
YAKUZA
LIKE A DRAGON™

Backstory

The year is 2019, and the world of the Yakuza has been irrevocably changed. The erasure of the grey zones in the Japanese law system has led to the exodus of the Tojo Clan from Kamurocho, and the three pillars of the Tojo Clan have disappeared along with it.

In the void left by the Tojo Clan, the Omi Alliance of the West has marched into the Tojo Clan's backyard and rules over the underworld with an iron fist. While these changes might come as a shock to returning jumpers, it's nothing compared to a certain mop-headed former Tojo-Clan soldier; Ichiban Kasuga.

Once a loyal foot soldier for Masumi Arakawa, after taking the fall for a murder committed by his patriarch's son Masato Arakawa, after 18 years spent in prison he returns to an utterly alien world. His hometown is now occupied by his sworn rivals, and when he tries to confront his father figure and former boss, he's met with apathy, then a barrel.

After waking up in a literal gutter alive but wounded thanks to Nanba, a former nurse now a resident of the nearby homeless camp, Ichiban finds himself in the coastal city of Yokohama.

Now adrift, Ichiban must climb his way to the top from rock bottom, with the help of a Homeless Guy, a disgraced Detective, a headstrong Barmaid, a neurotic clerk, a stylish Gangster, and a Hitman with a heart.

A new age has begun, and these newly christened Heroes of Tomorrow are the heralds. What will you do in this nascent time, I wonder?

Go forth, and remember it's dangerous to go alone, so take this!:

+1000 XP

Time & Place (Free)

December 25th, 2000

At the turn of the millennium, technology was starting to advance at an exponential rate, and hopes were high for the future. In about a week, Ichiban Kasuga will be turning himself in for a murder he didn't commit, which will have unforeseen consequences for the coming decade. The once prosperous Bubble Economy of the 90s has since popped, leaving Yakuza and Civilians alike trying to survive these Lost Decades.

December 25th, 2018

The world has moved on, in more ways than one. The Yakuza's power and influence have fallen dramatically; people are more connected than ever, but somehow more alone than ever before. The government has been on a crusade against the perceived "grey zones" in Japanese society, including those who find refuge in them. The rich get rich and the poor and poorer, and it seems like everybody is looking back and wondering where it all went wrong. In a week, this is the world Ichiban Kasuga will return to after 18 years in prison.

Kamurocho

The former 'capital' of the Tojo Clan, Kamurocho is Tokyo's most popular pleasure district, with towering buildings controlling the flow of people, so the party never has to stop. The centerpiece and its most recognizable landmark is the infamous Millennium Tower, the skyscraper at the center of the city and the battleground of many battles, past and future.

Sotenbori

The current 'capital' of the Omi Alliance, now the biggest Yakuza organization in the country. Acts like an Osakan counterpart to Kamurocho, the north and south are horizontally bisected by the Sotenbori River.

Yokohama

The birthplace of the Dragon of Dojima and soon to be home to the Hero of Yokohama, a seaside port town home to the 'Ijin Three' which consists of the 'Ijin Three'. The Seiryu Clan, the Geommijul, and the Liumang all work together to form 'the Great Wall' that prevents other syndicates from forcing their way in. Unfortunately, this uneasy cold war is just one spark away from exploding.

Jobs

Welcome to Hello Work! As the name implies this organization helps people like yourself find some steady employment in this constantly shifting economy. If you'll just fill out these forms, I'm sure we'll find an occupation right for you! Keep in mind that not every job can fit anyone, but don't feel too bad, with just a bit of experience, I'm sure you'll be on your way!

Perks in your respective Job will be discounted by 50%, and their Exclusive Perk is free.
All Jobs come with memories and identification except for Freelancer.

You can pick one unupgraded Job for free, and any additional Jobs will cost an additional **100XP.**

Freelancer (Drop-In)



A freelancer is someone who works various short-term gigs, a jack-of-all-trades handyman. Its skills focus on good old-fashioned bare-knuckle brawling and wrestling moves perfect for dealing high damage to a single target. A high-offense job that relies on environmental attacks.

Barmaid



Much like an actual Barmaid, you can serve drinks with an easy smile as well as get your customers shit-faced. This translates into physical attacks that can incur debuffs on whoever is on the receiving end, you can also soothe the physical pains of life with your robust healing abilities. Its signature weapons are handbags, though this can expand to any sort of satchel. Has access to Blunt and Fire Damage.

Clerk



Let's be honest, anybody who's worked in an office has fantasized about stabbing someone with those rulers and box cutters. Now you can! Focusing on agility and blade attacks, this Job allows you to use various office stationery as improvised weaponry, with the ability to incur bleeding on your enemies.

Detective



Nobody likes the police, now with this Job, you can use that to your advantage. With the ability to enrage opponents as well as high health and some crowd-control attacks, this Job is perfect for a tank and groups of enemies. It helps you're quite adept at investigations and your instincts are razor sharp.

Gangster



Damn, it feels good to have some style. You have a swagger and a danger to you that's undeniable to anyone who lays on you. That effortless charisma is almost as sharp as your saber! With a mix of Dao and some acrobatic martial arts, you are a force to be reckoned with, on and off the job.

Hero



The world needs someone who fights for the little guy, whose boundless optimism and kindness are as endearing as it is baffling. You are now a paladin straight out of tabletop game, with your heroic sword (really a bat but go with it), your sterling leadership (buffing your allies), and your strength of character! If Freelancer is a jack-of-all-trades, then Hero has the potential to be a master of all.

Hitman



As the name implies, you are a professional when it comes to dispatching your enemies, by using blunt, blade, and bullet damage, this is a pure physical-based damage Job. Utilizing knuckles and gloves this Job requires a certain amount of stoicism and discipline, great for soldiers and consummate professionals.

Homeless Guy



As oxymoronic as this Job might seem, it still has its uses. As a member of the homeless, you are more in tune with the city and its ecosystem, pigeons are at your beck and call, allowing you to use them as messengers and as summons. Your past as a nurse and your ability to find comfort anywhere allows you to medically care for yourself and others. The staff-like weapons you use help give you a mystical quality as well.



General Perks

Like A Dragon Quest (Free/Mandatory)

It seems you've inherited the spirit of a True Hero. Now much like a certain Dragon of Rock Bottom, your wild imagination runs rampant, turning even the most mundane situations into the fantastical and absurd. But where this perk truly shines is combat.

Now whenever you get into a fight, the world around you transforms into a turn-based JRPG! Your Job turns into a Class, your Bat becomes a legendary Sword, and your friends become your party. This has the added effect of having your very own game system! You can track your and your party's XP, swap out gear and weapons in a moment, and see how healthy they are.

You can now instantly heal from food and drinks much like a true RPG hero.

You also gain an inventory that allows you to hold a truly colossal amount of mana potions (energy drinks) and healing potions (food). The general rule is that you can hold up to 50 Weak Items, 30 Strong Items, and 10 Excellent Items. Each "Item" is held in a stack, so you can have 50 Rice Balls in one slot.

Post-Jump this Perk is toggleable, allowing you to turn combat into real-time while keeping the Dragon Quest System, or in any other combination.

Ichibanka (Free)

You now have a song that's about you and your journey. It can be any style you choose, but the default style is a bombastic synth and chiptune melody. Whenever you hear this tune you're filled with determination and hope just like the humble Koi swimming up the waterfall. You also gain the entire Y: LAD soundtrack that can be used as a theme for battles or other mundane activities, should you wish it.

Yokohama Crackhouse (Free)

What happens in Yokohama, stays in Yokohama. You can now set any attacks or effects you produce to be non-lethal. You can make this apply to any party or organization you're a part of. This is the by-product of the local law enforcement turning a blind eye to your back alley brawls. You could fight a veritable army on the streets, and the most you'll get is a passing glance. This is toggleable.

Theory of Beauty (100)

Different people are attracted to different qualities, it's just a fact of life, at least it was before you came along. Thanks to your force of personality, your broad shoulders, your heavenly voice, or all of the above, you are now quite the attractive figure to anything capable of feeling attraction. As a bonus, your hair never gets messy even if you're constantly getting into brawls, your sweat never seems to stain your clothes, and your teeth never need to be brushed. Beauty is no longer a theory when it comes to you.

A Handful of Coins (100)

The streets are more generous than they seem, all you have to do is look. You can now "Treasure Hunt" all around town, picking up coins and various knick-knacks around vending machines and dumpsters. It might seem degrading, but you'd be surprised what people throw out these days. Every once in a while you'll find something quite valuable, so it's always worth taking a look.

As you "level up" the value of what you pick up will steadily scale with you.

Lingering Odor (200)

You seem to attract trouble, but more often than not it seems that it's the kind of trouble you can help with. Now whenever you wander around any community you seem to find yourself in a variety of situations and events that put you in amusing and often bizarre circumstances. This is toggleable.

As a bonus, tales of your adventures throughout the multiverse follow you into future jumps, carving out your legend one battle at a time. Your adventures are automatically changed with setting so it makes sense in the name of lore.

Brutality (200)

Right before/as you clash with a "boss" time seems to slow down and information about your enemy seems to flash into your head, giving you some background information on them and their rough power level. Most "bosses" will have a unique track when used in tandem with Ichibanka. Most importantly, it looks badass.

These Dynamic Intros now come with QTEs at the start, middle, and end of a fight, allowing you to get some free hits that can give you a significant advantage. What this effect is varies, whether by gaining MP, health, or damaging your opponent.

Ascension Point (400)

This is a CAPSTONE BOOSTER.

It's easy to underestimate how important one's personality is. How even the smallest actions or events can shape one's morals and ideals. In this world, you can be on one side of the law or the other, be modern royalty, or sleep in a box, but at the end of the day, you're only as strong as your convictions. What this perk does is give you the tools to make your own.

In your Dragon Quest system, a new section has opened, **Personality**. It is separated into 6 sections: Passion; your drive and determination, Confidence; your unyielding will in yourself and those close to you, Charisma; your sheer force of personality, Kindness; your empathy and moral center, Intellect; your general knowledge and ability to connect patterns and Style; your ability to fit into any social groups and not get left behind.

As you experience life, talk to people, take quizzes, and play minigames, you'll find your personality steadily improving. For one, whatever skills or knowledge you have while improving your personality will never fade away. You're combat prowess will also improve, as you level up you'll find Passion increases your attack damage, Confidence increases your resistance to mental effects, Charisma allows you to order your party members more efficiently, Kindness increases your healing ability, Charisma allows you to to increase your buffs, Intellect lets you analyze opponents weaknesses, and Style lets you predict your enemies moves before they make them.

All these buffs apply outside of combat as well, with enough time and effort you could be a literal renaissance man in all aspects of life. You'll be the most interesting man in the world or at least *this* world.

While you're limited to 10 ranks for each trait, post-jump this limit is broken allowing you to always grow, as a person and as a fighter. Just to be clear, this is just raw untapped potential, it'll be up to you and any perks you obtain to temper it into usable skills.

Only two people are known to have ascended to this rank; now there are three. You're now Like A Dragon, let's see where you'll go from here.

Freelancer Perks

tranquillo (Exclusive)

Who said wrestling wasn't real? Wide swings, German suplexes, and dropkicks are now second nature to you. You are now a seasoned brawler focused on dealing as much damage to one thug at a time.

Dragon of Money (200)

Everyone needs a gig, unfortunately, due to your freelancer nature, you don't quite have that, but to compensate, you have a shallow understanding of a couple of blue-collar jobs. Pick 3 trades, you have a decent understanding of them and they synergize with any other trades you might pick up.

I'll Put the Most Into It! (400)

Deadlines are stressful, even more so for Freelancers, considering missing one means potentially missing out on a payday and wasting an entire day's work. With this perk hopefully, that won't happen as often. Now whenever a task has a deadline the closer you get to it, the more efficient and competent you'll become. This won't give you knowledge, but you won't fumble with wires, every cut becomes as smooth as butter, and every step you make is purposeful.

If a situation is genuinely life-threatening then you'll adapt like a duck to water, allowing you to learn on the fly. If a plane was crashing, you won't be a Top Gun graduate but you'll be able to have a smooth-ish landing.

Safe Area (600)

Getting a gig is all about timing. Thankfully, it seems your luck in finding jobs extends to other aspects of your life. You now have a small but noticeable boost when it comes to chances, a royal flush is now more common, and you'll just so happen to overhear someone mentioning there's a job opening, stuff like that.

Capstone Boosted
Your luck now has the power to break fate in half. You can avert tragedies set in stone, failures that were meant to be, and finally get street parking near your apartment. In all seriousness, life takes more than it gives, but maybe with this perk you can even the playing field.

Barmaid Perks

Start Strolling (Exclusive)

Swinging handbags, using cocktail shakers as cannons, and covering others in a shower of ice-cold champagne, with a dash of boxercise. You are now a seasoned bartender, which translates into quite the fighting style.

Spring Breeze (200)

You have quite the set of pipes on you; you are a master of Karaoke, which is a nice boon for you and those who listen. A good karaoke session for you acts as an effective therapy session; all your volatile emotions and problems seem to fade away for a bit, letting you see them from a new perspective. For those who are listening they can't help but let loose and undergo the same effect you're going through.

Trajectory of the Brave (400)

Running a bar in this economy requires a good head for numbers. How many shipments to receive, how much to pay your staff, insurance, etc. With this perk, you're a wiz when it comes to bookkeeping, and if it comes to it you're also pretty adept at 'cooking' your books to increase your profits. Thanks to the grey zones in the law, you'll never be audited or charged; this also has the side effect of applying to any other businesses you may manage, directly or not. This conversely allows you to spot embezzlement and fraud in companies.

What is It? (600)

You've seen a lot during your tenure behind a bar, from surly drunks to hard-partying college students. You've seen people at their worst and their best, and this has given you an edge in dealing with people. You are now a people person; you can coax out long-forgotten traumas and lost dreams and help your customers come to terms with them. This also gives you a degree of protection against life's woes.

Capstone Boosted
You can now bring someone back from the brink of despair with your advice and drinks. It may not solve what's ailing them entirely, but at your bar, people have a habit of seeing one more day, if only to see you again.

Clerk Perks

Corporate Warrior (Exclusive)

Pencils, thumbtacks, rulers, and box cutters. Great at cutting down confusion and increasing productivity, now great at cutting down enemies and increasing the pain. You are a master at using mundane office stationary as various weaponry.

Stock Price Up (200)

You are unmatched at organizing people, systems, and supply chains. Perfect for both combat and business. She can make any group of idiots operate like a Fortune 500 company or elite ops team. Hell, you could make a manager out of a chicken with enough time and effort. It's almost like you have this aura of competence that extends into any corporation you work for.

Shareholders' Meeting (400)

No organization is 'too big to fail', sometimes due to mismanagement, poor economy, or just plain bad luck, sometimes a quarter ends up disappointing the shareholders. Thankfully you can please even the most stubborn of people if you just genuinely apologize and promise you'll do better. As long as you're sincere, you can apologize to any number of people, and they'll be willing to give you another chance. If you do this repeatedly though the effect will diminish rapidly, so try to practice what you preach.

Stock Price Down (600)

A business is only as good as its image, and now you've learned the same lesson. You are an expert in making people underestimate, mostly by being quiet and letting others stand in the limelight. You are an expert at hiding your abilities and power.

Capstone Boosted
Your silk hides more than just your steel. Now you can designate any organization you're a part of to benefit from the same anonymity. Corporate spies can't glean anything about your company, to the point where it's almost scary.

Detective Perks

Confession (Exclusive)

You've been brawling longer than most people have been alive. You know every grapple, pressure point, joint lock, and baton technique in the book. You're hell in close combat, and you shrug off the pain that would make others blackout.

I'm Thinking... (200)

Your intuition is finely tuned, allowing you to sense when something is amiss. Whether it's a hidden trap, an ambush, or a concealed secret, a white lie, your instincts guide you. You have a knack for unearthing major crimes from seemingly minor misdemeanors. You also have a knack for sussing out imposters, usually by asking a question only the real person would know. This gives you the added effect of being good at pissing people off.

Lullaby Of Outlaws (400)

It seems your fellow brothers and sisters in arms give you some leeway when catching your perp. Now when you skirt the line of legal and illegal you'll find the authorities look the other way or find something interesting about their feet. This only applies if the case you're pursuing is genuinely just, or at the very least something a cop would take notice of. Post jump this applies to all the figures you "answer" to.

Subterranean Castle (600)

When protecting someone you care about, or at the very least someone you're hired to protect, you get temporary buffs to defense, health, and status effects. You become the wall between them and danger. Essentially when you have something to protect, you become stronger.

Capstone Boosted
Your tank-like nature becomes even clearer as the brawl drags on. Now, the longer you're in a fight the higher your defense and the higher your attack grows. There's forces of nature and then there's you after an hour.

Gangster Perks

War Maker (Exclusive)

A hybrid style: part gang brawler, part fast reflex kung-fu. You fight dirty but precise. Grabs, spins, feints, and breakdancing kicks, all blended into one unpredictable flurry. You are a master of dual-wielding light blades, knives, short swords, or even machetes.

Liumang Lane (200)

Your culinary skills are legendary, being able to make gourmet food out of seemingly simple ingredients, and being able to manage and cook at a restaurant by yourself easily. Your food is so good, it can even make people on opposite sides of any issue agree to a temporary truce to enjoy your meal.

Chaos of the Azure Dragon (400)

When it comes to abdicating the throne, things will inevitably go pear-shaped, no matter how well you plan for it, at least it With this perk, whenever you decide to retire at a position, the process is guaranteed to be as smooth as possible, even if you're the head of a criminal syndicate the most you'll have to contend with is a fight to ensure your will is enforced. Your organization is also guaranteed to never stray too far from its core beliefs.

Enter The Tiger (600)

You're the guy everyone wants at the negotiating table or fears if you're not. You can read criminal politics, de-escalate turf wars (or escalate them), and command loyalty from chaotic organizations. Boosts your ability to keep the various volatile factions of Yokohama in line.

Capstone Boosted
While keeping the peace with the Ijin Three is no small feat, it's nothing compared to the relationships on a geo-political scale. Now with this perk, you can find yourself managing an entire country with the same ease as managing a restaurant.

Hero Perks

appassionato (Exclusive)

A bat-based fighting style is perfect for wide-sweeping swings to deal with groups and short windups to deal with foes one-on-one. Your natural magnetic personality and boisterous attitude allow you to buff and rally your allies into even the most dire of situations.

Light in Darkness (200)

No matter how many times you're beaten down, betrayed, or mocked, you *always* get back up. The more adversity you face, the stronger you get, the stronger the resistance, and the higher you'll fly through the Dragon Gate. So long as you meet life head-on, you'll never stop growing.

Triplet After Triplet (400)

More often than not, trying to do the right thing in any world makes you the underdog. Being a hero against a corrupt society turns any battle into David vs. Goliath, thankfully that's where you thrive. The bigger the disparity between yourself and your enemy the more mistakes they'll make due to your scrappy nature. After all, you know what they say about the bigger they are…

Hero and Dragon (600)

In a tale as old as time, the hero slays the dragon, saves the town, and is praised across the lands as a hero! Unfortunately, life doesn't work that way, but what if it could? With this perk, you can enact real change in your community. By helping your neighbors, hearing a homeless person's story, and cleaning up the streets, you find that it creates a sort of ripple effect. Now more people follow your example just by being a tad bit kinder. With enough time and effort, you could transform a dying town into a thriving city and have it stay that way.

Capstone Boosted
Your ripple effect is now more like if someone threw a boulder into a river from a bridge. The small kindness seems to reach further than you ever imagined. With enough time and effort, maybe the world can learn to show a bit more compassion.

Hitman Perks

Tears of Sorrow (Exclusive)

You move like a ghost, each strike perfectly timed, each movement like a blade through water. You excel in precision takedowns, fast boxing combos, and exploiting openings before they exist. You never waste time, motion, or energy.

REIWA LABYRINTH (200)

Your labyrinth-like mind allows you to remain poised in combat, torture, psychological warfare, or betrayal. No panic, no shaking hands. You cannot be rattled unless you choose to be. This allows you to turn off all emotions to turn yourself into a modern-day Terminator if you wish.

Unexpected Messenger (400)

While you're lacking the robe, you're a dead ringer when it comes to information broking. When it comes to dirt and information, you're able to sift through the rumors and find the nuggets of information that people would pay a pretty penny for. It also gives you excellent senses, so you can gather information more efficiently.

Answer From Geomijul (600)

Being a body double is a demanding job, thankfully with this perk, turns out you have quite a knack for it. You can adopt personas so perfectly that others question which version of you is real. Each identity can have unique habits, fighting styles, or even voices. This makes you an excellent actor for obvious reasons.

Capstone Boosted
You've gotten so good at imitating the real thing, that you've managed to teach someone to be *your* body double. They are essentially you in every way that matters and will fulfill any role and task you give them. They have all the same perks and memories as you do, with any restriction you wish to place of course.

Homeless Guy Perks

Asphodelos (Exclusive)

A lot of half-empty bottles mixed with a half-torn book on cane-fighting and a dash of bread crumbs gives you a Mage in the modern day! Or a homeless man swinging an umbrella and spewing alcoholic flames from his mouth and summoning sky rats to peck his enemies to death.

Foul Odor (200)

Well someone around here needs to keep their head on straight. To your annoyance, it seems you've landed the role of the Only Sane Man. You keep the group around you grounded and you're honest, while harsh, is great at cutting through the bullshit and pointing out the simple solution.

Pellagra (400)

All those years on the streets have given you an insight into the ecosystem of the city. You can now train any number of animals native to an urban environment. Rats, squirrels, fish, and insects. You can use these critters as impromptu summons and messengers. Snow White eat your heart out.

Hope (600)

While your bedside manners leave a lot to be desired, your actual skill in diagnosing and treating symptoms is undeniable. Even if you have to operate on a bullet wound in an actual dump, you can prevent an infection and suture the wound with impromptu supplies.

Capstone Boosted
You've failed in life once before, your time has come and gone, but not for this patient. You can revive the recently deceased once a jump or once every 10 years, whatever comes first. The body must be relatively intact and must have died in the past 24 hours, but with enough time, effort, and alcohol, even the death can be stalled.

General Items

Items in your respective Job will be discounted by 50%, and their 100XP item is free. You gain a **+200 XP** stipend for this section only.

Like A Dragon (Free)

You gain the collector's edition of Yakuza: Like A Dragon. This box includes some records containing the game's soundtrack, stylized towels, and all versions of the game, including every console it's playable on.

Irezumi (Free for Ascension Point/100 XP)

You gain a tattoo that can be placed anywhere on your upper torso (the default is your back). This tattoo is usually a mythological creature or figure that symbolizes who you are. Whoever gazes upon this tattoo immediately understands the weight of it and the implication it has on your character, good or bad. If you have Ascension Point, you automatically get a personalized dragon as your irezumi.

Pharmacy (100 XP)

A 12-pack of Staminan Royale energy drinks. At the start of each month, you can swap this out for almost any other drink in-game; it also refills at the end of every month. With a thought, you can allow the drinks to charge up any other energy pool you have, magic, ki, etc.

Cell-Phone (200 XP)

Gone are the days of the brick and rotary phone; say hello to the future! This is a modern top-of-the-line smartphone that always seems to get reception, always has a very clear connection, and is seemingly indestructible. This phone also works between universes, allowing you to always keep in touch with your friends, no matter how far you are.

Apartment (300 XP)

A prefab apartment on the roof of a building. Cozy, great view, and a place where you're guaranteed to get a good night's rest. As long as you need a break from the insanity of life, you can take a breather at your home. Comes with utilities and rent.

Freelancer Items

Flashy Suit (100 XP)

To get a decent job, you gotta look the part. With this shiny red suit and white undershirt, you're guaranteed to leave an impression no matter where you go. Also, no matter what this suit goes through, it can always be cleaned and repaired. You could drag this through the dump, but all you'll need is a quick tumble through the washing machine, and it's as good as new.

Yakuza Pin (200 XP)

A lapel pin that wears the symbol of whatever family (or organization) you are affiliated with. This acts as a badge/keycard/ID to the relevant authorities; all you need to do is flash your pin, and the doors will open. You can import whatever identification or security clearance you already have to this pin.

Family (400 XP)

Your very own third-rate family. Only a dozen guys strong and based out of a small office, but hey, Rome wasn't built in a day. Your family does the usual business to keep you and the Clan Happy, but you can make them as ethical or as ruthless as you desire, you're guaranteed not to have a drop in profits. You can bring your family into any future jumps with any upgrades carrying over.

Barmaid Items

Favorite Things (100 XP)

Backpacks, purses, handbags, and satchels. All things needed for really putting on the hurt for any thugs hiding behind those street corners. It also helps that these bags are slightly bigger on the inside, allowing them to hold way more than possible.

Gold Champagne (200 XP)

One of the most expensive champagnes on the market is now your own. While its taste is undeniable, you find it's better used as a weapon; if you give anyone enough of this, you'll find them instantly afflicted with a cold, and no matter the tolerance, give someone a few glasses of this and they'll be hammered. It helps that the bottle is pretty durable as well.

Survive (400 XP)

A place where everybody knows your name. You are the owner of a bar, and its exact feel and vibe are up to you, but it's guaranteed to be decently popular and can be managed without your intervention. Comes with a futon in the back room and a karaoke machine by the bar.

Clerk Items

Red Stapler (100 XP)

Rulers, box cutters, thumbtacks, and ink. Everything one needs for cutting costs and cutting…well, people. You have enough supplies to keep a small company going. In practice, you'll never run out of supplies to hurl at people.

Front Desk (200 XP)

This desk might seem humble, but don't be fooled. This desk is the beating heart of any company it's placed in. Essentially, all the paperwork in your company is filtered through this desk and is automatically completed. That's right! Paperwork is no more! Of course, you can customize this if you ever want to manually review any documents, and you can set parameters with just a thought.

Jumper Holdings (400 XP)

A small company focused on manufacturing one type of food product. By default, this is Senbei, but it can be customized. While small at the beginning, with a bit of love and elbow grease, this company has the potential to grow into a multinational corporation with multiple subsidiaries. It's also guaranteed to never stray far from its humble roots, and if you wish, can be the shining example of an ethical corporation, if you don't count the space laser at least.

Detective Items

Boomstick (100 XP)

Not that kind, gun laws are much stricter here. This is a standard-issue baton that was given to police officers to aid in pacification. Or in layman's terms, it's a hard stick that you can hit people with. Unbreakable and hits harder than a normal baton is capable of.

Friend On The Force (200 XP)

A career in law enforcement should leave you with plenty of contacts on favors to call in. You now have a favor you can call in to help with a legal problem. Need a warrant, you got it. Need a car in 30 minutes, it’s on its way. Once per Jump or once every ten years, you can call in this favor. Nothing purely illegal or world-shattering, but it’ll save your skin more often than not.

Agency (400 XP)

A cozy property located in one of the many buildings in the city. This is your base of operations, with a stocked kitchen and a state-of-the-art computer system. The office is self-cleaning and can be expanded to include any other equipment you may pick up on your travels. It also has a knack for allowing those who make a new start, former Yakuza or felons, to use this place as a second chance. Anyone who works here is guaranteed to be a better person.

Gangster Items

Dao (100 XP)

A saber said to have been wielded by the Liu Clan. Ornate and extremely sharp, it comes with a flammable oil that can be ignited and extinguished on a whim. Never needs to be sharpened or cleaned.

Leather Jacket (200 XP)

You also gain a sturdy leather jacket, custom-made and resistant to knives and bludgeoning damage. It's also super breathable and usable in any weather or environment. Comes with a pair of sunglasses and jewelry that's fashionable in any era.

Restaurant (400 XP)

If you've ever been to the big city, then you've seen those small mom-and-pop shops that somehow have the best food you've ever eaten. Now you have one as well, humble though it is, it comes fully stocked and nets you a steady income every month. It can also be run without your direct intervention.

Hero Items

Legendary Bat (100 XP)

Well, not yet anyway. This rusted bat that's been ripped from the ground has seen better days. But as you dust off the rubble and dirt, you'll see that this is a real diamond in the rough. With enough time and effort, who knows? It may be able to slay a Dragon one day.

Suji-Deck (200 XP)

This nifty app on your phone seems to catalog the various enemies and monsters you seem to face in your day-to-day life. It keeps track of how many times you've fought them, their weaknesses and resistances, what moves they have, and what families they belong to. This will update as you jump to different worlds.

Hello-Work (400 XP)

Everyone deserves a second shot, and with Hello-Work, now you can! You gain an office building dedicated to helping people contribute to society and get back on their feet. Noble as this is, it can also help you and your friends experiment with different fields of work. With this building, you can now swap Jobs (Classes) so long as you have the right experience for it. This will also update as you jump to different worlds, allowing you to switch to battlemages or super soldiers if that's a common job.

Hitman Items

Knuckles of Steel (100 XP)

You gain steel knuckles that aid in your boxing prowess; they are easily concealable and are undetectable by any modern metal detectors. After all, what good are weapons that can be detected? They never need to be reformed or cleaned.

Mole Coat (200 XP)

A raincoat that has a hood and a mask built in. Aside from being good in stormy weather, this raincoat seems to give you a boost to stealth, you could sneak into a stronghold in broad daylight with no one the wiser. The mask also disguises your voice, and the hood will keep your identity a secret.

Geomijul (400 XP)

This is a fortress that's been fashioned in a spiderweb-like fashion. It includes a room that provides playback and enough memory to store about a year's worth of footage before having to transfer it to the archival servers. You also gain several drones (Or personal hires) who look over these monitors and record any interesting or noteworthy events. It's completely off the grid, and it can house an entire criminal syndicate with no one being the wiser. The actual fortress is still very visible, however. You also gain a state-of-the-art counter-fitting machine, which prints nearly flawless Japanese Yen. This will update to the local currency of any jump you go to, but be warned, once people realize that such a machine exists, it'll only be a matter of time before they find you.

Homeless Guy Items

Magic Staff (100 XP)

Read: a plastic umbrella. Despite its humble and somewhat rundown look, this umbrella is surprisingly durable and can act as a focus for your “magic here. In future jumps, this can work as an actual magical focus.

Homebrew (200 XP)

It’s amazing what pharmacies will throw out these days. You are now quite the potion brewer despite your limited and improvised ingredients. Most notably, you have an elixir that, while not harmful to you, can become extremely flammable under a single flame. You also have a makeshift medkit that is about as effective as one you’ll find in a store. Refreshes every month

Homeless Camp (400 XP)

Located near the center of any major metropolitan area is a place for those who’ve lost nearly everything. Despite this, they’ve managed to build a life for themselves and others. What’s notable is how notable this place is. Most people walk by without a second glance, making it a perfect place to lay low or to hide something. The residents also share this ability, being akin to agents with how unremarkable they are.

Companions

Nancy (Free for Freelancers & Hero)

You now have an adorable little crawfish. This crawfish is now your loyal follower, they will age to their prime and stop there and never get sick. You have all the necessary food and housing to take care of this little crustacean.

Import (50 XP)

For 50 CP, you may import a companion with a budget of 800 CP. This can be purchased multiple times.

Export (100 XP)

For 100 CP, you may export a companion and bring them with you to other Jumps, so long as they're willing. This can be purchased multiple times.

Substories

Every substory gives **100 XP** in addition to the rewards listed. You may take as many as you want, but failure in any of these will count as a Jump failure, and you'll proceed through this jump without any purchases carrying over.

Darkness in Light

It seems due to an infection that couldn't be prevented, a stroke of luck that left Ichiban's father untouched, or maybe he simply got his sentence extended. In any case, the Hero of Yokohama will not be available to save the day, which, as you might've guessed, leaves it all up to you. You must assemble the Heroes of Tomorrow and dismantle the conspiracy behind Bleach Japan.

Reward: It'd be a shame if you had to leave your party behind, now you don't have to. You can now designate a party of 6 as a single companion slot. Allowing you to bring your party for the price of one. Also, it'd be a shame to leave the city you've gotten to know quite well. Yokohama is now available as a warehouse attachment or property, empty and minigames (see **Part-Time Hero** to solve that). It will integrate into whatever environment it's placed in and will adapt to the local technology and fauna.

Poundmates

Oh, look, another app on your phone. This one differs in that it's mostly empty; it acts as a messaging service, allowing you to call in friends and professionals to aid you in fights. You have to fight or befriend at least 19 members to add them to your roster.

Reward: You can now bring the Poundmates app to all future worlds, and you can call in help from friends from different universes, only for long enough for them to help you in a fight and maybe a passing greeting, but what a difference it could make.

Dive Into Ounabara!

Who says you can't teach an old dog new tricks? You now have the privilege of attending the Ounabara Vocational School! You now have to pass all the tests offered by the curriculum before your time here is done. Multiple attempts are allowed, but it does come with a fee.

Reward: For one, if you purchased Ascension Point, all of your personality traits are now maxed out for this jump. Secondly, you now have Ounabara Vocational School as an importable property, whose quizzes will update based on what world it's based in. By taking these tests, it would be like condensing an entire semester into a single five-minute test.

From Today I'm a Dragon Racer

Ready your engines! You must compete and win in all the races and tournaments offered by Dragon Kart. Keep in mind that these races include Rocket Launchers as an item to use against other racers, so bring your helmet.

Reward: After your ultimate triumph over Pock-sorry Dragon Fighter, you're gifted your branch of Dragon Kart! This includes your garage full of Karts and a custom track editor, letting others and yourself enjoy your imagination unleashed! Oh, you also get a shiny trophy that always seems to gleam even in total darkness.

Survival Can Collecting

Times are tough, and community service is always needed. You must now get S Ranks on all Can Collector courses offered, but this also included Kamurocho and Sotenbori, each harder than the Yokohama circuit. Avoiding other collectors, planning routes, and trying not to get crushed by the garbage truck is gonna be your life for a while.

Reward: The Can Collector Shop is now open to you! In this shop, all sorts of items are available for trade, including ones needed for crafting, weapons, and even some requests. Basically, no matter how rare or exotic it is, chances are you can trade for it here.

Baa Cinema

It's hard for people nowadays to appreciate ABSOLUTE CINEMA. Your task is to sit through all the movies Seagull Cinema is offering. Might seem like a walk in the park, right? Unfortunately, all of these movies are old classics, which tends to make even the most obnoxious cinephile drowsy. You must stay awake during these showings by battling the REM Ram dedicated to lulling you to dreamland.

Reward: You now have Seagull Cinema as an importable property or warehouse attachment. It can be used as a private theatre or as one open to the public, but in any case, its archive of showings updates with every jump it's imported into. It's also a fun way to spend time with your friends!

Part-Time Hero

There's so much to do in Yokohama, so many sights to see, so many bugs to collect, and so many people to save! If only there was some kind of log that tracks your progress when it comes to mini- alright, I think you get it.

You must now essentially get 100% completion, except for all of the previous Substories. Every Bug needs to be collected, every arcade game needs to be beaten, every restaurant menu completed, and all Mahjong tournaments won! This will take a while.

Reward: Every minigame and restaurant you've completed can now be added to any setting or any property you have, or can just be kept in your warehouse. In addition, to help you with 100% completion in later entries, you now have Cheat Items that'll help rig games in your favor, Peerless tiles that'll give you a Heavenly Hand, a rigged controller that'll allow you to fire faster in Fantasy Zone, that sort of thing. You only get one of each once per jump/decade, so use them wisely.

Receive You The Hyperactive

The Mad Dog of Shimano and the Tiger of Sasai have returned for blood. Depending on how the story pans out, you'll likely run into these guys and may or may not have to fight them. This Substory not only makes this mandatory but also harder. These legends have caught wind of a new player in town, and they've trained extensively in preparation. They are now scaled to your current power level. *Yeah.*

Reward: Should you beat the dynamic duo of Mad Dog and Tiger, you gain them as Poundmates if you've taken that Substory, but you also gain the city of Sotenbori as a property, not only that, but you also gain the secret on how they got to your level. Sotenbori Battle Arena is now yours to use. It's a towering gauntlet that has enemies to fight and gain experience from the higher up you go. As you might imagine, the stronger you get, the more levels are added, ensuring you'll always have a place to grind.

Rolling Eyes Fall Down the Dragon Wall

The Dragon of Dojima has set his sights on you. Pray. Thought to have died in Onimichii, his resurrection is as welcomed as it is feared, because he's interested to see if the new kid in town has what it takes to take on the underworld he once ruled for a brief time. Don't worry, he's not scaled to you; *he's stronger than you.* It's going to take every ally, every trick, and every sip of Spark to take him down. Good luck.

Reward: Should you beat the Dragon himself, you gain him as a Poundmate for starters. Not only that, you gain his city to call your own, Kamurocho. Though notably missing one key piece of the skyline, see below for more on that.

Additionally, you seem to have a knack for scaring the shit out of people when you want to. Whether it be through your glare, body language, or aura, you have no problem making

people go weak in the knees. Do note that the stronger the person, the harder it is to intimidate, and if they're on the same level as you, better get ready for a fight.

Also, straight from the factory, these new suits now sport a revolutionary new technology! Basically, whenever you want to dramatically make a point, you can take off the top of your suit or shirt by grabbing your shoulder and flinging it away. This gives a noticeable boost to your fighting prowess. This also gives your clothes the effect of limiting your power level to whatever you desire; this can only be controlled by you, and nobody but you notices these enchantments. The effect is doubled if you have an irezumi.

As a small boon, you are more resistant to the adverse effects of cold or hot weather, so you can do this pretty much anywhere within reason.

Wailing Warrior

Can only be taken when all other Substories have been completed.

Looks like you've got a text, should probably check it. "*The True Final Millennium Tower is the game's real challenge. Badasses only.*" Yep, it's that time once again. As soon as you reply to this text confirming your intent to take on this challenge, you're taken to a dark, stormy wasteland with a singular skyscraper piercing the sky in the distance. This is a challenge issued by the legendary patriarch of the Amon Clan, Jo Amon.

This is the litmus test of your skills here, Jumper, you'll have to ascend the tower defeating a veritable army of max-level enemies, including shadows of a Mad Dog, a Tiger, and a Dragon. Thankfully, they're not as strong as when you fought them one-on-one, but note here, there are no breaks; this is a gauntlet in the truest sense of the term. And at the top of the tower, you'll face Jo Amon himself. For context, this man has access to the Essence of Orbital Laser skill, i.e., the skill that lets you fire said orbital laser on you and your party.

Reward: Should you somehow succeed, you'll be regarded as one of the top dogs of the underworld for good reason, you also get Amon as a poundmate and the Millennium Tower as a property. You can use the Millennium Tower as the lynchpin of your burgeoning empire, as it will always grow to accommodate whatever your dynasty needs.

One more thing, you also gain a skill for pushing your limits to the extreme. **Dragon's Resurgence**, think of this as a limit break that fills as you battle. Once filled, you can activate it to essentially break the turn-based system and beat up enemies in real time with your full power. The true power of Resurgence is that it can be activated in anything that can be considered a fight. Essentially, the way this Jump forces you to play Turn-based, you can force anyone you're facing into a fistfight, and it's treated as a valid win. The sky's the limit.

Drawbacks

No Drawback limit, all Drawbacks negate any perks that counteract them, personality flaws can eventually be overcome, you know the deal.

Save File Detected (+0 XP)

Oh, not the first time you've been here? If you've played any Jumps set in this universe, any changes or relationships you've made carry over.

Welcome back.

Premium Adventure (+0 XP)

Want to stay a bit more, huh? This world does grow on you. You can now stay in this world for as long as you wish.

Supplement Mode (+0 XP)

You can use this Jump as a supplement to any (seemingly) mundane and modern Jump.

Hot-Headed (+100 XP)

You've got a temper on you, you tend to speak first and think later, and when sufficiently pissed off you see nothing but red until you've calendar or someone beats the calm into you.

On Your Sleeve (+100 XP)

You are frankly a terrible liar. Your emotions are plain to see and honestly kind of hard to ignore. You'd better say goodbye to any cloak and dagger.

Essence of Resuscitation (+100 XP)

There's halitosis, and then there's you. Your breath is so bad it's considered a medical anomaly. It can be mitigated to an extent, but expect a lot of your paycheck to go to oral hygiene products.

We Loved You (+200 XP)

You see the best in people, almost to a fault. Unfortunately, that makes you a poor judge of character; you'll still be able to hate the truly monstrous, but if there's a speck of good in someone, you can't help yourself from feeling sympathy.

Impress Some Kid (+200 XP)

You've committed Yubitsume and have lost the upper portion of your pinky finger. While it'll take some getting used to, what you've got to look out for is the reputation you have. You're now constantly considered a screw-up, the guy who should've been let go years ago. You can gain some street rep over time, but now you're starting from zero.

Rock Bottom (+200 XP)

Unfortunately, it seems you've hit it. You're now a member of the homeless community. It might seem dark now, but if you look up, you can still see the light. It'll take everything you've got, but you'll climb, one rock at a time.

Ichiban (+300 XP)

If you couldn't tell, the name is ironic. It seems you have the same fortune as the Dragon of Rock Bottom; you can never get a break in any aspect of your life. Though to be fair, life usually takes more than it gives, with this at least you can expect the outcome of any situation.

ism (+300 XP)

It'll never be enough. No matter how much you earn, no matter how much you're respected, it'll never fill the void in your heart. Your ambition and greed know no bounds, you'll take and take and take, and maybe one day you won't feel hollow.

Keep Living (+300 XP)

Pick your arms or your legs, from now on, they're paralyzed, and you need a daily injection to the heart to get them working again. If you miss out on your shot, then let's hope you can make it back home before they give out.

Like A What? (+400 XP)

All meta-knowledge about the series has been locked away for the duration of the jump. You only know as much as your origin would reasonably know.

18 Years In The Joint (+400 XP)

Those years were pretty hard in the slammer, huh? You no longer have access to out of Jump perks or your warehouse.

Legend Difficulty (+500)

You now must go through the entire plot of the game with the hardest difficulty possible. Enemies have been buffed enough that a single two-bit thug could take you out if you're not careful. To say nothing about the actual hard hitters scattered around the city. Deep breath, Jumper, you were born for this.

Gauntlet Mode

Up for a challenge? This jump is transformed into a Gauntlet, meaning the only CP you have must be gained from Substories or Drawbacks, you stay a decade and you are restricted to your Body Mod with no access to your warehouse, and don’t think you can just sit the plot out either, you MUST take part in the story of the game, no matter what side you pick.

REWARD: Should you complete this arduous gauntlet, you find that all perks/Jobs have been inked into your very soul, making them a part of your Body Mod.

Choices

Stay

Maybe you've made a life for yourself in these neon-soaked cities. Time resumes back in your original world, and all unfinished business there is resolved.

Go Home

Maybe all this violence and darkness have left you homesick. Your chain ends here, and you return home with all your abilities and items.

Move On

Carry on Like a Dragon, and continue forging your legend one jump at a time.



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Credits

Made by Model-Knight

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