frequency

WOOD Requires: EARTH + WATER + YANG.

Wood Style Jutsu is a Kekkai Tota,

though few realize it is such, due to its rarity

and the typical belief that it's a combination of

only the Earth and Water Styles. Wood Style Jutsu are incredibly powerful and varied in application. Excels at everything, attack, defense, and support. Grow and manipulate trees to assault or capture enemies, form walls and domes of wood to defend yourself, grow a forest in an area to conceal yourself in, and grow flowers and fruit with strange properties (including flowers that emit toxic gas and fruits which explode).



Truth-Seeking Orb Requires: YIN + YANG + EARTH + WATER + FIRE + WIND + LIGHTNING.

without issue, the only two things that can

interact with them without being instantly

annihilated are Divine and Nature Energy.

Creates a number of odd solid black orbs which float around the user; the user can freely control these orbs as though through telekinesis and alter their shape at will to take on the role of a weapon, shield, platform, etc., or combine them to increase the potential size of the sphere or object formed from it. These odd orbs annihilate and erase any matter or energy they come into contact with, including non-physical energies such as astral bodies. Other than the user, who can touch the orbs



Requires: EARTH + WIND.

Magnetism Style Jutsu allow the user to generate and control electromagnetic fields, meaning that the user typically requires some sort of metal to manipulate in order to make full use of their power, such as metal weapons or metal sand. The user can control metal almost as if they are using telekinesis. At very high levels, however, the user can actually create electromagnetic fields strong enough to disrupt, disperse, or even magnify chakra and other forms of energy.



Ice Style Jutsu possess incredible potential for defensive abilities, as well as boasting high power attack techniques as well.

of ice, assault your enemies with spears of ice or rain frozen shards over wide areas, freeze targets solid with bursts of extreme cold, or form a raging blizzard to oppress an area around you.

Create extraordinarily hard walls and barriers



Storm Style Jutsu hit as hard and fast as Lightning Style Jutsu and can be

can twist and target opponents, form deadly whips and blades, or create a large ball of plasma which can explode upon contact.

Jutsu. Shoot laser-like beams of plasma that



powerful variant of Wind Style, basically turning the wielder into a one-man natural disaster, their most notable ability being that they can create a spiralling wind that quickly cascades into a tornado, and eventually a massive storm that can engulf large areas such as cities or even some territories. Can also simply use their increased power in a fashion more typical for Wind Style, allowing for devastating attacks that are far more difficult to avoid, as well as easily allowing the user to "fly".



create and manipulate numerous types of acidic substances. Able to create highly potent acids that melt through stone and metal, or weaker acids that only melt through clothes but leave flesh unharmed, highly acidic, toxic, and/or flammable fumes, or acids with various chemical effects. The acid created by Acid Style can be manipulated and used in many of the same ways as Water Style, but thanks to its properties it has a much higher maximum damage potential, best suited for pure offense. Acid created by Acid Style often has a different color based on its effects.



viscous slime. Able to create sticky slime, like

glue, that can hinder the movement of those it touches, acidic slime that can melt through stone or metal, flammable slime, slippery slime sprayed on the ground that makes it almost impossible to walk normally, or slime with various chemical effects. The slime created by Slime Style can be manipulated and used in many of the same ways as Water Style, but due to its consistency it tends to be much slower, and better suited to defensive or supportive actions than direct offense. Slime created by Slime Style often has a different color based on its effects.



You can create an extremely durable black form of carbon to create weapons and items of various shapes and sizes, perform techniques

similar to Earth Style, or coat their bodies in a strong coating of carbon armor which can be shaped and molded into different weapons and other shapes mid-combat. Additionally, a highly skilled user can harden their carbon into reinforced diamond, and use it in place of many of their normal techniques. One extra function that this reinforced diamond has, aside from its increased hardness, is its ability to refract and reflect light, and light-based Jutsu or other techniques.

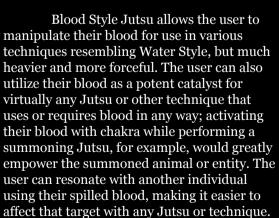


nigh-effortlessly dig through the earth while

Requires: WATER + YANG + YIN.

live off rocks and stone if needed. You can

morphed into molten rock, and heal your wounds or temporarily increase your size by absorbing rock or stone into your body. BLOOD



FUNGIFICATION Requires: EARTH + YANG + YIN.

Fungification Style Jutsu is grants its user a unique physiology, converting their flesh into fungi. This alters their body to have no vital organs, and enhances their natural recovery rate such that they can (eventually) recover from even dismemberment or decapitation. Fungi Style Jutsu are powerful and varied in application Excels at defense and support. Grow and manipulate fungi to assault or capture foes, spread incredibly tiny spores with various abilities and/or effects, and merge into the ground, trees, or even buildings to both conceal your presence and to move at much greater speed while totally "submerged".



Overlaps the Realm which the user is currently in with another Realm, allowing the user to freely open "portals" between the two Realms, or simply "shift" between them by swapping which Realm overlaps which. The user can overlap up to Eight separate Realms at once, maintaining a connection to each. By "shifting" between Realms, the user will also "shift" anyone else within a certain radius of themselves regardless of their intent, as the

There are many Kekkei Genkai that have no Elemental Nature. Remember, you may only purchase a maximum of two Kekkei Genkai under normal circumstances. You may only acquire a third or fourth from a Perk or another such factor. Each of these Kekkei Genkai costs a different amount of Points, and you may spend a number of additional Points on most of the options to "Evolve" that Kekkei Genkai to a new form that is generally far more powerful and/or offers new abilities (i.e. the Mangekyo Sharingan).



Sharingan

The "Mirror Wheel Eye". Grants the bearer the ability to see chakra as colors and predict the movement and actions of whatever one is looking at. Makes it a lot easier to avoid any attacks and allows skilled users to copy their opponents moves at the same time as they perform them, even able to "mirror" their Jutsu back at them. Also allows for easier casting of Genjutsu on opponents, as you can trap them within one just by making eye contact. The user can see through many illusions passively, and can break out of targeted Genjutsu that a normal person would not be able to.

An Evolved Sharingan is called a Mangekyo Sharingan, "Kaleidoscope Mirror Wheel Eye". Gain a unique pattern in your eyes, and a unique ability that is cast through your eyes. Choose ONE Hidden Technique, Secret Technique, or Kekkei Genkai (which you qualify for), your unique Mangekyo power is based on that Jutsu, but modified and/or improved in some way. Each of your eyes possesses a different variant of the same ability (for example, if you choose Flying Thunder God to base your ability on, one of your eyes might allow you to teleport, while the other allows you to teleport other things by looking at them). Once you master the Mangekyo you can utilize the Susano'o, which forms a humanoid apparition of chakra to both attack and defend. Using the Mangekyo slowly causes blindness, and using it often or many times in quick succession will cause you to go blind more quickly.

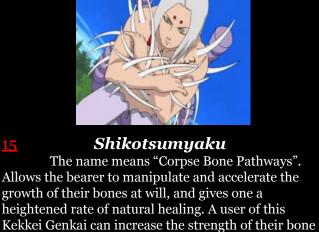
Through blood a Mangekyo Sharingan can evolve even further, becoming an Eternal Mangekyou Sharingan. Normally this requires the bearer of a Mangekyo to take the eyes from a close relative who also possesses the Sharingan. Choose ONE Hidden Technique, Secret Technique, or Kekkei Genkai, your Mangekyo gains another power based on that Jutsu. Your eyes won't go blind, no matter how much or how often you use their power. If you chose the same Jutsu/Technique for both of your Mangekyou Sharingan powers, then that power is improved and enhanced significantly.



colors, and allows the bearer to induce intense fear in

anyone they make eye contact with who has a weaker will than themselves, as well as allowing the user to cast Genjutsu just by making eye contact. The user can see through many illusions passively, and can break out of targeted Genjutsu that a normal person would The Evolved form of this Kekkei Genkai causes the sclera of the eyes to turn black, and allows the bearer to completely paralyze an opponent by making

eye contact, an effect which can't be resisted without extreme chakra control, incredible physical strength, or by unleashing an extraordinary amount of chakra all at once. However, even if the paralyzing effect is resisted, a target will still typically be slowed, causing their movements to become sluggish.



to be stronger than metal, and can form their bones into various weapons from anywhere on their body.

One could form a protective layer of bone under their skin, form blades, bullets, or whips of bone, extend branching spikes of bone that grow to reach opponents, or create skeletons to fight against their enemies. The most skilled and powerful users can create entire forests of bone and armies of skeletal soldiers, armed to the teeth, no pun intended. The Evolved form of Shikotsumyaku greatly improves the bearer's regenerative abilities and vastly enhances their physical strength and the durability of their bones, as well as increases the sheer volume of bone that they can create and control. Additionally, the bearer becomes immune to most poisons/toxins,

and is able to passively resist most Genjutsu and techniques/effects that alter or manipulate the senses, and can break free of targeted Genjutsu that a normal person would not be able to.



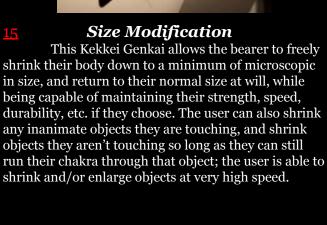
through each other's bodies at will and remain as "one" indefinitely, and give control to one or the other on the fly, making them incredibly hard to predict and

counter in combat.

deteriorating and eventually disintegrating anyone or anything they merge with, without causing damage to themselves in the process.

the bearer's cells into an incredibly serious biohazard,

The Evolved form of this Kekkei Genkai turns



Natural Demon Bearers of this Kekkei Genkai often come to find it more of a curse than a blessing. Their bodies naturally absorb Nature Energy from their surroundings, converting it into usable chakra and temporarily mutating their bodies. This process induces madness, their thoughts become irrational and violent, and eventually they lose all sense of self. Those few who are able to control this power can manipulate the mutation of their body at will, forming natural armor, weapons, jets, pistons, and other odd but effective armaments. Perhaps the most disturbing

of their abilities is that they can siphon off or simply devour the bodies of other living things to replenish

and restore their own bodies, even regenerating lost

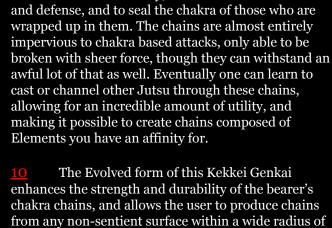
organs or limbs, but this process is somewhat slow.

The Evolved form of this Kekkei Genkai

reduces the maddening influence of the Nature Energy

significantly, allowing one to remain mostly lucid and

in control while using their abilities. Paradoxically, it also causes the user to absorb Natural Energy at a much faster rate, which increases their power, but also may result in drastic mood swings.



themselves, not just from their own body. In addition, these enhanced chains can also touch and bind astral

entities.

Adamantine Sealing Chains

extended from one's body, able to be used for attack

Mystical chains formed of chakra which can be



Dragon Life Reincarnation Allows the bearer to manipulate and control spiritual energies and weaker souls, using that energy to greatly enhance the effectiveness of any healing techniques or soul-related jutsu. By drawing on the excess spiritual energy of the deceased, if the bearer is on a battlefield or otherwise around the recently slain, they can heal grievous or fatal wounds, and even bring a recently killed person back to life. If the user does not have spiritual energy to siphon off from the environment or other individuals, they must use their

own life energy instead, shortening their lifespan or

even killing them, if they use too much.

The Evolved form of this Kekkei Genkai allows the bearer to absorb spiritual energy from the environment into their body, increasing their lifespan and healing their wounds. If the user has stored up enough spiritual energy, then if they are killed they will automatically revive after a few moments, burning away a massive portion of their stored spiritual energy all wounds, and purges any toxins or diseases the user was afflicted with, restoring them to perfect health.



The threshold for "fatal" is also changed, as the bearer of this Kekkei Genkai cannot die from blood loss or shock, and is able to heal internal injuries that most would not be able to recover from. The bearer's pain tolerance is improved considerably. This regeneration is passive, requiring no input or conscious effort, and will even continue functioning if you are unconscious, trapped in a genjutsu, or otherwise incapacitated. Your body's healing factor allows you to regenerate a lost limb in under a minute, and recover from more minor injuries in a matter of seconds, but the ability cannot heal injuries to the brain, and works far slower on damage to the heart, lungs, and liver.

The Evolved form of this Kekkei Genkai offers greatly improved regeneration, allowing you to survive even severe damage to your brain and other vitals with no permanent repercussions. You can regenerate lost limbs twice as fast as you could before, in under thirty seconds, and you can even regenerate your entire body if you are decapitated, or your entire head, should it be

destroyed but some part of your body remain. The only

way to kill you is to destroy every part of your body all

at once, leaving nothing to regenerate from.



The "White Eye". Grants the bearer amazing chakra sight, able to see chakra as colors and discern the details of its flow. One can even see the tiny individual nodes of the body's chakra network. The Byakugan also grants the ability to see at great distances and to see through both inorganic and organic matter at will, and also allows the bearer to extend their field of view into a three hundred and

sixty degree circle at will. Can also focus one's sight and limit one's field of view to see even more clearly and/or over greater distances. Offers limited ability to passively perceive illusions and other Genjutsu, and allows the user to actively break out of targeted Genjutsu that a normal person would not be able to. An Evolved Byakugan is called a Jougan,

"Pure Eye". Your eyes change from light purple to blue

in color and your sclera turn black, and you become able to perceive all forms of chakra, and many energies other than chakra; you are even able to see ghosts and spirits, including those which might attempt to remain hidden. You can perceive the boundaries between dimensions, and you gain the ability to send your chakra in and out of other dimensions, allowing you to bypass defenses and strike at foes which would normally be unreachable by "phasing" your jutsu in and out of this dimension.



altered so that they can process all of the information they receive in an instant of real time, but the farther the user looks back in time, and the wider the radius they attempt to see the past of, the more chakra this will require. Makes it virtually impossible to sneak up on the bearer or catch them off guard in any way. Also provides the bearer an innate resistance to Genjutsu, targeted or otherwise.



illusions passively, and can break out of targeted

or quickly put weaker willed targets to sleep.

Genjutsu that a normal person would not be able to.

The user can hypnotize others by making eye contact,

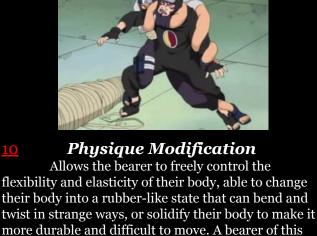
Recording Eye Allows the bearer to instantly memorize and perfectly recall anything they have seen. The bearer only needs to see something once to remember every

detail of it, and their memory and mental processes

an efficient manner without overloading their mind.

Has obvious uses in and out of combat, and makes it much easier to learn and master any techniques.

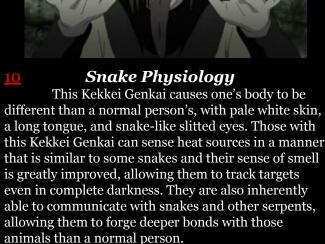
are expanded to handle this amount of information in



Kekkei Genkai can stretch out their limbs, neck,

and/or torso at will, or even their fingers, toes, or their

tongue. The bearer is more resistant to most physical damage, but their body is still susceptible to being cut or crushed if enough force is applied, since their bones cannot also be "rubberized" in the same way as the rest of their body. The Evolved form of this Kekkei Genkai drastically improves the bearer's ability to stretch and bend their body, and even allows them to "rubberize" forms of damage. The bearer can extend their limbs to greater lengths while maintaining the strength of each limb, and can also flatten or otherwise alter the shape of the body in various ways.



The Evolved form of this Kekkei Genkai allows

the user to "shed their skin" when they suffer damage,

lifeless husk. The user also gains an impressive natural

instantly and fully healing them from even the most

serious wounds at the cost of chakra and stamina,

leaving their previously damaged body behind as a

healing factor besides their "body shedding" ability,

and a natural immunity to most poisons and toxins.

Machina Ex

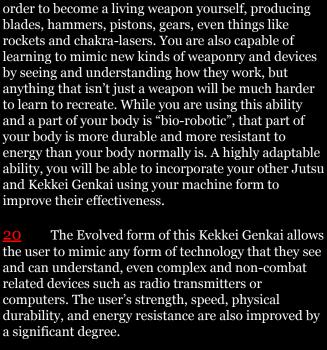
totally change their body into a bio-robotic form, and

extra limbs, a tail, extra faces to see in all directions, or

alter their physiology and body shape at will. Grow

shape your body to mimic weaponry of all kinds in

This Kekkei Genkai allows one to partially or



Gravity This Kekkei Genkai grants its bearer the ability to attract and repulse things. Deceptively simple, but incredibly effective. Push things away with an invisible wall of force, or pull things towards you in the same manner. Effective as both defense and offense, as you can increase the amount of force behind your waves and walls of force by exerting some

effort, allowing you to slam and crush things. You can

repel not only physical attacks, but also most energy

Unfortunately, the more power you put into one of

your pushes or pulls, the longer the cooldown is to

perform the next. Once you are very skilled, you will be

able to lift light objects (anything around your weight

balls of chakra that attract everything within a certain

planetoid-like spheres, crushing whatever is caught

radius, tearing the ground from beneath to form

or less) in a manner similar to telekinesis. One who masters this ability can even create incredibly dense

based attacks, including things like lasers.

The Evolved form of this Kekkei Genkai allows the user to passively generate a "force-field" around themselves that repels with increasing force the closer a target gets to the user. The user also gains the ability to lift heavier objects as though through telekinesis, and even effortlessly fly by lifting themself. At full power the user can now create dense balls of chakra that act similar to a small black hole, crushing everything they attract down to a tiny point rather than forming planetoid-like spheres, or balls of chakra that have the opposite effect, constantly exerting force outwards to repel and push away everything.



targets, even if they aren't otherwise perceivable. The Evolved form of this Kekkei Genkai enhances bearer's chakra sense, increasing its range and accuracy, while also granting the ability to sense Emotions and emotional energy in addition to chakra. Unlike chakra, emotional energy cannot normally be concealed or suppressed to avoid detection.

using, a Jutsu or other technique that uses chakra, and can focus in order to detect distant and/or concealed



own form. This is primarily used for giving the user the Kekkei Genkai of others, but this requires grafting or implanting a part of their body onto one's own. There is no limit to the number of Kekkei Genkai a user of this ability can acquire, but it offers no abilities that are directly useful in combat to begin with. Bearers of this Kekkei Genkai possess a better rate of degree. The Evolved form of this Kekkei Genkai lets



The "Blood Dragon Eye". Grants the bearer the ability to easily cast Genjutsu on opponents by making eye contact, and even allows one to see into and alter the memories of their targets using Genjutsu. Also allows the user to control iron in a manner similar to telekinesis, though this cannot be done at the same time as using Genjutsu. The amount of iron one can control at once is limited at first, but with practice the user can manipulate large amounts at once. This ability can only control iron and not other metals, but it is able to manipulate some substances that have a high iron content, such as blood. Bearers of this Kekkei Genkai have a limited ability to see chakra as colors.

black tattoo-like markings to spread across the user's body, starting from the eyes. The user's ability to manipulate others is increased dramatically, through both the use of Genjutsu and through manipulating the iron in their blood to control their bodies directly. The user's ability to perceive chakra is also improved, to around the level of the Sharingan.

The Evolved form of this Kekkei Genkai causes



The user will receive these visions randomly, mostly while they sleep. A highly skilled user can pry open the veil of time at will to perceive a few moments into the future concurrently with their normal eyesight, or peer farther into the future, but this takes a lot of chakra.



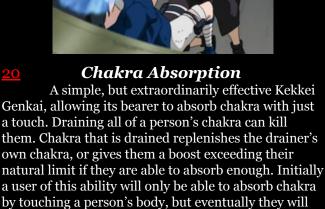
can either be slowly permeated through the user's body to restore their own Chakra reserves, or shot out as a concentrated "beam" of Chakra to damage targets. If too much Chakra is absorbed in a very short amount of time without being released and before it can be permeated through the user's body, the user's eye will temporarily lose its sight and no longer be able to absorb more Chakra until the Chakra within has time to permeate or be dispersed naturally.



at different angles. The bearer is able to focus or

expand the radius of their sight in a telescopic fashion,

increasing the range of their sight to several miles by limiting their field of view, or expanding their field of view while decreasing their range of sight.



become proficient enough to even absorb oncoming

Jutsu, rendering them null. A true master of this

someone just by getting within a certain range of

The Evolved form of this Kekkei Genkai allows

ability may even be able to absorb chakra from

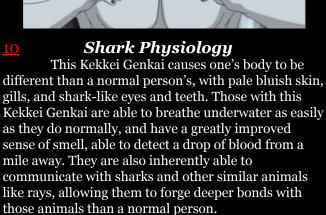
them.

increases the speed at which they can absorb all energies.

the user to absorb all types of chakra without any sort

energy besides chakra. It also allows the user to absorb energies from a considerable distance away, and

of detrimental effects, and even some other types of



The Evolved form of this Kekkei Genkai allows

the user to transform into a monstrous shark-like form, increasing their strength and speed, especially

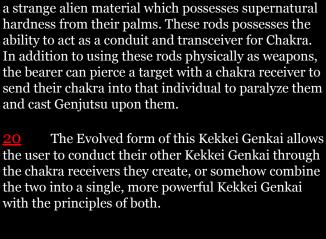
underwater. In this form their maw becomes a deadly

weapon, and they gain an impressive natural healing

factor. They also gain the ability to sense electricity,

even the faint signatures given off by living things.

Chakra Receiver Creation Allows the bearer to create solid black rods of



Hardlight Creation

shields, and other simple tools from light, which after

being solidified take on all the properties of a physical

object enhanced by chakra. You can alter the shape of these items at will, for example, quickly shifting them from one weapon to another mid-combat. Several of these weapons and/or other items can be created at once, and you are able to "levitate" and control these

Allows the bearer to create various weapons,

weapons with your mind, or grab them and fight with them like a normal weapon. If you stop focusing on a created item, or "let it go", so to speak, it will lose its light and become a mundane weapon made entirely of an extremely tough and durable alien metal, and you can no longer return your light to it and levitate it with your mind again. The Evolved form of this Kekkei Genkai allows the user to create more complex devices out of light, which will function so long as the user maintains active control over them with chakra. Once the user loses control or "lets go" of their created items they will still be reduced to mere hunks of metal. The total number of hard-light items you can create and control at once is also increased.

Nightmare Illusion Hell This Kekkei Genkai grants its bearer the ability to perform extremely powerful Genjutsu that affect everyone within a certain radius, regardless of whether the bearer can even perceive their target(s), requiring no catalyst or contact. In addition to simply being far more difficult to break out of than normal Genjutsu, these Genjutsu can be made more realistic

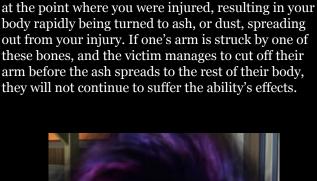
and unnoticeable than normal Genjutsu. The bearer

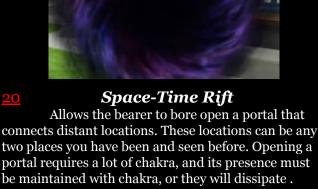
can create Genjutsu that take the form of a target's fears, which grow more potent and become harder to

break over time, unless the target possesses a very strong willpower or incredible Genjutsu prowess. The Evolved form of this Kekkei Genkai allows the user to cast Genjutsu potent enough to cause real physical harm, and even potentially kill, if the target does not possess a very strong willpower or Genjutsu prowess. The bearer of this Evolved Kekkei Genkai unconsciously casts Genjutsu while they sleep.

Au-Kuung Requires: Shikotsumyaku Grants the bearer the ability to create special bones that are more brittle, but which are able to kill any living thing that suffers even the slightest wound from them. Having the tiniest drop of blood drawn by

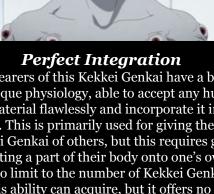
one of these All-Killing bones begins a chain reaction





portal requires a lot of chakra, and its presence must be maintained with chakra, or they will dissipate. The Evolved form of this Kekkei Genkai creates a "pocket dimension" that is exclusive to this particular Kekkei Genkai, which you can freely and instantaneously teleport into and out of at will using very little chakra. You can use this dimension to "skip" distances, either teleporting only a short distance mid-combat to catch an opponent off guard, or hopping half way across the continent. You can still open regular portals if you desire, and these can be

created faster and maintained using less Chakra.



healing than a normal person, but not to an incredible the user copy and integrate the Kekkei Genkai of others simply by ingesting some of their blood (the exact amount depending on the Kekkei Genkai you are attempting to integrate). The bearer's natural healing rate is also improved to a degree where it can actually

be useful in direct combat situations.

WEAPONS, TOOLS, ITEMS, ARTIFACTS, & ENTITIES Each of these costs a different amount. Options marked (*) are customizable; you can choose their appearance so long as they still fit their item description. Options marked (^) can only be selected once. Take any ONE option for Free. Kunai Great Kunai * Custom Kunai A basic knife; also designed for throwing. You A knife with a unique shape, designed for a A large knife, really more of an odd sword. You receive two Great Kunai. receive a set of ten Kunai. specific use. You receive a set of five Custom Kunai. * Tanto * Katana * Great Sword A straight-bladed dagger or short sword. You A classic sword that needs little explanation. A larger and heavier variant of a Katana. You receive one Tanto. You receive one Katana. receive one Great Sword. Cultist's Spike Demon Great Cleaver ^ * Naginata A spear with a sword-like blade, popular with A retractable short spear, easily concealable. A large and heavy foldable sword; can be used You receive one Cultist's Spike. samurai. You receive one Naginata. as a club while folded. You receive one Demon Cleaver. * Giant Shuriken Demon Windmill Shuriken Shuriken A few throwing stars; simple bladed weapons. A very large shuriken; who makes these ...? A large foldable shuriken; easier to store and You receive a set of twenty Shuriken. You receive two Giant Shuriken. conceal while folded. You receive one Demon Shuriken. Cultist's Scythe ^ * Chigiriki * Kusarigama An odd triple-bladed scythe with a detachable A spiked metal ball on a chain attached to a A hand-scythe with a chain and counterweight wooden haft. You receive one Chigiriki. attached. You receive one Kusarigama. long metal cord. You receive one Cultist's Scythe. * Meteor Hammer * Three-Section Staff * Bo Staff An odd flail with a metal weight at either end A solid wood or metal rod wielded as a simple A weapon comprised of three rods connected of a chain. You receive one Meteor Hammer. but effective weapon. You receive one Bo Staff. by chains. You receive one Three-Section Staff. Monk's Staff ^ * Tonfa * Nunchaku A staff used in prayer and ceremony, metal A short club or staff-like weapon with a side A pair of short wood or metal rods attached by rings adorn its head. You receive one Monk's Staff. handle. You receive one pair of *Tonfa*. a chain or cord. You receive one pair of Nunchaku. * Scalpel Makibishi Senbon A few throwing needles; simple piercing A bunch of small, sharp, jagged pieces of A small razor-sharp knife used by doctors and weapons. You receive a set of twelve Senbon. metal; you receive a set of one-hundred Makibishi. other medical professionals. You receive two Scalpels. * Knuckle Claws * Bladed Bracers * Knuckle Knives A metal arm guard or gauntlet featuring at least A bladed knuckle-duster, or trench knife. You A knuckle weapon that features dagger-like receive one pair of Knuckle Knives. claws. You receive one pair of Knuckle Claws. one blade. You receive one pair of Bladed Bracers. Chakra Saber ^ Crawling Snake Spear Chakra Blade A dagger forged from a special metal alloy that A weapon comprised of a handle which is able An advanced combination weapon, fusing a conducts chakra, allowing those without Chakra Flow convert the wielder's chakra into a concentrated blade, spear with a whip. The "spear" is able to extend from a to wield it as intended. The sharpened chakra extends sharper than any mundane metal; the user can input meter in length to over four meters in length, and can the dagger's reach and allows the wielder to cut chakra more/less chakra to produce a larger/smaller blade. bend and twist to attack at odd angles. You receive one constructs. You receive one Chakra Blade. You receive one Chakra Saber. Crawling Snake Spear. * Umbrella Crouching Demon Shield ^ Flying Demon Fan ^ A simple umbrella fashioned of wood and/or A large segmented shield fashioned of heavy A large metal fan that can be folded up to be metal that is able to extend out into a wide dome that bamboo, used to keep the rain off oneself; this one easier to carry, or partially folded to limit the surface can totally protect an individual that hides under it, or features a hidden dagger in the handle. Hidden Rain area of the fan when using it. Can be used as a shield, shinobi use umbrellas to hide seal tags, and will throw fold into a thicker but more narrow defence. Much too or even as a blunt weapon, but is intended as a catalyst the umbrella into the air to rain down senbon on their heavy to be reliably maneuvered in combat after being for Wind Style Jutsu. Very skilled users can even fly by opponents below. You receive one Umbrella. deployed. You receive one Crouching Demon Shield. riding atop it. You receive one Flying Demon Fan. Hidden Weapon Mechanism Steel Wire * Needlegun A string or wire attached to a knife or other A spool of very thin but durable metal string, A small tube that fires a dart or senbon at high easily-concealable weapon, hidden up one's sleeve. used for traps, or to attach to weapons. You receive speed. Can be easily concealed, but takes a moment to You receive one Hidden Weapon Mechanism. two spools of Steel Wire (thirty meters long, each). reload. You receive one Needlegun and twenty Senbon. * Shurikenshooter * Blowgun & Darts * Dartgun A hollow tube, blown to shoot sharp darts at A metal tube with a detachable sight. Chakra A weapon that can spin and launch several high speed. You receive one Blowgun, thirty Darts, is used to propel darts by placing one's palm at end of kunai at once at high speeds to strike distant targets. and five Poison Darts, coated in a non-lethal paralysis the barrel, firing at very high speeds. You receive one Easy to use, and does not require chakra. You receive toxin that is often used by medical shinobi. Dartgun, fifty Darts, and ten Poison Darts. one Shurikenshooter and forty Shuriken. * Crossbow * Bow & Arrows * Skyshooter A classic long-range weapon that needs little A weapon similar to a bow that allows the user A weapon that can launch kunai, shuriken, explanation; essentially just a bent stick held taut by a to fire bolts without using their own strength; several senbon, or similarly sized weapons at incredibly high string, used to launch arrows at high speed. You variants exist, some of which can fire multiple bolts at speeds to strike distant targets. Easy to use, and does receive one *Bow* and fifty *Arrows*. once. You receive one *Crossbow* and forty *Bolts*. not require chakra, but can be enhanced with it. You receive one Skyshooter and a set of thirty Kunai. Lightning Barrel Smoke Bombs Pepper Smoke Bombs A small bomb that creates a large cloud of A small bomb that creates a thin cloud of spicy A hollow tube with a weak, but very bright, thick smoke to conceal one's movements/actions. You smoke that snaps those who smell it out of Genjutsu. Lightning Style Jutsu sealed inside; used as a flare. Not receive a set of five Smoke Bombs. You receive a set of three *Pepper Smoke Bombs*. strong enough to kill. You receive one *Lightning Barrel*. Ice Bomb Kunai Flash Bombs Paper Bomb Kunai A paper bomb that explodes like any normal A small bomb that creates an incredibly bright A small bomb that explodes with a burst of flash of light to blind opponents. You receive a set of bomb, tied to a kunai. You receive a set of three Paper freezing air, tied to a kunai. You receive a set of five Ice five Flash Bombs. Bomb Kunai. Bomb Kunai. Spike Bombs Blade Grenade Jidanda A large metal bomb that is embedded with A bomb that is embedded with a large number A giant metal bomb embedded with large of small spikes, launching dangerous shrapnel all over. several knives, launching highly dangerous shrapnel. spikes, each one a missile equipped with more bombs. You receive two Spike Bombs. You receive one Blade Grenade. Can be remotely detonated. You receive one *Jidanda*. Smoke Tag Bomb Tag **Bomb Tag Ball** A paper tag that acts a small bomb; a volatile A paper tag that acts as a smoke bomb; able to A bunch of paper bomb tags rolled into a ball; creates a much larger explosion, and multiple layers create a greater amount of smoke than normal smoke combination of highly reactive gunpowder-infused ink and a Fire Style Jutsu comprises the seal. You receive a bombs, which is sometimes saturated with poison by allow it to explode even when submerged underwater. the user. You receive a set of two Smoke Tags. set of three Paper Bombs. You receive one Bomb Tag Ball. Barrier Tag Binding Seal Tags Chakra Suppressing Seal Tag A paper tag that creates a simple barrier on an A set of paper tags that create a space between A paper tag that forcibly suppresses and shuts entrance or container to prevent it being accessed; can them which prevents or stops movement through it; down the chakra of the individual it is placed on; only effective on individuals whose Chakra Nature matches act as a lock on a door or box that prevent them from acts either as a barrier or by actively paralyzing targets simply being smashed open, or can be used to create a that pass through the space between the tags. The tags the nature of the Seal Tag. Takes a moment to activate "forcefield" across a doorway or the mouth of a cave. resonante and become more effective the more that but becomes harder for the target to remove over time. are placed. You receive one pair of Binding Seal Tags. You receive one Chakra Suppressing Seal Tag. You receive one Barrier Tag.

Sealing Lock Tag Storage Sealing Scrolls **Confinement Sealing Tags** A scroll inscribed with a sealing jutsu formula A set of paper tags that features a multi-layer A paper tag that acts as a "lock" for sealing techniques, maintaining and protecting the seal itself; that allows the user to store objects inside, allowing sealing technique, constricting the movements of any target that touches the trigger tag before completely can maintain a sealing Jutsu indefinitely without any the owner to carry a lot more at once without weighing sealing them in a mummy-like "cocoon" of paper. You further input from the caster, but when the Lock Tag is themselves down. Virtually anything can be stored in a receive four Confinement Sealing Tags and one removed the sealing Jutsu is dispelled immediately. scroll in this manner, but storing living things is seen as corresponding Confinement Sealing Trigger Tag. You receive one Sealing Lock Tag. cruel. You receive six empty Storage Sealing Scrolls. {Elemental} Sealing Scroll **Jutsu Sealing Scroll** Altering Terrain Diagram Seal A special scroll that allows the user to seal A special scroll that allows the user to seal A special scroll that will show the topography away any Elemental Jutsu that matches the nature of away one of their own Jutsu. The Jutsu can then be and geological features of the surrounding area when released from the scroll at the user's discretion, with the scroll, storing it inside the scroll. The Jutsu can be opened (has a range determined by the user's chakra). released from the scroll at the user's discretion to The scroll acts as a conduit for Earth Style Jutsu and no need to perform the Jutsu again. The generalistic formula only allows Jutsu which have a definitive similar techniques, allowing the user to accurately affect another target, or kept sealed indefinitely (if the

scroll is destroyed the Jutsu disappears). With a stable

formula, the scroll can reliably be used to seal away

opponents' Elemental Jutsu in combat. You receive one Sealing Scroll of an Element of your choice.

target any location on the map with a margin of error

of only five meters; the farther away a location is from the user the more chakra is needed to accurately target

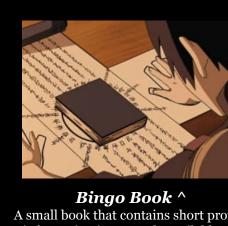
it. You receive one Altering Terrain Diagram Seal.

"form" and "shape" of chakra to be sealed, and can

sealing away an opponent's Jutsu in combat is not

impossible. You receive one Jutsu Sealing Scroll.

only reliably be used to seal the user's own Jutsu, but



A small book that contains short profiles and whatever information is currently available about the most famous and infamous shinobi, samurai, bounty hunters, assassins, and criminals. Each nation and criminal organization writes their own Bingo Book, and the knowledge within each is considered a secret prize that cannot be shared with other nations and/or organizations. You receive one Bingo Book that matches the version currently in use by your Nation or organization of allegiance, or a black market version.

Info Cards A deck of cards, each containing a profile and whatever information is currently available about the most famous and infamous shinobi, samurai, bounty hunters, assassins, and criminals. An alternative to the Bingo Book that is most commonly used by assassins and criminals, the cards can be disguised as a normal set of playing cards for easy concealment. You receive one deck of sixty Info Cards, with information that matches the *Bingo Book* of your Nation or organization of allegiance, or a black market version.

supernatural phenomenon, including Leylines, which are vast channels of natural energy that flow through the Earth like the veins of an organism, which were an important part of the technologies and beliefs of the ancients who wrote this book. You receive one Book of Gelel. Cannot be selected as a Free option.

Book of Gelel ^

detailing many secrets of Chakra and other energies of

the book also explains how to locate and identify many

the material and immaterial universes. Additionally,

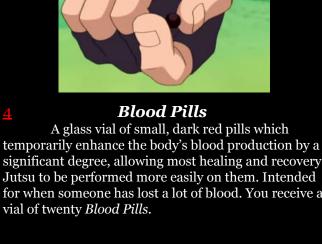
An ancient tome from a long-lost civilization,





A glass case with three large pills : one green,

Hidden Text ^ A large scroll, book, or grimoire written and maintained by a particular Clan or organization, or by a specific highly knowledgeable individual, containing all of the information that Clan, organization, and/or individual has obtained regarding the subject(s) of the scroll, book, or grimoire. You receive one Hidden Text.



for when someone has lost a lot of blood. You receive a vial of twenty Blood Pills.



sleep. Used by medical professionals in order to keep

You receive a vial of thirty-two Sleeping Pills.

patients unconscious while undergoing major surgery.

quickly inflict a Genjutsu on whoever ingests them, causing that individual to fall into an extremely deep

the shinobi world. You could live comfortably for a bit, or make some larger purchases/investments. Hard to keep living without money, even in another world... You receive one briefcase full of Cold Hard Cash.

Cold Hard Cash A briefcase full of cash money, roughly the equivalent of am average year's salary for a Jonin in

* Pocket Lighter A simple flip-open metal lighter, for making a small flame. Can be refilled if it runs out of fluid, and the more expensive ones often have a unique design or picture inlaid into the metal. Non-smokers are rarely seen carrying one. You receive one Pocket Lighter.

Eye Scope ^ A telescope worn on one's face, it also features

a rangefinder, and can swap between "night vision",

"blacklight", or "infrared" modes. The telescope is able

to zoom in to view targets at over two kilometers, and

can be overlaid with a targeting reticule for aiming. All

functions besides the basic telescope consume a very

small amount of chakra while in use. Operated by a

hidden dial and buttons. You receive one Eye Scope.



You receive one Long-Range Radio.

* Chakra Armor Mk. 2 ^

armor featuring a prototype "infinite" chakra battery.

pool granted by the armor instead of their own, which

The wearer will burn through the additional chakra

overheating and damaging the wearer's body if they

burn through too much chakra too quickly before it

can recharge. Installed with a chakra barrier in the

battery that can protect the wearer like a shield, and

the armor passively enhances physical strength. You

quickly restores itself, but has the potential of

receive one set of Chakra Armor Mk. 2.

An even more advanced set of specialized

Long-Range Radio A more bulky communication device that allows the user to talk to others over a distance of up to fifteen kilometers, using chakra to help amplify the reach of the radio waves. The user can send messages to Short-Range Radios over that distance, too, but is unable to receive messages back from them if the they aren't in range for their own radio to send messages.

Resonating Echo Drill ^ An odd metal device worn on one's forearm, being a sound-amplifying weapon designed to damage and disorient opponents. The wearer can use their chakra to produce and direct a high-frequency sound wave that is able to rupture the ears of a target while only sounding like a harsh whistle to those nearby, or

to focus more powerful sound waves that can even

shatter stone. You receive one Resonating Echo Drill.

Prayer Beads

of pious monks. In addition to being a focus for prayer

Divine Energy in order to reinforce seals and barriers,

or to break them. You receive one set of Prayer Beads.

and meditation, the beads can be used to channel

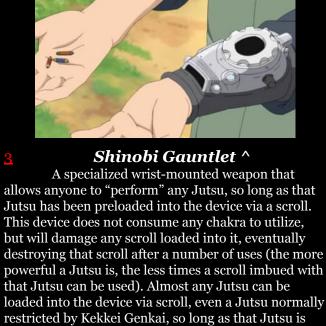
A set of beads blessed during the holy rituals

* Chakra Armor Mk. 1 A specialized set of armor featuring a highly advanced chakra battery, functionally granting the wearer an additional pool of chakra to draw from. The wearer will burn through this additional chakra pool first when utilizing any Jutsu or technique, and the armor will then utilize the wearer's own chakra as its catalyst to restore its own reserves over time. Installed

with a protective chakra barrier around the battery,

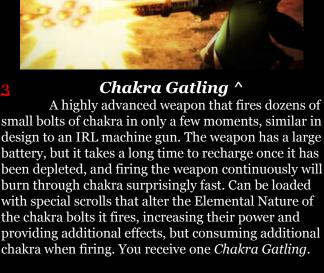
and a gauntlet equipped with a powered Needlegun.

You receive one set of Chakra Armor Mk. 1.



actually suitable for imbuing into a scroll. You receive

one Shinobi Gauntlet.



Soaring Short Swords ^ A pair of *Enchanted Tools* that are imbued with both general Wind Style control and the Wind

Blade Jutsu. The swords are able to launch blades of

whirlwinds to rip targets apart. The blades themselves

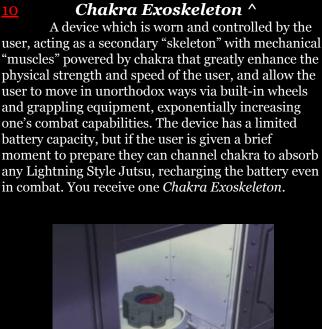
are incredibly sharp, and constantly wrapped in a veil

of wind chakra while wielded in combat, making any

strike from the blades difficult to defend against. You

receive on pair of Soaring Short Swords.

wind at targets with every swing, or generate large



You receive one Chakra Disruption Device.

Crane Tortoise Shield ^

A highly advanced combination weapon,

fusing a shield with a projectile launcher. The shield is

tough and durable enough to withstand virtually any

attack, and the plates on its surface open to reveal several gun-like barrels that can fire many different

types of weapons at foes. A special compartment on

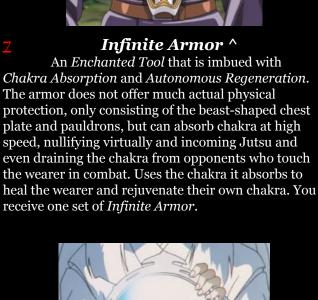
the back of the shield allows the user to insert Storage

Sealing Scrolls, and the shield can then fire any and all

weapons stored in the scroll at opponents. You receive

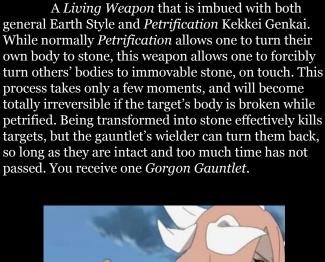
one Crane Tortoise Shield.



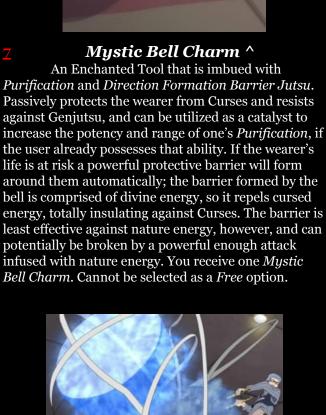




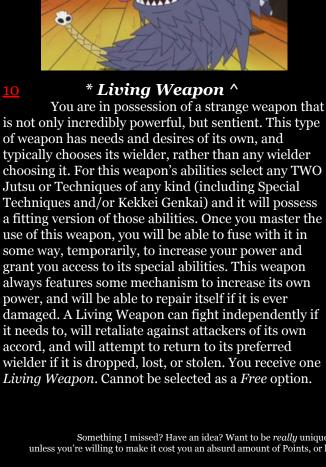
vast empty white space, allowing the user to store objects, trap opponents, or harmlessly transport any incoming attacks away. You receive one White Mirror. Cannot be selected as a Free option. Gorgon Gauntlet ^



Demonic Flute ^ An Enchanted Tool that is imbued with both the Hell Viewing Technique and Summoning Jutsu. The user can trap targets who hear their music in a Genjutsu, and use the flute as a catalyst to summon one to three "Dogi" to fight on their behalf. "Dogi" are wicked, punished spirits that are physically strong and durable, but lack a will of their own, requiring active control by the summoner. You receive one Demonic Flute. Cannot be selected as a Free option.



* Enchanted Tool ^ You must choose an item (sword, helmet, ring, jar, smoking pipe, etc.) and TWO different Jutsu. Your chosen item is permanently imbued with the power of both chosen Jutsu. The first Jutsu will be its primary ability and the second will be its secondary ability, which isn't quite as powerful, but can be combined and altered along with the first. While wielding or wearing that item, those Jutsu are either always active or can be cast at no personal chakra cost every so often (your sword is always on fire, or you can fling fireballs from it at will). Regardless, you are able to channel chakra through the weapon in order to bolster/alter its effects. An Enchanted Tool's primary ability may be any Jutsu or Technique of any kind (including Special Techniques and/or Kekkei Genkai); its secondary ability may be any Basic Jutsu, Advanced Jutsu, or Hidden Jutsu. You receive one Enchanted Tool. Cannot be selected as a Free option.





Genkai. The wielder can wrap fire around the blade to increase its power, and launch arcs and jets of flame to attack targets at range. Grants its wielder incredible physical strength, heightens their senses, and boosts their durability, but induces a smoldering rage in the wielder's mind and slowly mutates their body over draconic monster. An individual with a very strong willpower might be able to resist the corruption of the sword, and force it to cooperate as a partner. You receive one *Dragonscale*. Dragon King Sword ^

A Living Weapon that is imbued with both

Chakra Flow and a special ability that allows the user

Each of the five crystal orbs can also be wielded on its

corresponding Elemental Nature. The user can create

are restricted to Kekkei Genkai, but only by killing an

individual who possesses that Kekkei Genkai using the

to swap between each of the five basic Elemental

Natures by inserting the corresponding crystal orb.

own as a catalyst to empower any Jutsu sharing its

new crystal orbs containing Elemental Natures that

sword. You receive one Dragon King Sword.

Dragonscale ^

Fire Style control and the Dragon Physiology Kekkei

A Living Weapon that is imbued with general



Crystal Amulet ^

any obvious purpose. One of twelve such crystal keys

crystal is virtually indestructible, and seems to radiate

scattered across the shinobi world. The mysterious

An odd crystal necklace which seems to lack



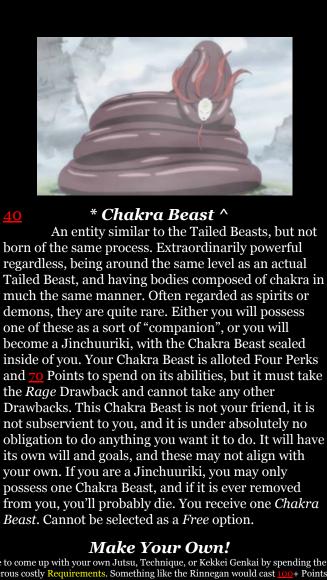
select any TWO Special Techniques or Kekkei Genkai

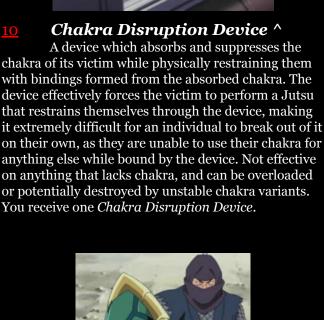
Basic Jutsu, Advanced Jutsu, or Hidden Jutsu as its

as the Artifact's primary abilities, and also any THREE

secondary abilities. Also, unlike a standard Enchanted



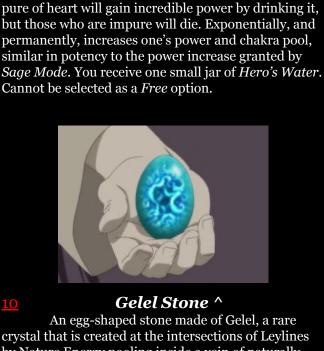




Slime Suit ^ An Enchanted Tool that is imbued with both the Slime Style and Hydration Style Kekkei Genkai, granting the wearer a unique physiology so long as they wear it, allowing them to change their body into a vicious slime at will. The user is difficult to physically damage, as they can turn to slime to absorb impacts or let attacks pass through them, and can freely alter and manipulate their body's shape in odd ways to avoid or land strikes on foes. You receive one Slime Suit.



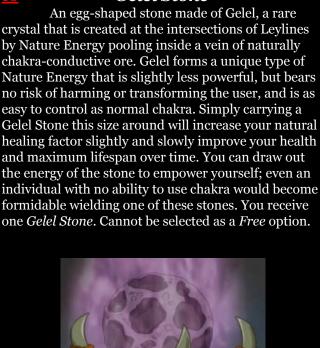
Nameless Sword ^ A Living Weapon that is imbued with the Possession Summoning Technique and Activation Fist Technique. The spirit of a wicked samurai haunts the sword, possessing anyone who wields it who lacks a strong enough willpower; the samurai despises living things, and will attack everything around them. Pours Cursed Energy into the wieldier's body, granting them increased strength and enhancing the potency of their Jutsu, but making it easier for Curses to affect them. The wielder cannot feel pain while wielding the sword. You receive one Nameless Sword.



Hero's Water ^

roots of the sacred giant tree of Takigakure. Produced only once every hundred years, legends say one who is

A glass jar filled with mystical water from the



Celestial Artifact ^

shrouded in a mysterious energy; it is too big to carry

A special stone that fell from the heavens,

in any practical manner for any reasonable human being, and comes with a special pedestal to place it on. By spending enough time in the presence of the stone, typically several hours to a few days, everyone in close proximity has their chakra pool temporarily bolstered by the stone's energy, granting them a unique form of chakra known as Celestial Chakra. Celestial Chakra will accumulate and form an additional "chakra pool", which will be consumed first whenever one uses their Chakra, along with passively providing resistance to chakra-based attacks with a set of tails, wings, or other protrusions made of visible Celestial Chakra, most often vaguely resembling some animal. Also improves one's healing factor, and purges the body of toxins and even curses. You receive one Celestial Artifact. Cannot be selected as a *Free* option.





Bigger Fish

the world has decreased.

Requirements: N/A From dangerous missing-nin who have turned to banditry, to clans of giant animals that are hostile towards humans, to demons and "yokai" similar to the tailed beasts which might kill and devour humans, to strange cults lurking in the dark corners of the globe, there is far more to be afraid of in this world than normal. All the villains of the series receive at least a moderate boost in power, and all of the Kage and high-level Jonin of each country receive the same level of power boost. It's impossible for regular folk to live normal lives without the protection of a Shinobi Village or similar system, so the overall population of



Time Warp

Requirements: N/A Don't think you can use your meta-knowledge to help you anymore, as this timeline is way different than normal. Regardless of where you start out in the timeline, people are alive that shouldn't be, people have died that didn't die yet, the power balance of the villages is different than it should be, technology is either more or less advanced than it should be, and the plot is entirely off the rails. Shit is whack, yo.



Slut Life **Requirements:** NSFW

The world was already cranked up to Lewd Level Eleven, but now things are going to get really spicy. Hope you like life in a hentai doujin. Somehow, miraculously, the plot will still get along, but nobody will really be sure how, since they spend so much time otherwise occupied. It's normal to see people nude or even having sex in public, fethishwear and sex toys are normal fashion items, and all sorts of fetishes from the most tame to the most degenerate are found practiced with pride at least somewhere in the world. The world is less dangerous, at least in terms of physical dangers; fights are basically excuses to get the other naked or into some kind of sexual predicament; people seldom die or get seriously injured in battle, but the chance of being molested, raped, or "abducted" is fairly high.

You must select at least ONE Mission for every TWO Perks you possess; you may choose more. Some of the Missions will require that you meet certain conditions. The plot will likely be heavily affected, so choose wisely. Missions will be impacted by other missions, and by certain Drawbacks, though to what degree they are affected, and how they are affected, depends upon the particular missions and Drawbacks you select. Most Missions have a Difficulty Ranking, which specifies the recommended level of power you should possess before taking on that Mission.

MISSIONS



Requirements: N/A Peace is hard won, and never lasts forever, so it's best to enjoy it to the fullest while one is able.

Choose a profession such as chef, writer, farmer, carpenter, merchant, maid, or any other such profession that is not combat oriented. You'll be on call in case you're needed for any Shinobi-related duties, but for the most part you'll be free to live your life as you see fit. A bonus is that having so much free time will allow you to eventually become quite skilled at your chosen profession, if you actually decide to keep at it. Your Companion(s) will need to select a profession as well. All of you will surely forge many great memories during this interlude in the chaos of your life.



Either through blackmail or simply by offering a whole lot of money, you have been hired by a certain

crime boss to babysit their young child for awhile, and to protect them from potential kidnappers or assassins during that time. You will be expected to take care of them on your own, as the crime boss is paranoid about having too many people around at once. If you make a good impression on the crime boss or his child, the "young master", you will undoubtedly receive offers for more lucrative jobs in the future. \mathbf{B}



tropical ocean to the Southeast of the Shinobi World. The country's capital and only major city sits on a

crescent-shaped island, but they claim sovereignty over an archipelago of dozens of smaller islands, most of which are uninhabited. The Land of Moon is very wealthy, with a bustling trade network that extends across the southern seas, and they've set up trade networks with the Shinobi world, too, going so far as to set up their own "shinobi village" ran by mercenary shinobi recruited to the country. However, due to the influence of a powerful pirate lord known as the "Pirate King", vast tracts of ocean, including many islands, between the Land of Moon and the southern Shinobi countries are too treacherous for civilian vessels to pass. Trade is highly costly for both parties, and many people are killed by pirates each year. In order to save lives, encourage trade, and boost the economy, you'll have to head out onto the great blue sea to confront this "King of Pirates", and put a stop to his reign over the Southern Ocean. As it will turn out, the "Pirate King" has no real interest in disrupting the trade routes *per se*, it's simply that he does not want any vessels entering "his" waters other than his own, as he is currently

searching for some lost, grand treasure in the area.



people, destroying property, and preventing trade. Normal shinobi won't possess the power to fight it on their own, so you'll be tasked with killing this monster,

along with your Team. You'll have to hunt it down or lure it out confront it, then put an end to its rampage once and for all. Be careful, because a cornered beast is a dangerous foe.

Curse of the Mariner Requirements: N/A Rumors of "ghost ships" are growing more common in the eastern seas, and several cases recently occurred where ships were sunk, and the survivors, in the few cases there are survivors, claim they were attacked in the night by a ghostly ship crewed by the dead. The oldest sailors claim that the ship was once a pirate ship, captained by a cruel and powerful pirate lord who reigned terror over all the oceans. The story goes that one day the captain killed an old fisherman, but the fisherman was more than he seemed, and he cursed the captain, and all the pirates in his crew, damning them to never set foot on land again, to sail

moon is full to pillage and plunder as they did in life. While the validity of the old sailor's tale isn't clear, the ghost ship seems to have begun attacking more often than just the full moon, and there are enough credible reports by now that there's surely something going on that goes beyond your run of the mill pirate attacks. You'll be tasked with uncovering the truth behind these events, and putting a stop to them, if you are capable of doing so.

Cat's Tongue

beast, and vokai, are found living in secluded locations

across the shinobi world. While they typically keep to

themselves, these clans occasionally make deals with

outsiders, and a few have allied with their respective

become shinobi in exchange for receiving the village's

protection. On the other hand, some Beastmen clans

despise humans, and kill any who enter their territory.

Shinobi Village, sending some of their members to

Clans of Beastmen, hybrids between man,

forever, even in death. Now, so the story continues, the

pirates wander the seas at night, appearing when the

Recently, tensions between two factions within one of these clans threatens to sour relations between the

Requirements: "Bigger Fish"

Land of Fire and their Beastmen allies. The Cat Clan is currently in the midst of a power struggle, with one of the factions wishing to remain allies of Hidden Leaf, while the other wants to join a coalition of anti-human clans amassing power in the wilds. The Cat Clan has a lot of influence over other Beastmen Clans across the Land of Fire, and beyond, so their stance on humans will inevitably sway many clans who lacked strong convictions one way or the other. It is imperative for the prosperity of the village and the nation to maintain peace with the Beastmen, and so you will be tasked with settling the dispute within the Cat Clan, ensuring the right faction takes control. Expensive Medicine Requirements: N/A Recently a strange disease has started to

Valley of Judgement nullifies the symptoms of the disease, and can be made into a potent medicine that cures the disease entirely. A single plant can produce enough medicine to save thousands, but the Valley of Judgement is an extremely dangerous location, even for Jonin. The valley is filled with a mist that is so

resulting in partial, and then total blindness.

spread amongst citizens of the five nations, one that

causes progressively worsening eye strain, eventually

Fortunately, a special medicinal herb that grows in the

thick that light never penetrates the deeper reaches of

it, and there are rumours of a vast network of caves and abandoned mines. Additionally, a strange race of faceless pitch-black humanoid monsters dwell somewhere within the valley; these creatures are intelligent enough to use tools and weapons, and can communicate and strategize with each other, but are hostile towards any outsiders. They will attack any intruders on sight, and there seem to be thousands of them living deep in the valley, as a lowball estimate. You'll be tasked with retrieving as much of this herb as you can, and obtaining a living plant will earn you an even greater reward, if you can escape the Valley of Judgement alive, and with your loot in hand.

Requirements: N/A

Shadow of the Valley You'll be tasked with investigating rumours going around in the Land of Hot Springs of strange and potentially supernatural phenomena occurring in the infamous Valley of Hell. The water of the valley is saturated with iron and minerals, giving it a red color and making it unsafe to drink, and most of the pools of blood-red water are boiling hot. A perpetual fog hangs over the valley thanks to the steam from the springs, and geysers which spew toxic fumes occasionally dot the landscape. There is an ancient temple complex nestled somewhere in the valley, and some believe the strange goings-on can be attributed to a cult of some kind. Others believe that a clan of bandits have holed up in the area, and still others think foreign shinobi might be planning hostile action against the Village. You'll have to find out for yourself what's happening, and what's to blame for all the odd reports, which means you'll likely have to traverse the Valley of Hell on foot. If you do so, be warned, the source of the rumours isn't the only danger in the valley.



Perform too large a number of menial tasks for random folks, and get roped into extended

nonsensical scenarios each and every time. If something can go wrong, it will go wrong. On the one hand, you'll often get paid, on the other hand your pay is usually garbage. Almost everyone will like you more, though. If they don't immediately show their appreciation, don't worry. It's the little things. Even if you've got big dreams, you've gotta start small, right? After this, it'll be easier to attain any sort of office of authority in your village of origin, if you put in the effort to attain it.



The Mission itself is not particularly difficult, or even

that eventful, but it takes a long time to complete. You will get to see all sorts of places that you probably wouldn't get the opportunity to see if it were not for going on this Mission, and many of the locations you go to will provide further opportunities for furthering your bonds with your teammates, or to train and grow more powerful. \mathbf{C}



your country to report on what you have discovered in person. Vast tracts of untouched wilderness, lost and

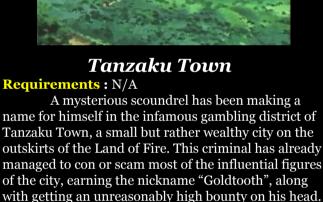
find. You'll also occasionally be expected to return to

forgotten ruins of ancient empires, exotic cultures and uncontacted tribes, and even fantastical treasures of various kinds are to be found out in the world at large, but there is always the potential of facing danger. You'll be too far out to simply head back home if and when something goes wrong, so it'll be important that you can survive on your own.



over the last three years, becoming a popular area for entrepreneurs and tradesmen to make a living. There

are those, however, who are not satisfied with the changes to the country. A large criminal organization based in the country is heavily invested in keeping the Land of Waves under their control, and they will hire mercenaries and assassins to kill your patron. If you get your patron to the place they're going they will be safe there, but your own safety is not assured on your way back to your Village.



Goldtooth is clever, and knows the city better than just

without some kind of lead, and as it stands nobody can

about anyone. It'd be all but impossible to find him

even agree on his appearance. It's likely the culprit is a former shinobi, or at least has similar training. You'll have to be discreet if you want to find your mark, and having some connections to the criminal underground might help you gain some valuable information. If you can find and take out Goldtooth you'll be paid handsomely, and given a lifetime membership to the most luxurious casino in Tanzaku Town.

Master of Puppets

has many spies planted throughout the shinobi world,

puppeted about without even knowing. Using a special Jutsu, Sasori is able to selectively edit the memories of

regain only what memories Sasori left them, turning them into loyal pawns who would throw their life away

A group of Sasori's agents, recently activated,

One of the Akatsuki, Sasori of the Red Sand,

his underlings, causing them to forget that they ever even served him. Integrating seamlessly into their old home village, these sleeper agents unconsciously send information back to Sasori at regular intervals. Sasori can "activate" his agents at any time, causing them to

Requirements: N/A

in service of their master.

have slowly been diverting funds from their Hidden Village's budget towards building a massive army of semi-autonomous puppets. These puppets, having been repurposed from ones used in melee training, are quite durable compared to their manufacturing cost, and are able to fight with strength comparable to the average Chunin. Alone they wouldn't be an issue for most Chunin or Jonin, since they lack any special weapons or abilities, but there are thousands of them, and Sasori plans to employ this army as shock troops for the Akatsuki in the future. Fortunately, his plans have been uncovered and an opportunity has arisen to stop them before they bear fruit. You will be tasked with infiltrating the factory being used to manufacture

these puppets to shut it down, and with apprehending

Sasori's agents before they can escape. Each agent is a highly skilled puppet user, with their own unique and customized puppet(s). If you can manage to take down the entire operation and capture at least one spy alive, you can potentially gain important information on the puppet master himself, Sasori, and subsequently the Akatsuki as a whole. But be warned, Sasori himself is keeping a close eye on this operation, and he might be inclined to intervene under the right circumstances. A fight with such a terrifying foe might better be avoided by any normal shinobi.

Historical Society

interested in ancient and abandoned sites across the

shinobi world, a sort of "archeological society" that is

preserve them. Your task is to protect a small crew of

documenting historical locations and working to

You will be hired by a private group that is

archeologists as they journey to and explore either an ancient ruin or a site abandoned during one of the previous World Wars, searching for any valuable and historically relevant artifacts or other items, and also making maps of the area and drawing sketches of anything interesting that cannot be taken with you.

Requirements: N/A

Who knows what you might find in a place like this; there might be bandits using the place as a hideout, or a pack of predatory animals may have moved in. Whatever the case, the archeologists will be glad they hired you whenever the inevitable threat appears. You'll be rewarded handsomely if you can successfully protect all the archeologists throughout the endeavor, as the benefactors of their "society" are quite wealthy. **B**+

You will be tasked with rescuing an important individual who has been kidnapped by a large group of bandits. These bandits are led by a former shinobi, an elite Jonin who defected to pursue a life of selfishness and debauchery. Regardless of the bandit leader's goal or ideals, they have the strength to back it up. Unlike the leader, however, few of the other bandits are much tougher than the average Genin, but a couple of them possess Chunin level or greater skill. In order to better their odds, this group of bandits has holed up in what used to be a monastery, located atop a mesa-like spire in the middle of a crater, high on a mountain in the wastelands, far from civilization. The ascent to the monastery has been rigged with numerous traps, and there's a barrier around the monastery itself that is being maintained by a small group of the bandits, who work in shifts to make sure it's always active. Rescuing your target won't be easy, but if you

Remote Kidnappers

Requirements: N/A

the place up a bit.

manage to do so you will not only be rewarded with

monetary compensation, but will also be granted the

rights to land that includes the monastery, providing

you a new home or base of operations, once you clean



One of your Companions is young, and has not

yet fully developed their abilities. For some reason or another, they will no longer have anyone to take care of them other than you, and it will be up to you not only to provide for them, but to raise them, and ensure that they are able to reach their full potential. They will think much more highly of you than normally, probably having a higher opinion of you than anyone else. You will also have to work hard to ensure that your Companion survives this harsh world, and you are expected to stay strong both physically and mentally. For whatever reason, your Companion will be a magnet for things that want to hurt them.

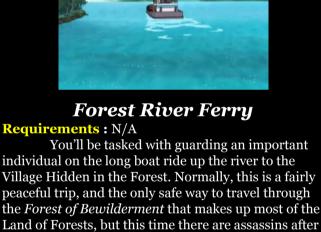


will strike hard. For some reason they feel slighted by you, and so they will confront you out of the blue while

you are doing something else. Your Rival will loudly and clearly declare their grievance with you, and then challenge you to a fight. Regardless of the outcome, they will decide you are a worthy rival, and will dedicate nearly all of their time to surpassing and defeating you. Expect to face them more frequently, and for your battles to be more intense. Thanks to your intense battles, both you and your Rival will surely grown in power, and if you best them often then they will come to your aid if you ever face a foe who may actually kill you, since their pride will not allow anyone else to do it before themselves.



change the world by either brainwashing or otherwise forcing everyone to become his slaves and only engage in the disgusting types of things he enjoys. You have to stop this madman before he takes over and ruins the fun for everybody else. Infamously referred to as the "Overlord", he's pretty tough, but he's also a bastard who never plays fair and always has proxies, doubles, and guards ready to protect him. You'll have to be very skilled or very clever if you want to take him down. His most powerful minions are as strong as the Kage, and are all extraordinarily fanatical in their devotion to him, meaning they cannot be convinced or tricked into betraying him. The first action of this new faction will be to conquer one of the Lesser Nations, and then attempt to force one of the neighboring Great Nations to negotiate a treaty recognizing them as a new Nation with political legitimacy. Defeating the Overlord early would be best, for if allowed to gather more power his faction will inevitably grow to surpass all of the Great Nations, surely dooming the world to fall under his terrible rule.

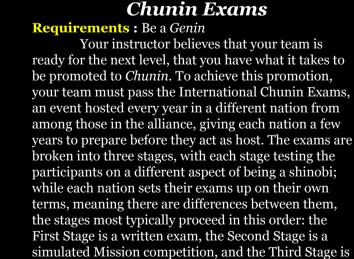


your patron. The intel you were given states that the assassins should attack the ferry around the halfway point to the Village, and that they are skilled at hiding and travelling through the hostile forest environment, but you have no other information about them. You'll not only need to protect your patron, but also the ferry itself, and likely any other passengers who happen to get involved in the situation.

Species Preservation **Requirements:** N/A You will be contracted by a Clan specialized in utilizing and working with a particular animal species, hired to locate and capture an individual animal that is a member of an endangered variant of the species that they specialize in. Not only rare, these creatures are powerful, and capturing one alive will require special knowledge or techniques. Being so rare, and so hard to capture, individuals of this species are highly sought

individuals, and you'll likely encounter some competition from other shinobi who are looking to capture the creature for themselves. By taming and making a contract with this creature, an individual who specializes in dealing with that type of animal gains a powerful asset. The animal is physically larger, boasts superior physical abilities, and is more intelligent than the common variant of its species, and this individual creature is capable of performing one or two powerful Jutsu on its own. Due to its value, returning the creature alive and unharmed to the Clan who hired you will earn you a considerable sum of money, along with increasing your favor with most of the members of that Clan.

after by various clans, private collectors, and wealthy



a tournament to showcase the capabilities of each nation's shinobi to each other, and to show off to their potential clients. The Chunin Exams are a dangerous event, especially the simulated Mission portion of the exam, and shinobi die every year competing in it. You don't necessarily need to win the final Tournament at the end of the exams in order to become a Chunin, you only need to show you have what it takes to be one. Once More Round the Sun **Requirements:** N/A You will be tasked with protecting the monks of the Mountain Temple during a special ceremony to honor their most revered monk, who is said to have

treasures as part of this ceremony, which has attracted the attention of "Deep Cavern", a cult who have long opposed the monks of the Mountain Temple. While the monks are afraid this cult will attempt to steal the holy artifacts, what the monks don't know is that the

pilgrimage. The monks display a number of their

achieved enlightenment through self-mummification.

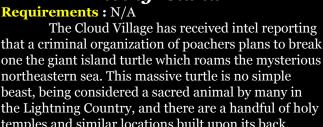
You must escort their annual procession through the

sacred paths around the Mountain Temple, a process

that takes three days, because the the honored monk

must be carried at an even pace throughout the entire

cult is only tangentially interested in the artifacts; what they're really after is the honored monk himself. "Deep Cavern" is led by the brother of the honored monk, a wicked man who has extended his life with Curses, who desires to use his brother's body in some manner of ritual to achieve immortality. The cultists who follow him wield Curses as well, and use a specialized summoning technique to call forth wicked yokai to assail their opponents. If you don't defeat this cult, their leader will become a threat to all nations. Living Island



northeastern sea. This massive turtle is no simple beast, being considered a sacred animal by many in the Lightning Country, and there are a handful of holy temples and similar locations built upon its back, along with many rare and endangered species that are only found there in the current era. Normally there is a team of Cloud Shinobi guarding the island, but their Village has determined that their current forces are not enough, but they can't afford to send any of their more valuable forces to deal with something so far away, especially when their intel isn't one-hundred percent guaranteed to be accurate.

island turtle, and fighting off the poacher shinobi who will inevitably attempt to sneak onto the turtle to steal as many rare creatures as they can.

As such, you'll be tasked with travelling to the

These Missions have greater impact on the world at large and/or are considerably more dangerous than the previous Missions. Many of the Missions presented have different outcomes depending on what Powers/Abilities you and your Companions possess.



So Small The Ocean

Requirements: "Bigger Fish" This world, dangerous as it is, cannot compare to the enormity of the cosmos. Monsters akin to yokai and demons reside throughout the void, and lurk on otherwise uninhabitable worlds. Beings so vast they might appear to be a world unto themselves float deep within the dark, and there are stars throughout the sky which gaze silently down at the world below. One day, but a small cosmic terror will crash down to earth, and devastate an entire nation before falling into slumber. A combined effort from at least two of the surrounding nations will send a team, including yourself, to put a stop to this threat before it reawakens. Your team must escort a small group of highly-skilled sealing specialists to the terror, with only such a joint effort being able to seal it away. Be warned, for a madness spreads from its form, corrupting all the plants and animals in the surrounding environment into crude mockeries which are hostile toward any uncorrupted lifeforms. It is unknown why this being is here, or even what it truly is, but it must be dealt with before it becomes an even greater threat.



invited by the Daimyo of a small country to spend the

night at his mansion, supposedly as a thanks to the Village (or other faction) you are affiliated with for some assistance they gave him in the past. You will be treated well, but you note that at supper, the Daimyo's daughter seemed overly affectionate with you or one of your Companions. After nightfall, either you or your companion will be awoken by the Princess, who claims to have fallen in love the moment she saw you (or your Companion), inviting you to her chambers. Regardless of the answer she receives, she will eventually go mad at some perceived slight, and then transform into a beast-like monster. This form resembles some animal, and has increased physical capabilities and special abilities based on whatever that animal is, along with impressive combat skill. At some point before she attacks, the Daimyo will intervene, and beg her to fight her curse and not hurt anyone. He will implore you to save his daughter, and not to kill her, and will pay you handsomely if you manage to do so.

Somewhere along your journey you will be

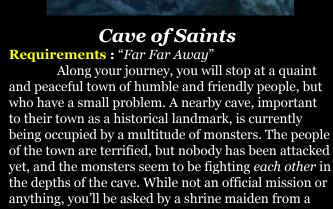


powerful villain who bears a personal grudge against her or her clan. Infamous as a ruthless and nigh-untouchable criminal, he's more powerful than you when you enter this world, he's smarter and more charismatic than you, and his willpower is absolute and unfaltering. A veritable titan, but doesn't often move to deal with things personally unless it's too much for his underlings to handle. Fortunately for you, you've got a few years before he starts seeking out your chosen companion. Unfortunately for you, after you've defended her from him, or even simply attempted to, he will turn his plans for revenge against you, instead. He will join forces with other threats against you even if he or they normally would not do so. He will eventually kill your chosen companion if you do not stop him. If you ever happen to lose a fight against him he will kill one of your companions, and if you lose again he will kill another one, continuing one by one until there are none left, sparing you each time until you are alone for your final battle.



the ability to combine Wind, Water, and Lightning to

create Weather Style, a volatile and dangerous ability that allows him to manipulate the weather on a large scale, even at such an age. The boy is an orphan, with no control over his abilities, and recently a number of emotional fits and tantrums have resulted in several natural disasters in the region. The village has hired shinobi to deal with the child, but a mysterious cult in the area has foiled their attempts to find him, since they wish to encourage the disasters his power brings.



nearby Temple to check out the cave, and clear the monsters out if you can. Whatever's going on in there, it's certainly not normal, so the shrine maiden will gift you a protective charm before you enter the cave.

Eerie Estate

isolated mansion, too far from any civilization to make

sense, given its size and opulence. Nevertheless, you'll

be invited inside by a well-dressed servant, and given

hospitable accommodations for the night. At dinner,

you'll meet the lord of the manor, a gloomy-looking

man who is friendlier than he would appear, if a bit

and one of you will be kidnapped by the master's evil

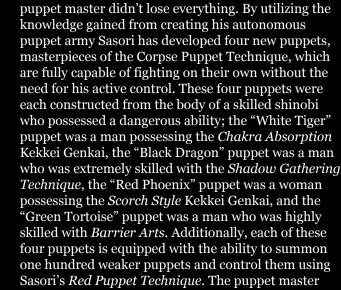
Along your journey, you will stop at a strange

awkward in the way he behaves. After everyone heads to sleep for the night, you will be alerted to danger by a loud crash. You or one of your teammates will be attacked by skeletons animated through a foul curse,

Requirements: "Far Far Away

daughter, forcing you to both fight your way out of the estate and rescue your comrade before it's too late. The master of the estate will put up a good fight, with many strong corpses under his control, but eventually if you beat him, his body will crumble away to dust, and the mansion will revert to a decrepit ruin, long left abandoned in the wilderness. Creeping Death

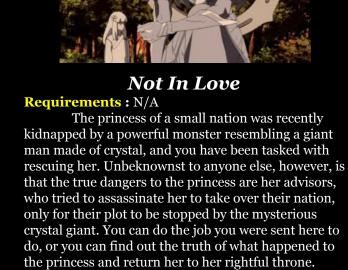
Though you managed to foil Sasori's plans, the



will send these four puppets to take down those who

got in his way previously, carving a path of destruction across the shinobi world to carry out their orders.

Requirements: "Master of Puppets"

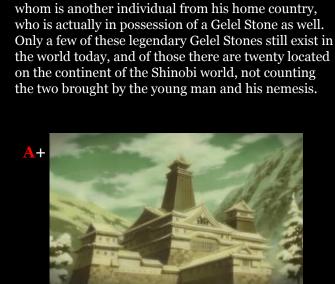


Stones of Legend **Requirements:** "Foreign Invaders" A mystical and mysterious gemstone called a Gelel Stone, a magic crystal that is formed only at the intersections of large Leylines, is rumored to be being traded by extremely wealthy individuals, including, world leaders, private collectors, and even the heads of criminal organizations. These legendary stones are sought after for the miraculous power they grant to those who hold them, allowing one to utilize Nature Energy safely, and even extending one's life simply by carrying the stone on one's person. You will be tasked to guard a particular individual who is currently in possession of a Gelel Stone: a young, inexperienced would-be warrior from across the sea. You will have to protect this young man as he journeys across the Shinobi world to find a fabled holy sight built upon the

crossroads of a Leyline, a grand temple built by his

ancient ancestors. There are many who would like to

take the young man's Stone for themselves, not least of



Castle Crasher Requirements: "Villain's Vendetta" At some point, your Companion will be kidnapped by a gang of criminal mercenaries working for the Villain that seeks her out. These mercenaries will take her to a well-fortified castle that they have taken over, and it will be up to you and your other Companions to rescue her before they deliver her to the villain, or before the Villain arrives on the scene himself. Almost every inch of the castle is bristling with traps, and many of the rooms have been uniquely furnished or otherwise customized by individual members of the mercenary gang in order to make the best possible use of their abilities. For some reason or another you'll only have about an hour to make it to the heart of the castle, where your Companion is being held. You'll have to overcome this challenge to save her, but if you do she'll become stronger for it, and will

certainly feel forever indebted to you.



Akatsuki **Requirements:** Most Wanted

criminal organization called the Akatsuki, and they've decided to "recruit" you, whether you want to join or not. You'll be filling in a missing spot in the group, and whatever spot you're filling will determine both your partner and your general "role" within the group. As a member of this group you will eventually be expected to hunt down the Bijuu, in an effort to collect them all for the Akatsuki's master plan, along with being sent on other Missions and Contracts that the Akatsuki make with other criminal organizations, various small countries, and even occasionally the two Great Countries of Earth and Water. So long as you abide by the Akatsuki's rules you'll mostly have the freedom to do whatever you want, but you will be expected to follow those rules, and to obey the commands of the organization's leader. The first rule is that if you try to challenge the leader, you'd better win. The second rule is that members always work in pairs, a team of two. The third rule is that you must maintain the group's uniform, which consists of their signature robe, a forehead protector of the member's village of origin with the village symbol scratched out, one of ten unique rings (each having its own symbol and being worn on a different finger), and nail polish (you get to choose the color). So long as you maintain that uniform, you may wear whatever else you wish underneath or in addition to your cloak. What Timeframe and the exact events up until you arrive will determine which "open spot" you will

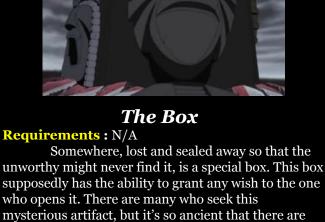
Your reputation has piqued the interest of a

of ten members at once in the group. By default, at the beginning of Shippuden, you will be taking the place left by Orochimaru, which means your first task as an Akatsuki will be retrieving the ring he stole.

be filling within the group, as there can only be a total



underworld. Most of the targets in the Black Book are Jonin of the Five Great Countries, or individuals of similar or greater strength. The most opportune time to take out a shinobi is while they're on a mission far away from their home nation, but shinobi are never easy targets by any means. Few individuals are able to consistently bring in high-value black bounties, and these rare individuals seldom live long after the Great Nations place a high bounty on them in return. Even the lowest rewards for black bounties are often high in comparison to legally placed bounties, so criminals are often emboldened to attempt taking in riskier targets.



few who actually have any idea where to even begin

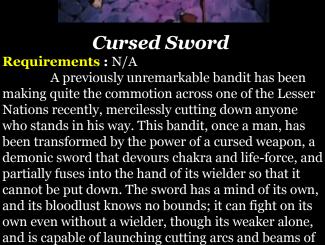
looking for it. You will be tasked with searching for this box by the ruler of a small nation, who wishes to bring one of his deceased loved ones back from the dead. The search for this box will take you far and wide, and may require you to do some real detective work. You will have to fight off at least one other individual who wishes to acquire the artifact, and defeat the guardians of the ancient place where it is hidden. The box, however, is not what the legends say. Sometimes, there may be secrets that are better off kept secret.



swords, to replace the lost and stolen originals. To this

end you have been hired to retrieve one or more of the

weapons that have been deemed suitable, and will be provided with whatever intel they can afford to spare regardings the locations and current owners of each weapon. Some of these swords are more powerful than others, and a few are Living Weapons on par with the legendary Samehada, "Shark Skin", strongest of the original Seven Swords. By default, the Hidden Mist only currently possesses one of the original Swords, so you'll need to either retrieve however many of the original Seven Swords you deem fit, and are capable of retrieving, or you'll need to retrieve the replacements. The Hidden Mist will reward you for each original or replacement sword you bring them. If you manage to bring very power swords, and increase the power of the Seven Swordsmen upon their eventual reformation, you will be granted a special bonus in addition to your normal payment, and if you possess skill with a blade you'll be offered membership in the new Seven Swordsmen, and citizenship in the Land of Water as a shinobi of the Hidden Mist, regardless of your current loyalties or affiliations.



chakra infused with cursed energy. As the sword

absorbs chakra and life-force it slowly grows in power,

granting strength to the wielder as it transforms them

into an ogre-like monster. You'll be tasked with stopping this bandit and destroying or sealing the cursed sword away., but you aren't the only one after the sword. There are many wicked individuals who want to take its power for themselves, and you'll most certainly have to contend with at least one of them before everything is said and done. Fire on the Mountain

as a living mountain, a great fire-breathing stone ogre that appears at first to simply be a strange feature of the environment, before it rises up and attacks. You'll be tasked with tracking down and destroying the giant once and for all; while the former might be relatively simple, the latter will prove difficult. The stone ogre is every bit as large as a mountain, possesses immense physical strength and solid durability, and can reform

its body endlessly using stone from the environment

reach the core under normal circumstances would be

through the inside, and a sneaky individual might be

so long as its core remains intact. The only way to

Land of Fire of a giant monster terrorizing traders and assaulting caravans in the region. Survivors describe it

Reports have come in from the outskirts of the

Requirements: "Bigger Fish"

able enter its bowels while its sleeps to reach said core. If the core is either destroyed or removed from its body the stone ogre will effectively die, being rendered totally inert as though it had always been nothing more than a natural formation of rocks. Riders on the Storm Requirements: "Bigger Fish"

A powerful bandit warlord has recently been

making a name for himself in the Land of Lightning, leading a small army alongside his less famed brother. A warrior of unnatural strength, rumors abound that both he and his brother sold their souls to a demon to

achieve their power. The warlord is a highly skilled

Lightning Style user who can call down bolts from the

sky to strike his targets from afar, but who focuses on

overwhelming might in melee combat, while his brother is a user of Wind and Sound Style who can destroy and blast away targets with extremely loud thunder-like blasts of wind, but who is inherently a coward who prefers trapping his targets in Genjutsu. The rest of their army is little more than a brigade of petty murderers and cutthroats, but under the leadership of the brothers they have become a serious threat to the safety of citizens of the Land of Lightning warranting the formation of a special task force to take

them down.

Lunacy **Requirements:** N/A An incredibly ancient Temple has recently been rediscovered, with ties to a clan of pale-skinned humanoid aliens known as Otsutsuki. Long ago in the forgotten annals of history, a princess of the Otsutsuki fell down to Earth. Worshipped as a god, she united the peoples of the continent together under her iron grip, until the sons she bore with a human husband betrayed her, and sealed her away inside the Moon forever. One of those two sons would go on to become the Sage of Six Paths, who taught the art of Ninshu, the precursor to the modern techniques for wielding and manipulating chakra, to the shinobi world. At least that's how the legends go... The evidence found in the recently discovered ruins brings into question some details of the story, considering there are murals and plaques depicting the symbols and names of six different Otsutsuki, only one of whom appears to be the Moon Princess, and one other of whom has been rendered illegible and unrecognizable in all of their depictions throughout the Temple complex. While the "Historical Society" was planning to delve further into the ruins, they were attacked by a strange cult, a group that has kept the ancient traditions alive in secret, and were forced to retreat. You'll be tasted with locating and investigating the cult, and stopping whatever plan

they've got brewing. If it involves preparing the Earth for invaders from outer space, it'd probably be better



Head of State Requirements: "Akatsuki" The political establishment of one of the Lesser Countries is in a state of turmoil. A civil war brews as the elites squabble over petty disagreements, and there have already been assassination attempts on some prominent figures. It will be your job to infiltrate the country during this time of unrest, and stage a coup against the current government. You may select a



Foreign Invaders **Requirements:** N/A

There are strange men heading towards the Shinobi World from lands across the sea, their eyes set on conquest. These invaders are more similar to the Samurai than to Shinobi. They wear armor fashioned of durable metal plates and shirts of metal rings woven together, and they wield high quality weapons, including a type of weapon never seen by the world of Shinobi before: firearms. They carry chakra enhanced cannons and hand-cannons among the weapons from their lost empire, along with incredibly powerful bombs. With nowhere else to go after their continent sunk into the sea it's a fight for survival from their perspective. These invaders are able to use chakra in a manner similar to the Samurai from the Iron Country, but some of them are capable of using what are equivalent to Jutsu. These invaders call Jutsu "Magic", and refer to chakra as "mana", but it's all the same on a fundamental level. The lords and generals are all very strong, around Kage level.



You will be offered a chance to participate in an underground martial arts competition, with a prize equivalent to several years salaries for the average

citizen. Underground, of course, refers not only to the

fact that the event is organized by a ruthless criminal organization, but that the colosseum itself, along with a hotel, bar, brothel, and several other buildings, were built inside of a massive cave chamber. The cave itself is in a secluded location, and its entrance has been concealed. Many of the top fighters here are stronger than the average shinobi, and several of them have high bounties on their heads. As per the rules of the colosseum, fights are Taijutsu only, and weapons are not allowed outside of special "death matches" used as punishment or to settle disagreements. Cheating during a fight is not allowed, but most fighters do it in some way, so it's somewhat expected that everyone cheats and only those who are bad at it get caught. The tournament you have been given a chance to join will take a week to conclude.



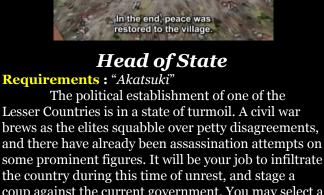
Kage (or a similar position, if your country does not have a shinobi village, or does not use Kage as a title).

The exact group you have been recruited to depends

on your Village/Country. The black-ops unit of the Leaf Village is known as the Anbu, while the black-ops of the Mist Village are known as Hunter Shinobi. As a member of this elite group, you will receive a special tattoo, a Jutsu sealed inside it that makes it possible to locate you, or your corpse, should there be a reason to look for you. As an operative who serves the Kage directly, you will most often be guarding him and/or other special targets, but you will also occasionally be sent on special Missions that take you away from the Village, such as high-level political assassinations and stealing state secrets from other villages, among other tasks. Every black-ops group has its own set of rules, and each one has its own test and initiation process, which you must pass in order to join.



Village and the Land of Fire and becoming criminals. In addition to the danger each individual poses for the skills and abilities they possess, the greater danger lies in the secrets and intelligence they might potentially pass on to the Leaf Village's enemies. For this reason, you will be tasked with hunting down these rogue shinobi, either to support the leaf by eliminating them or to undermine the leaf by seeking the information they possess for yourself or your faction. This unit's individuals each possess powerful Hidden abilities, and their teamwork is top-notch. Members of this unit wear a unique set of masks, making them easier to identify, but considering their skill and training they won't be easy targets to track. If you manage to defeat one of them in battle, beware, as they each possess a special cursed seal that they can activate at will to blow themselves up, destroying anything nearby in a burst of fire and ash.



coup against the current government. You may select a proxy or place yourself as the new Head of State, but you must not allow other nations to learn that the Akatsuki are the ones truly in charge.

Ultima Weapon Requirements: N/A A secretive group of scientists, funded by one of the largest and most influential organized criminal operations in the shinobi world, has finally achieved

their goal: the creation of an artificial lifeform dubbed

the "ultimate summoning beast". Hidden away in an

underground base somewhere in the Land of Earth, it

is only a matter of time before this terrifying creation

elite shinobi must infiltrate the facility and destroy the

"ultimate summoning beast" before it awakens, along

involved in the project. The artificial lifeform, once it

has awakened, will possess incredible power akin to a

finishes its gestation. You and a small task force of

with apprehending or eliminating all the scientists

weak Tailed Beast, and an amazing adaptation ability that allows it to develop resistances, immunities, defences and counters to anything that harms and/or otherwise negatively affects it. The lifeform possesses genetic material from hundreds of different creatures, including humans, and will have incredible sensory abilities along with a body that can morph and shift to better suit the environment or situation, for example: being able to sprout wings in order to fly, or grow gills to breathe underwater, or a hard shell to protect itself. While intelligent, the creature's willpower has been intentionally suppressed, with the intent being to allow a designated shinobi to summon and control the "ultimate summoning beast" in battle.

been kidnapped by a secretive group of shinobi who wish to unleash the Tailed Beast upon the nation to wreak havoc and destruction. This group consists of several traitorous missing-nin, all of them previously holding the rank of Jonin. It will take them an entire day to extract the Bijuu from its Jinchuuriki, and you must find them and stop them before they achieve their goal. If they are successful in unleashing the Tailed Beast, their ritual will place it under the control of the group. The Jinchuuriki will surely be extremely grateful for saving them if you are successful, and the nation the call home will offer a substantial reward.

Ritual

One of the Jinchuuriki of the Tailed Beasts has

Requirements: N/A

High and Dry Requirements: N/A Thanks to the efforts of a particularly wicked mad scientist and his cabal of conspirators, the flying city of Ancor Vantian has been repaired and improved with a new power source, the infamous "Zero Tails", an ancient Chakra Beast that rivals the power of the Tailed Beasts. The Zero Tails's body is comprised of Cursed Energy as well as Chakra, and it possesses the

energy supply provided by the Zero Tails, the flying city and its weapons are more powerful than ever, and the mad scientist will lead a "revived" Land of Sky in a bid to conquer the shinobi world. As of yet, however, the flying city has yet to move after taking to the sky, floating ominously in place as its military prepares for war. You'll be tasked with infiltrating Ancor Vantian and either taking it down, or taking it over, depending on the details of your mission here.

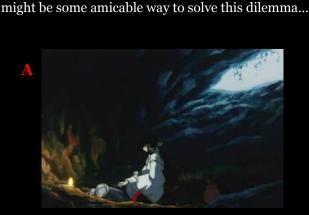
ability to feed on the emotions and minds of others, as

well as absorb others' chakra. With the nigh-limitless

Restless Spirit Requirements: "Historical Society' The "society" has accidentally awoken the spirit of an ancient sacred beast, assigned as guardian to the site they were excavating, sometime during the Warring States Era. The spirit is intelligent, and quite powerful, but lacks any corporeal form, meaning it has to possess a living target in order to fully utilize its power against others. The spirit seeks retribution for disturbing its home, but is also saddened and feels lost

due to how long the site has been abandoned. While

the "society" simply wants the spirit exorcised, there



hundred monsters, ten murderers, and a petty thief;

Ten thousand insects, one thousand beasts, a

No Good Deed Requirements: "Cave of Saints" & "Bigger Fish"

none should have ever died within the sacred cave, for the stain left behind is one not easily cleansed... Some time after you cleared the Cave of Saints of monsters, a wretched man, dying of an incurable illness, found his way to it by chance. Collapsing inside, he would have died in less than a day, but the shrine maiden of the nearby Temple happened to be there on the same day. Though she knew he was a wicked and evil man, she still tried to save his life, but could only manage to prolong it. The man fell in love with the maiden, but she only ever pitied him. At the moment of his death, the man cursed the woman for his unrequited love, he cursed the world for its cruelty, he cursed the Gods for his terrible lot in life, and he cursed himself for all of his regrets. In this moment of despair, here at the end, the ghosts and damned souls trapped within the cave rise and greet the man, and he allows himself to be devoured by them, and devours them in turn. You will receive news one day that the shrine maiden you met previously has been killed. There are

no suspects, no leads... Somehow you know that you'd better keep an eye out for danger in the future.

proxy or place yourself as the new Head of State, but you must not allow other nations to learn that the Akatsuki are the ones truly in charge.



A Woman Scorned

Requirements: "Eerie Estate" The master of the estate, though killed, was not entirely defeated. His daughter, an even more talented and wicked manipulator of the dead, brought her father back to life as a youkai, and has taken up residence in what was once a highly-populated area. With her virulent curses and the power of her father, she has killed the entirety of a small city and turned their bodies into her army, all to achieve her revenge against you, and your nation. The woman is unhinged and maniacal, and will stop at nothing to achieve her goals. Her father's mind has been consumed by his wrath and hunger, and he no longer has the capacity to think rationally despite retaining his intelligence. On his own he's powerful, but with his daughter to guide his strength he's an extremely dangerous foe, with the power to endlessly reanimate the corpses under his control, and the ability to combine several corpses into

horrifying amalgamate abominations.

All According to Keikaku **Requirements:** N/A

"Keikaku means 'plan'." Fate, the universe, and all of creation will desire a certain two canon characters to become romantically involved. However, one of the two individuals is either already infatuated with someone else, uninterested in a relationship, or just completely daft. It will be up to you to play the role of matchmaker, and ensure these two end up together, and produce heirs, as fate intends. You must complete your task in secret; if you are revealed as trying to influence these two, you will certainly fail. If you do fail, well... Just don't fail. It's really important that you don't fail. You may use any means necessary, and contract the assistance of as many others as you might need to achieve your goal, so long as your plans are never revealed to the two individuals involved.



Requirements: "Stones of Legend" Failing to steal the young hero's Gelel Stone, and barely escaping with his life, the dastardly villain from across the sea eventually stumbles upon a new path to achieve his ultimate goal. A site built before the Second Great War in a country now destroyed, an attempt to recreate the industrial work of the ancients. The massive Temple complex is constructed atop the intersection of a levline, with artificial Gelel Stone forming an interconnected circuit to power the entire structure using modified Nature Energy. Taking on a purple hue and losing the transformative qualities of Nature Energy, the Chakra drawn from the leyline is made useable by anyone who connects themselves to the "network" using the altar at the structure's center. While connected to the leyline it will continuously, and infinitely, provides chakra in order to empower the connected individual and replenish any chakra they expend (this does not provide an infinite output of chakra, only an infinite supply). The villain will take the time to repair and redesign the central tower such that it can provide chakra to targets in a wide radius of the tower, and place seals to prevent anyone else from using the altar. He will then construct a massive army of robot-like stone puppets and golems using his knowledge of ancient technologies, and if given long enough to prepare he will launch an invasion of the surrounding nations in a bit to conquer the shinobi world. You'll have to stop him before that happens, but so long as chakra is flowing to him from the leyline he's effectively immortal, and never gets tired, at least within range of the central tower, making him a very difficult opponent to deal with in his own territory.



state to the wilderness. There's no telling where such a being might go, or what exactly it might be planning to

do now that it is free, but the one certainty is that the Chakra Beast will seek to restore its strength through absorbing chakra and consuming living things. After enough time has passed and it has managed to regain enough power the Zero Tails will return, its hatred for humanity stronger than ever. The best course of action would be to find the Zero Tails and seal it away before it regains its strength, but such a task is obviously easier said than done. Be wary when fighting the Zero Tails, as in addition to absorbing chakra, the beast is able to manifest a nigh infinite number of "arms" for combat and can utilize Cursed Energy to damage its opponents with just a simple touch.



Thinking he would use this Chakra Beast as leverage to

gain wealth and influence, holding its power over the heads of the Great Nations, he was mistaken to believe he could control it. A mindless engine of death and destruction, an existence of endless torment, this Chakra Beast does not have long to live before it's torn apart by its own strength, but the devastation it will bring to the shinobi world before its life fizzles out will be incalculable. After destroying the remote city where the mad scientist's base was located, you'll be assigned to a team including one of the Jinchuuriki, and sent to stop this threat before it makes its way to a more populated area. Be warned, the artificial Chakra Beast possesses highly toxic chakra that burns and rots away living flesh on touch, and fights in an unpredictable way, not caring at all for its own well-being while it fights and going to any length to take down its prey. The only way to stabilize the Chakra Beast, preventing its demise, would be to seal it inside someone, turning them into its Jinchuuriki. This would be a horrible and excruciating process, however, and would likely result in the Chakra Beast taking over that individual's body. Why would anyone think to do such a thing...?



manage to put aside your differences and work as a

team you just might have a chance, and having more

help can't hurt, but be warned: this enemy will not hesitate to kill you, your rival, or anyone else they encounter. They will give you no second chances, they will not fail to exploit any weaknesses or openings, and they will never relent. This enemy's will possess a few powers and abilities that you possess, and a few powers and abilities that your rival possesses, in addition to their own unique skills, but all will be stronger variants than what either of you possess. If you manage to defeat this enemy, you and your rival will achieve even greater power.

Final Fantasy Requirements: "Bigger Fish" & "Foreign Invaders" There is war and political upheaval even among the invading forces from across the sea, and of all of the factions, one Empire stands above them all in

terms of military might. This grand Empire will be a

force even more powerful than a unified Five Great Nations. A war machine if ever there was one, the Empire will not stop expanding until the entire planet is under their control. They have already conquered

nearly a third of the globe, and many more nations from both the Shinobi world and outside of it will be drawn into the conflict before long. Some smaller nations from across the seven seas may now seek to ally with nations from the Shinobi World to stand against the Empire, but many will simply fall into line and surrender to avoid being wiped out. The Emperor himself is absurdly powerful, and claims that he received his power from a fallen angel. His generals are also very strong, each capable of taking on multiple Kage level fighters on their own. Stopping the Empire won't be easy, but you are going to have to do just that. Luckily, if you play your cards right, you'll acquire a few new allies along the way who share this goal. Your journey will surely send you halfway across the world and back, so you'd better be prepared.

Asymmetrical Requirements: "AYY LMAO" Something has gone very, very wrong during the course of the Fourth Great War, and somehow Kaguya has been restored to her true form without the Tailed Beasts being reformed into the Ten Tails. How the hell this happened is anyone's guess. Unfortunately, she and Madara seem to have some kind of understanding between them, and have joined forces. Naruto and Sasuke aren't going to be able to stop them without help. You must stand up to their combined might, and find a way to put them down for good. The ghost of Hagoromo may appear to offer you some advice, but he cannot grant you any power after her grants Naruto and Sasuke their buffs. However, if

you have both an Evolved Kekkei Genkai and some

acquire even greater power on your own...

means of accessing Nature Energy, you may be able to



AYY LMAO

Requirements: "Lunacy" Aliens are coming, and they're gonna be a real bitch to deal with. The Otsutsuki are going to show up after a number of years, and there are going to be two more of them in this timeline. You're now one of the few individuals who have caught their eye. You're a prime target for having your chakra harvested, and they won't take no for an answer. All of the Otsutsuki have what could be considered "broken" abilities, but some are obviously more powerful than others. Expect to face serious difficulty, and don't expect there to be very many people strong enough to help you.



Requirements: "Ultima Weapon" Somehow, through some stroke of bad luck,

the "ultimate summoning beast" not only managed to survive the destruction of the facility and being buried under several tons of rubble, but has actually grown even stronger than before. The artificial lifeform has evolved into a strange humanoid form, and developed a strong willpower and personality, making it nearly impossible for anyone to control. As powerful as any of the Tailed Beasts, retaining its adaptive ability, and possessing cruelty and cunning to take full advantage of its intellect, the lifeform shall name itself "Ultima", and swear to destroy the arrogant race that created it. Ultima possesses an affinity for all five Elemental Chakra Natures, and a unique ability to gain any of the Elemental Kekkei Genkai which are a combination of two Elemental Chakra Natures by absorbing genetic material from an individual who possesses that Kekkei Genkai. Ultima also possesses an impressive ability to transform its body, nigh-flawlessly taking on the appearance of any individual, or forming all manner of weapons, but retaining its grey and pallid skin tone regardless of its shape or form. As Ultima adapts and grows more powerful it will desire ever newer and greater stimulation, and descend slowly into madness.



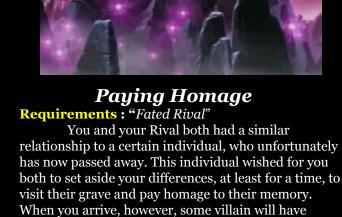
but part of an entire set of Cursed Armor that once

belonged to a warlord of the Warring States Era, an exceedingly cruel and vicious man infamously called the "Demon King" by his enemies. The set is comprised of two swords, a cuirass, a pair of gauntlets, a pair of boots, and a helm. Each piece of the set is alive, each part of the same entity, a terrible Living Weapon that was intentionally separated upon the warlord's death, each piece hidden far from each other in hopes they might never be reunited. A particular samurai, a ronin with a shady past, has somehow come into possession of both one of the swords, the cuirass, and the boots, and while his strong will allowed him to wield two of the pieces without being controlled, ever since he found the third he's become little more than a killing machine, slaughtering his way across the Land of Iron. The more pieces of the Cursed Armor come together the more powerful it becomes, and with three pieces together it's powerful enough to fight on its own. Take down and separate the pieces again, lest things get any worse than they already are.



were able to do so, and he, alongside a cabal of wicked

shinobi from powerful Clans been working tirelessly to find a way to open it. After many failed attempts, the secretive group will eventually discover that feeding the chakra and life-force of a human into The Box causes it to react. In an act of utter evil and selfishness the leader of the Land of Grass will sacrifice his own son trying to open it, but will still fail, leaving his son trapped inside with no means to escape. With renewed motivation after realizing the horror of what he's done the "Kusakage" has tried all manner of Jutsu, and even more human sacrifice, trying to open The Box. Finally, with no recourse, he has decided to risk kidnapping one of the Jinchuuriki, planning to use the immense chakra of the Tailed Beast to force The Box open. He doesn't care about the consequences anymore, and isn't even interested in the power of The Box now; he just wants his son back. Unfortunately, when The Box is inevitably opened, what remains of his son won't be interested in the family reunion...



taken residence in the area, threatening to desecrate

the place. You will be forced to work alongside your

Rival to face this foe. This may be an opportunity to

get to know your Rival better, and potentially leave a

positive impression on them. Or, it may prove to be a catalyst which drives your Rival down the path of hatred and despair.

and/or infamous Shinobi, in addition to any other enemies you would normally have faced in this world. The more powerful you are the more powerful these special opponents will be, and each will possess a

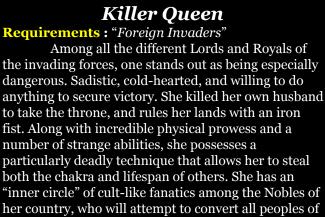
Requirements: "Believe It"

Tale of a Gutsy Ninja

unique power that is difficult to deal with. Also, each

You will have to face and defeat twelve famous

of your opponents will be more powerful than the last, and some may work together to stop you. The twelve will seem unrelated, but if you manage to defeat all of them you will see the truth revealed. If you can then face one final opponent, and ultimately emerge victorious, you will cement your reputation as one of the greatest Shinobi who ever lived. You will receive great respect from your peers, but you may also attract the attention of others who desire revenge against you for your exploits. Will you be remembered as a hero, or as a villain...?

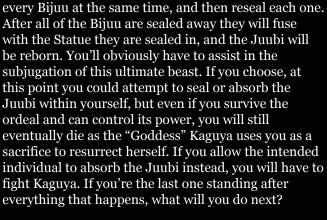


the Shinobi world to worship the "Immortal Empress". She aims to conquer the entire globe, and it'll be up to

you to stop her. **S**+ The Fall Requirements: "Akatsuki" & "Bigger Fish" After you capture the final Bijuu, something

will go wrong during the process of sealing it away,

and all of them will break free. You will have to face



Crack the Sky **Requirements:** "Bigger Fish" On a seemingly unrelated mission, something will go horribly wrong. A blood sacrifice will be paid, and a terrible enemy of mankind will be freed from a seal that was never meant to be broken, and can never be repaired. This dark entity of wrath and destruction is stronger than the strongest of the Bijuu, rivalling even the power of the great Ten Tails. You must band

together with whoever stands beside you in the

Physical attacks normally do nothing against the

moment it is awakened and defeat it once and for all,

or the entire world might be consumed by its power.

stone if it attempts to. It will, however, absorb any and

also possesses the ability to attack with all five Chakra

Natures, and all of the Elemental Kekkei Genkai that

are a combination of two elements.

all Jutsu that are used against it, even if it is caught

off-guard, unless that Jutsu uses Nature Energy. It



Requirements: "No Good Deed"

A mysterious man emerges alone from the Cave of Saints, a concentrated evil which has no right to exist looking out upon the world with hungry eyes. This man... No. This monster is far more cunning and more wicked than any man. He'll slowly gain power and followers, bringing evil men and demons alike under his influence in a bid to conquer the world. He's extremely intelligent, and every bit as vengeful, but an unshakeable curiosity occasionally results in moments that seem like mercy or compassion, though these are but fleeting tricks and lies to achieve what he desires. A master of Curses the likes of which hasn't been seen for over a thousand years, wielding foul techniques to harm and manipulate others. He hates all humans, but for some reason his hatred burns hottest for you and your closest Companion (if you have one), viewing you as his personal nemesis and going out of his way to make you suffer whenever he finds a way to do so.



Requirements: "Black Ops" OR "Most Wanted"

An event which rarely occurs has recently been scheduled to take place: a meeting of the leaders of the shinobi villages of the Five Great Nations. This meeting is one of the most well-guarded events in all of the shinobi world, taking place in a neutral country, with each of the Five Kage being accompanied by their most skilled bodyguard(s). The aim of this summit is to determine how the Five Villages will work together and compromise with each other in order to combat a threat to all nations, but obviously each village brings their own grudges and backroom deals to the table as well. Depending on why you're here you may have to protect the Kage against an attack, or you may be the one doing the attacking.



Requirements: "Bigger Fish" A group of nine powerful Chakra Beasts that were created through the same process as the Bijuu, being split into pieces from a single entity known as a Juubi, or "Ten Tails". They were sealed away inside enchanted white masks by Homura, brother of the Sage of Six Paths, and subsequently hidden away during the Warring States Era by shinobi who did not want their power to fall into the wrong hands, or even worse, be set free upon the world. By wearing one of these masks, an individual becomes the Jinchuuriki of the Chakra Beast sealed inside, a contract that can't be broken until the wearer's death. The Masked Beasts will forcibly take control of their host's body if that individual lacks the willpower to stop them. Each Masked Beast has its own desires and ambitions, similarly to the Tailed Beasts, so each will behave differently when given control, but most will simply rampage and destroy everything around them. The Nine Masks were recently uncovered by a witless and ill-fated thief, and delivered to a previously rather unremarkable bandit troupe. Now these bandits, freshly converted into jinchuuriki, have been scattered to every corner of the shinobi world, wreaking havoc and gaining infamy wherever they go. You will be sent to deal with one of the bandits who has been making a ruckus in your home nation, and if you succeed you will find yourself in possession of one of the Masks, along will then need to decide what to do with it. The Masks themselves are virtually indestructible, and no normal shinobi could ever hope to break the seals that bind the Beasts within.

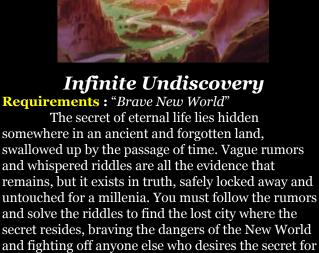


stronger bonds with their Bijuu, and most people view them more like Guardians of their Countries rather

than as monsters. They all are at least moderately more powerful than they normally would be, and each now has a group of elite "retainers" that will be customarily assigned to guard them at most times. After one of the Bijuu is captured, every country that has one will heavily increase their security. S

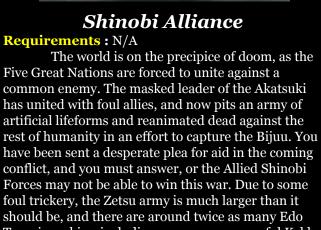


"secret leader", and half taking the side of Pain, the supposed original leader. All of the current members of the Akatsuki (other than yourself) receive a power boost, with less powerful members receiving a greater boost. You will be forced to choose where you stand, and ensure that the conflict does not wipe out both sides entirely. Many others aside from the Akatsuki will be drawn into this fight, but when the dust has settled, you will be the one who must take the reigns of leadership, and decide what path the Akatsuki takes going into the future.

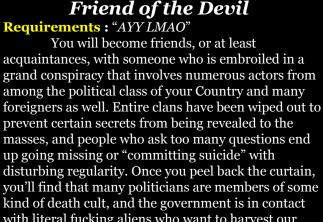


seemingly built by giants you will encounter deadly traps which might put an end to even the most skilled of Shinobi, and guardian spirits who seek to stop you and lead you astray. Should you make it past all the obstacles, deep within the bowels of the temple you will find the reward you seek, ten doses of an elixir that will halt the aging process and render you immune to all disease, granting you eternal life.

themselves. Inside a temple complex that was



Tensei zombies, including many more powerful Kekkei Genkai users. In addition, Kabuto, the one who has revived these dead individuals, has received a buff, now possessing a larger number of stolen Kekkei Genkai and utilizing an army of traditional zombie-like walking corpses alongside his Edo Tensei forces.



you'll find that many politicians are members of some kind of death cult, and the government is in contact with literal fucking aliens who want to harvest our chakra and take over the planet. People might think your new friend is a lunatic or a water-filter salesman, but he's right, and they'll silence him for it. It'll be up to you to avenge him. Stand up to 'The Man' and and put and end to this conspiracy.



Requirements: "Bigger Fish" & "AYY LMAO" The High Priestess, and oracle, of a venerable religious sect will predict the arrival of a threat too great for mankind to face without intervention. You will be tasked with acting as her guardian while she makes a pilgrimage to a number of holy sites scattered throughout the Shinobi world, so that she might pray and ask for the assistance of the Gods. She will be a highly valuable target to all sorts of bounty hunters and opportunists, not only the agents of the real

threat. If you manage to ensure her safe pilgrimage to all of the holy sites, she will be blessed with at-will access to her own special ability, which will grant her boost in power that allows her to rival yourself at full power. She will help you fight this threat, no matter how great, but after the battle is over, what will she do with her newfound strength? Will you still be her ally,