

Def Jam Fight for New York Jumpchain

New York is caught up in a violent gang war between the forces of D-Mob and Crow. The control of the city is determined by who controls the city's many underground fight clubs. Martial artists on both sides battle in bloody no holds barred matches every night. Recently D-Mob was arrested but before he could reach the precinct he was rescued by the mysterious Suspect, and this is where our story begins. Crow controls the city, but D-Mob and his crew with the help of the Suspect will soon begin a campaign to reclaim this city.

So here take your +1000 character points and hit those streets

You will be arriving just after the prologue of the game in New York City no location roll necessary

Backgrounds

Drop-in

Same as always, fresh into the world with no new memories or connections. It might take a bit of work to get in with the local crews, or you could start one all your own and try to take the city for yourself.

D-Mob's Crew

The crew of the canon protagonist, D-Mob's crew has recently suffered some setbacks. You thought it was all over before the Suspect rescued your boss, now it's up to you and your allies to reclaim the city.

Crow's Crew

Led by the villainous Crow, you are a member of the crew which controls the city. You will soon be working hard to defend your venues from the Suspect and the rest of D-Mobs crew. Don't disappoint your new boss.

Non-Combatant

You are not part of any of the crews, you run one of the local shops or dojos the actual fighters frequent. Neutral in this conflict, just doing what you can to survive.

Perks

100cp perks are free and the rest 50% off for respective backgrounds

General Perks

Fighting Style (first purchase free all, 100cp each, limit three)

You have been trained in one of several fighting styles. You are an advanced practitioner of your selected style but still a ways of from being a master. The styles up for purchase are:

-*Kickboxing*

Better suited to fighting at a distance from their opponents as they attack primarily with their lower bodies using their feet and knees. Kickboxers are fast both on their feet and with their feet. This gives them both a strong offence and defence since they can dodge quickly. They are capable of KOing and enemy from the clinch with repeated knee strikes.

-*Streetfighting*

Street fighters, no-holds-barred, brass knuckles, and steel chins tempered on the streets through in your-face experience, are by far the most practical and adaptable fighters around. This fact alone makes them very dangerous. With their strong-arm attacks and plentiful punching combinations, these fighters can take it to anyone in a stand-up battle.

-*Martial Arts*

The fastest of the styles, They can move around slower opponents with ease and strike rapidly from deceptive angles and with intricate combinations. Although known for their excellent speed, martial artists also have a complex fighting style, which makes it hard to anticipate their striking attacks. What really makes martial artists forces to contend with are their astonishing defensive skills that can frustrate the best of fighters.

-*Wrestling*

Wrestlers, with their long sports history, hardly need an introduction. As a sweeping, but not inaccurate, generalization, they are usually slow and immensely strong. They have a few strong leg and arm attacks but have no need of complex combos. Their brawny strikes and grapples usually stun opponents for several seconds, easily enough time to pick them up off the floor and throw them into even worse positions.

-*Submissions*

These are balanced fighters, capable of dealing damage from various leg and arm attacks, and they have the bonus of being extremely dangerous on the ground. Their diverse submission attacks target major areas of the body, not only inflicting damage but possibly forcing a tap out.

Momentum (Free All)

Fighting in these venues is not just about winning, it's about winning with style. During combat you will gain momentum by varying your attacks, taunting, and just generally being cooler than your opponent. The higher your momentum the more the crowd will assist you, smashing opponents thrown into them over the head with weapons or offering those weapons to you.

Blazin' (Free All)

Momentum has another use, however. When you charge up enough momentum you can enter a state called blazin'. You enter blazin' by using your blazin' taunt, and while in this state your physical attributes are boosted slightly. The important part about this state are your blazin' moves: special finishers capable of destroying your enemies with ease. Blazin' moves are often complicated and brutal. With this perk you can design 4 blazin' moves of your own.

Battle Call (200cp)

Fights in the venues controlled by D-Mob and Crow often have an audience surrounding the fight marking the boundaries of the battle. With this perk whenever you enter combat you can conjure up a generic crowd of people which create a constrained arena to battle in. These people will often provide bottles, pipes, pool cues, and other weapons to be used in the battle. They will also throw around individuals knocked into them. After the battle they just vanish into smoke.

Def-Jam Records (Free for All)

Def-Jam is a record company after all. So now you have toggle-able background music of every song present in the game. You can turn off any songs you do not want in the rotation and can choose whether or not people around you can hear it.

Drop-In

Character Development (100cp)

In game the Suspect improves his attributes using development points gained from winning fights. That is not normally how people improve their strength, speed, stamina, or other physical traits. Now, however, whenever you defeat an opponent you will gain development points which can be spent in a mental menu you can bring up any time outside of combat to improve you physical attributes.

Roadhouse Love Story (200cp)

Typically women (or men) will not immediately fall for you simply because you kicked someone's ass. Now you possess the ability to flirt and/or with individuals watching you fight via the process of defeating your opponent. This is a world where to the victor go the spoils.

The Scorecard (400cp)

In the game the Suspect could see a a visual representation of their upcoming opponents attributes and style. Now you can look at any individual and see a stat sheet similar to the one in the game, showing the individual's attributes (most people will only possess regular physical stats in this world but in other worlds you will see people with attributes like mana) and their preferred combat style. Using this requires only a moment of focus and can be deactivated just as quickly.

Modern Day Conqueror (600cp)

Around these parts, the gang who is able to defeat a venue's roster claims that venue for their own. You now bring this law along with you wherever you go. Should you challenge someone for ownership of any physical property and they accept if you defeat them you will have official legal claim to the property in question. With this you could build a kingdom all your own.

D-Mob's Crew

That freight Train That Hit You (100cp)

That was me. You are an expert at talking trash, capable of coming up with witty one-liners for before, during, and after a battle. Ain't no one gonna hate on yo diss game. This also comes with the ability to rap and come up with freestyle lines with ease.

It's Gameday, Punk (200cp)

The fight venues in this world are incredibly varied, and all of them have a variety of ways to use the environment to your advantage. You are an expert at using these environments to your favour, easily noticing what things are best to slam or throw opponents into or what junk lying around will make a good weapon. You are also quite adept at using these improvised weapons in combat.

Fol' dat Bitch Up (400cp)

You are not alone, you run with a crew. You are an expert at coordinated fighting with up to two partners. You know how to play to the strength of your allies and do a variety of team attacks. You can fight around your allies without worry of accidentally hitting them and can easily gang up on opponents weaving in and out of one another. By purchasing this you also learn a new team blazin' move that can be performed in conjunction with your allies dealing an incredible amount of damage.

A Beaten Dog May Fear You (600cp)

But the second you turn your back, he's gonna strike. You will not be ruled by fear, nor will you rule through it. You are incredibly resistant to intimidation and fear, and you spread this resistance to those under your command. You also know the best ways to weaken the power structure of those who rule by fear, being able to tear down their empires by weakening it's foundation.

Crow's Crew

How Can You be a Pimp (100cp)

If you wanna be a pimp, you gotta walk the walk and talk the talk. You are an expert at pulling off the hip-hop style knowing exactly how to carry yourself and speak to exude that genuine "urban" feel. This also improves your ability to intimidate others.

Loser Goes to Jersey (200cp)

When you issue a challenge, the stakes are real. Nobody doubts that you will carry through with any threats you make seriously. More than that, you defeat someone in combat you can exile them from the town/city that you defeat them in. The only way they can overcome this exile is if they or a champion fighting for them defeat you in combat.

Now It's Just You and Me (400cp)

What is the best way to subvert your enemies? By turning their followers against them. You are easily capable of picking out members of a rival organisation that would be vulnerable to conversion to your side and you get a vague idea of the best way to convert them.

I Run This Town (600cp)

Once you fight your way to the top, you have to know how to rule to keep yourself there. You know how to run these streets as a boss, setting up fight venues and other less than legal businesses. You know how to keep the police away, keep your men in line, and clean the money that you make through these businesses. You have also become much more intimidating, striking fear into the hearts of those who oppose you.

Non-Combatant

Jumper the Entrepreneur (100cp)

There are other ways to make money other than fighting. You now the ins and outs of running a legitimate modern day business. This includes a charisma boost that is active when attempting to sell products or services. By purchasing this perk you can also choose to have skill in either tattooing or being a barber. It can be purchased a second time if you really want the other one, and a second purchase will give your charisma a slightly higher boost.

The World is Mine (200cp)

By taking this perk you become a highly skilled jeweller. You can design and craft necklaces, earrings, watches, rings, and all other kinds of jewellery. The jewellery you personally design and craft has a special trait: it boosts the battle charisma of any who wear it by an amount relative to the value of the jewellery. This makes it easier to turn a crowd in your favour and boosts your "momentum" gain.

Go Forth and Kick Ass (400CP)

You are skilled in the art of training new fighters. You know how to whip a newbie fighter into proper shape and how to instruct your students in any of the styles you learned in this jump. Training under you drastically improves the rate at which a fighter improves.

2.13.61 (600cp)

You are not just any ordinary trainer, you are a true sensei. Firstly this removes the limit on purchasing only three styles in this jump, as well you can grant anyone you train the benefits of the momentum and blazin' perks teaching your students your blazin' moves. You can also train your students in martial arts from other jumps that you know, but martial arts that rely upon capabilities greater than a students' base will take longer to train. Martial arts that require special fuel such as Essence or Chi will require them to already be able to use such energies already or to attain that capability elsewhere. Finally the rate at which a student improves under your training increases, stacking with “Go Forth and Kick Ass”.

Items

100cp Items are free and the rest 50% off for respective backgrounds

T-Mobile Sidekick (Free for all)

Owned by pretty much everyone on both D-Mob's and Crow's rosters, a T-mobile sidekick will be you primary means of communication with your allies and enemies. This comes pre-programmed with every one of the character's numbers and if you choose your number will appear in theirs as well. This phone needs no networks and you will never need to pay a phone bill for it. It will function as it does here in any world you go to.

Custom Venue (400cp Discount D-Mob's Crew and Crow's Crew)

No here you get to design your own fighting venue. During the length of this jump it will be placed within New York City and will be considered the property of whichever gang you belong to and you will need to defend it from those who will wish to conquer it. Post-Jump this can follow you from jump to jump or become a warehouse attachment.

Drop-In

Game Collection (100cp)

Here sits the full Def Jam series of games with the consoles required to play them. Go ahead and learn the plot of the game ahead of time if you think it will help.

New Crib (200cp)

A nice apartment, identical to the one given to the Suspect in the game. It comes fully furnished and you will never need to pay rent or bills for it.Post-Jump

this can follow you from jump to jump or become a warehouse attachment.

Customized Cadillac Escalade (400cp)

A fully customized Cadillac Escalade with all the optional features, real nice rims, and bullet proof tinted windows and doors. It doesn't need gas to run, and comes in a colour of your choice with a vanity plate that says whatever you wish.

D-Mob's Crew

Street Threads (100cp)

A closet full of clothing, shoes, and accessories from the Reebok, Phat Farm, Air Jordan, Sean Comb, and Sean John lines. With a wardrobe on point like this you are sure to impress.

D-Mob's Limo (200cp)

A fully loaded limo with a minibar in back and a phantom driver that will follow your instructions. It doesn't need gas to run, and comes in a colour of your choice with a vanity plate that says whatever you wish. Unfortunately this one is not bullet proof.

Vendetta Chain (400cp)

A copy of D-Mob's chain, this platinum necklace with a thick chain and a large pendant in the shape of the Def Jam logo is a symbol of everything he and his crew stand for. When worn, not only does this boost your momentum gain in combat but it also boosts the fear resistance granted by the “A beaten Dog...” perk but also increases the morale of those who your fear resistance spreads to.

Crow's Crew

Pimpin' Threads (100cp)

Much nicer than simple street clothes, this is a closet fill of custom suits, fancy coats, and wide-brimmed hats. Truly a wardrobe fit for the ruler of this city.

The Piece (200cp)

Easily concealable in any clothes you wear (even if you are wearing just a thong, somehow), this is an otherwise completely ordinary Uzi machine-pistol.

Sword Cane (400cp)

Here is a copy of Crow's signature pimp cane, this is a fancy cane designed to your tastes. You can walk around with it and no one will question its presence. The sword within is unbreakable by mundane means and ill never lose its edge. Notably the use of this sword can easily be blended with the styles available in this jump.

Non-Combatant

A Shop to Call Your Own (100cp)

Simply put this is a store or dojo for you to ply your trade within. It comes with whatever you need to run your business (a full stock of mundane goods, a full set of barber or tattooist tools, a set of training equipment, etc.). This first stock of goods will not be replaced once they run out, you'll have to handle that yourself. Post-Jump this can follow you from jump to jump or become a warehouse attachment.

Special Ink (200cp)

Tattooing as a ancient and honoured art the world over. You managed to come into possession of these vials of special tattoo ink. These vials, which replenish once per month, can be used to create tattoos with enhanced properties. These tattoos are boost momentum gain and increase the potency of the buff from entering Blazin'. These tattoos can also be removed with a simple and easy process, allowing them to be easily replaced with a different design.

Jeweller's Tools and Materials (400cp)

Here we have a full set of high quality modern Jeweller's tools used for the creation of every kind of jewellery. This also comes with a supply of bronze, silver, gold, and platinum as well as a stash of diamonds to be used in the creation of bling. This stockpile of materials will restore twice a year.

Companions

Hip-Hop Waifu (200cp Discount Drop-In)

An important part of this game is your selection of love interest. By taking this you can select one of the love interests from this game as a companion. You can select from Cindy J, Kimorah Lee, Lil' Kim, Shawnna, Shaniqua, or Carmen Electra.

Cannon Companion (200cp)

D-Mob and Crow have quite the roster of fighter beneath them. You can select any of the characters from this game with the exception of the Suspect, Crow, and D-Mob as a companion. Purchasing a member of D-Mob's or Crow's crew is discounted for their respective crew backgrounds.

The Gang (400cp)

You have a crew of your own don't you? This allows you to create or import up to 8 companions with their choice of background and 600cp to be spent on perks. You can purchase single companions for 50cp each.

Drawbacks

+600cp drawback limit, +1000cp with Coming of the Zaibatsu

Gamecube Version +100cp

Due to technical limitations in this universe the graphical quality has been decreased and your voiced changed to the generic thug voice regardless of your gender.

COMP +100cp

Now every few songs you listen to will be replaced with COMP by COMP. Even if you turn off all of your soundtrack perks and avoid listening to the radio it will begin to play in your head at random, often inconvenient times.

Running Rival +200cp

Now one of the fighters in this world has decided you are his rival. As such, for maximum entertainment value their raw combat skills have been increased to where they can fight you evenly and their physical traits improved to the point where they could harm you, however minimally. They still remain a mostly mundane mortal, but they will also come back every time you kill them. Honestly they are just going to be a major annoyance for your ten years here.

Dirty Traitor +200cp

For some reason people close to you will constantly switch sides and attempt to harm you. You will eventually have to face them one on one. And then another person will betray you. And this will continue for the whole time you are here.

Aki Engine Restrictions +200cp

In Def Jam Fight for New York the only way to defeat an opponent is by using a KO move, an environmental attack, or a blazin' move. Now for your ten years here you will have to use one of those methods to put down any opponent you fight. Otherwise they will just keep going until you defeat them using one of those methods.

The Great Fugitive Fighter +200p

No matter your background, you now take the place of the Suspect in the main plot. You have to claim all of Crow's clubs for D-Mob and then defeat Crow yourself. This will be a much more difficult, dangerous, and lengthy process than in the game.

With My Own Two Fists +400cp (Requires The Great Fugitive Fighter)

Now you have to do all of that with only the perks and items you purchased in this jump. Until crow is six feet under, you will have none of your out of jump powers nor warehouse access.

The Fallen Kings +300cp

Mysterious forces are at work: two fallen kings, once rivals, have risen from the grave and members of both D-Mob's and Crow's crews are flocking to their banner. None other than Tupac Shakur and Biggie Smalls, now lead the most dangerous crew in this city and you will not be allowed to leave until you have returned the two of them to the afterlife. They have been empowered to the point where one on one they may be a minor threat, but together that will cause you some problems.

Coming of the Zaibatsu +600cp

Strange reports are coming out of Africa, they say a volcano burst from the ground and then split in two. From within this volcano a single entity emerged: RAGE. Now, with support from a Canadian gang called the Zaibatsu he has decided to claim this city in order to find a warrior worthy of facing him. You will have to face a variety of strange and supernaturally empowers members of his crew, including the coming storm Zubaz, before facing Rage himself. You must defeat him by your tenth year in this jump. If you have successfully defeated him, during your tenth year Rage will return as Shin Rage possessed of power that makes him a true threat to you. It will take all the power, skill, and experience in your possession to put him down once and for all.