
YAKUZA
TM

Intro

As you walk down a neon-soaked street, water splashing under your feet, barkers shouts ringing in your ears, you feel the air behind you shift.

With a casual tilt of your head, the sailing fist flies by you. A smug grin stretches across the face of your assailant as the pin on his lapel shines with the light of the Poppo convenience store you were trying to enter. The thrum of adrenaline surges through you as you see citizens and shopkeepers start to clear the street, creating the ring you've seemed to have walked in.

You hear low chuckles and threats from behind as you count 4, no five, voices letting out jeers and boasts. You're surrounded.

A smirk spreads across your face.

You enter the convenience store and ask the terrified (and gracious?) clerk where they keep their bentos. You leave (notably with more money left over than you thought, maybe there was a discount) as the automatic doors open to the groans of 5 Yakuza rolling on the ground. You absentmindedly walk over them (maybe an "accidental" kick) as you settle on a bench nearby. You consume the food with fervor, the smell of nicotine and blood settling heavily on you. It's only halfway through the meal you see the blood on your knuckles and sigh as you look up at the sky, part of it blocked by a skyscraper that pierces the heavens.

Just another night in Kamurocho.

Welcome to the world of Yakuza. A volatile place, where street fights are an hourly occurrence, nationwide conspiracies are distressingly common, and where men punch out tigers and bears without anybody batting an eye. As the title indicates, the plot of the franchise revolves around the criminal underworld of Japan, with the various movers and shakers of the country trying to gain power by any means necessary.

However, within the underworld certain names reverberate throughout it, carving legends from their legendary exploits. Dragons, Mad Dogs, Tigers, Lifelines, and Parasites the pantheon grows day by day. It's time for you to carve out your own.

Meanwhile, in the public, there are people with their host of problems, tourists, business owners, dominatrixes. You know, the usual populace in the red light districts facing various problems and outright bizarre situations that you will inevitably get wrapped up in.

You're going to get busy, so have a free Staminan Royale on me and take these:
+1000 CP (Completion Points).

Location

Choose a location freely or you can roll 1d6 for **+50 CP.**

Kamurocho

Sotenbori

Ryukyu

Nagasugai

Tsukimino

Onomichi



Time

Choose a time period freely or you can roll 1d7 for **+100 CP.**

1988

A young Dragon and a Mad Dog are roped into a Tojo civil war over an empty lot during the golden age of the Yakuza.

2005

A Dragon and a Carp fight over the Tojo Clan missing 10 Billion Yen and an Orphan that seemingly holds the key to finding it.

2006

The Dragon of Dojima and the Dragon of Kansai fight over the fate of the Tojo Clan. Meanwhile, a Yakuza huntress unveils her past.

2009

A retired Dragon and a misguided Kirin fight over the fallen Tojo Clan Chairman, while a sinister organization pulls the strings of the CIA.

2010

A Loan Shark, a Caged Tiger, a Corrupt Cop, and a Dragon are forced into a conspiracy involving the murder of multiple Yakuza that has roots in all of their pasts.

2012

A Dragon, a Caged Tiger, a Rising Idol, a Loan Shark, and a Fallen Star, are embroiled in yet another conspiracy over the murder of a Mad Dog.

2016

A Dragon makes the ultimate sacrifice for his found family while the twilight of the Yakuza draws near.

Age and Gender

You may pick your age or gender freely. Do expect some odd looks if you're a 12-year-old patriarch.

Origins

All origins except for the Drop-In come with proper identification and memories.

Drop-In

A citizen who led an unremarkable life, or someone who popped into existence.

Yakuza

Ruling Japanese Crime Like a Dragon. You start as a grunt for the Tojo or Omi.

Lifeline

A pillar of the community who provides an eccentric but invaluable service to the people.

Caged Tiger

A ferocious beast who has been imprisoned for a crime they may or may not have committed, recently released in a strangely familiar world.

Parasite

Bribery, coercion, and threats all cover a heart of gold. You are an officer of the law, at least when you remember to be.

Idol

An inspiration in all senses of the word, cute, innocent, and with the voice of an angel and an impeccable knowledge of the entertainment industry.

Fallen Star

Originally destined for great things, a scandal has forced whatever glamor you had down the drain. Your story has been one of tragedy...until now.

Heat



In the world of the Yakuza, guile only gets you so far. Sooner or later your strength WILL be tested. Fortunately, you seem to be blessed with a weapon that only the strongest and most passionate can wield properly.

You can now use HEAT. A manifestation of your drive and determination, your fighting spirit made physical. You gain heat from all sorts of things, mainly scenarios that get your blood pumping, it could be something as simple as going for a run, or as quick as smoking a cigarette, or as fun as playing an arcade game or taunting an enemy. The fastest and most efficient way to build heat is by fighting. Landing attacks and countering/evading your opponent's attacks are by far the fastest ways to build up Heat.

And what exactly does Heat do? Well to start, once you fill a "gauge" of heat, you'll find yourself wreathed in flames that enhance your strikes and mobility. You hit harder and faster and your brain can process information quicker, giving you enhanced senses and perception. You can also shrug off injuries that would ruin lesser men.

But the main usage of Heat is burning it to unleash a *devastating* attack called a Heat Action. What attack you perform depends on your environment, weapon, fighting style, and how much Heat you've built, but it is guaranteed to be brutal, damaging, and awesome. The more Heat you burn the more damaging the attack.

The default color and appearance of Heat is blue, but this is customizable to be any two colors. These effects stack and multiply with any other augments you have.

First Gauge (Free)

This unlocks the first gauge of Heat for you to build up, it is also an indicator of how much raw power and constitution you have.

For Free this style puts you at about as strong as Daigo Dojima and Kaoru Sayama at the start of their journeys, you can hit hard however your speed and stamina leave much to be desired.

Second Gauge (100)

This unlocks the second gauge of Heat for you to build up, it is also an indicator of how much raw power and constitution you have.

For 100 CP, this puts you about on par with Hiroshi Hayashi and Kei Ibuchi, you can give the legends of the underworld a run for their money, but the power gap is still substantial enough that you won't have a hope of defeating them one-on-one.

Third Gauge (200)

This unlocks the third gauge of Heat for you to build up, it is also an indicator of how much raw power and constitution you have.

For 200 CP this style now puts you in the same league as Goro Majima and the Yakuza 4 minus Kiryu and Saejima. You are now among the best of the best, and you now have a decent chance of defeating the legends of the streets one-on-one with great effort and skill on your part.

Feel the Heat (300)

For 300 CP you are now among Dragons. This style puts you on par with Ryuji Goda, Kiryu Kazama, and Saejima, the legendary Dragons/Tiger themselves. Your punches create shockwaves, and your dodges leave afterimages. This is the peak of what humans can achieve in this world, use it responsibly.

Styles



Brawler or Beast? Speedy or Steady? Cunning or Candor? What kind of fighter are you?

While your Heat "gauges" your raw power, fighting Styles temper that innate talent into skill and technique. What use is power if you can't utilize it? All Styles can be trained to their upgraded versions but it will take learning from a master of said style or near-constant combat for a year without any training boosters.

All Origins except for Drop-In gain **+50 CP** for this section. Yakuza gain **+100 CP.** You can change what style you're using with a thought and nearly instantaneously.

You start at the skill level of a completely un-upgraded skill tree with *a lot* of room to grow.

Force Addiction (50)

Unrefined but no less effective, this is a balanced and versatile combat style that blends offense and defense, making it effective in various combat situations. With a particular focus on Heat Actions, Counterattacks, and elements of Drunken Boxing.

Parry Addiction (50)

Distinguished by its focus on speed, agility, and evasion. This style emphasizes quick movements and rapid attacks, making it ideal for those who prefer a hit-and-run approach to combat. With a particular focus on Dodging and Evasion, Rush Combos, and elements of Kick Boxing.

Crash Addiction (50)

Characterized by its brute strength and the use of environmental objects as weapons. It is one of the most aggressive and destructive fighting styles, ideal for dealing with large groups of enemies or powerful individual foes. With a particular focus on Wide Sweeping Attacks, Enhanced Grapples, and elements of Kayfabe Wrestling.

One-Eyed Assassin (50)

Pragmatic and underhanded, this style is versatile and balanced, combining elements of street fighting with flashy and unpredictable moves. It is designed to be adaptable, effective in various combat scenarios, and highly entertaining to use. With a particular focus on Underhanded Moves, Quick Combos and Finishers, and elements of Street Brawling.

One-Eyed Dancer (50)

Unorthodox and rhythmic, this style is highly effective for crowd control due to its wide-reaching attacks and continuous movement, making it both visually impressive and practically devastating. With a particular focus on Quick and Fluid Movements, Continuous Combos, and elements of Breakdancing.

One-Eyed Slugger (50)

Characterized by its focus on weapon-based combat, by default with a baseball bat however, this can be changed to any melee weapon. This style combines powerful strikes with effective defensive maneuvers, making it a formidable option. With a particular focus on Weapon-Based Attacks, Enhanced Blocking and Parrying, and elements of Kenjutsu.

Speed Star (50)

Graceful and fluidity with an untapped potential for launching enemies into the air and juggling them. This is a flexible and almost effortless style that relies exclusively on kicks and

has an upgradeable combo that can allow for a truly ridiculous amount of standing kicks, overwhelming any defense with your blows. Based primarily on Capoeira.

Massive Fire (50)

Raw Strength is the name of the game here. With charged hits and short combos, this style focuses more on timing your hits, but when they do they'll have to scrape your opponents off of the wall. With your herculean strength and spirit, you can rip signs out of the street and swing mopeds like a baseball bat and not flinch as your opponents desperately try to interrupt your combos. Based primarily on Sumo Wrestling.

Infinite Handcuffs (50)

Patience is king when it comes to this style. Unlike other combat techniques you'll find here, this one is almost entirely defensive. With the unique omnidimensional parry that can be used to set up punishing attack chains, to heat actions that are activated at the end of your combos. This is an unusual but no less effective strategy. Based primarily on Aikido.

Joy to the Dance (50)

And you thought Dancer was weird. You can now have actual dance battles with your opponents instead of brawls. How exactly this works is customizable but the default is that a new wave of dancing enthusiasts has swept the nation, causing countless people from all walks of life to walk to the beat. Heat actions are now acrobatic and flashy dance moves that can reduce your opponent's stamina, recover your own, or boost your audience appeal. How exactly you dance is up to you.

Funktastic Hit (50)

Unlike most other denizens of the underworld, you've lived life mostly on the right side of the law. This is reflected in your unrefined approach to fighting, with a reduced combo length and frankly abysmal damage, however where this style shines is in its grapples and weapon mastery. Unlike in Slugger which allows you expertise in one weapon of your choice, this is a jack-of-all-trades form that allows you a "stance system" of sorts when using different kinds of weapons. Staff give you AOE, knives are good for single targets, etc. Your grapples are also intertwined with your combos, allowing for chains of heat actions that are inescapable. Based on Clinch fighting.

Perks

All origins have their perk trees discounted by 50%. Their 50 CP Perks are free.

General Perks

Funk Goes On (Free)

You now have a theme that represents who you are as a person, along with the entire soundtrack of all the mainline Yakuza games up until 6, this includes the original games and Kiwami remakes. You can toggle if other people can hear it and it always plays the best track that suits the current situation.

Omniglot (Free)

Translation barriers are no more, you now pick up languages at a stunning rate. After a week of simply hearing people speak a language, you find yourself comfortable enough to casually converse with the locals.

After a month it'd be like you were born and raised there. This also applies to different cultural values and faux pas.

Rubber Fists (50)

With a world as violent as this, it's probably important that you don't go overboard in your bloodlust. This perk allows you to make any attack you inflict non-lethal. Doesn't matter how brutal or absurd the attack is, as long as this perk is active they won't die.

This perk comes with a mental dial, on one end your attacks leave the receiver passed-out but largely unharmed, all the way to fully lethal. Only you can change this dial with no outside forces influencing your mind.

Extremely Huge (50)

You can now hold an unseemingly amount of energy drinks/fast food/bandages on your person without needing to worry about weight or space. You can hold up to 10 of each item, and it can only be manipulated by you and no one finds it odd you have such a high carrying capacity.

Metabolism (100)

You can eat a meal or take medicine and IMMEDIATELY gain its benefits. Food now heals you, and energy drinks and alcohol now restore your heat. Not only that but the process of eating/drinking is instantaneous but still comes with the taste and pleasure of a full-course meal.

Serious Crime Drama (100)

Or maybe not. You now can make a setting lighter and softer. A vice city is now filled with a colorful cast of characters engaged in wacky hijinks. Bizarre and humorous situations are more common and overall the world seems brighter somehow.

Optionally this can be relegated to the background, not affecting the main plot of any future jumps.

Dynamic Intros (200)

It'd be nice to have a moment to center yourself before you go up against a tough opponent, now you can. 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 Funk Goes On. Most importantly, it looks badass.

Dragon Engine (200)

It seems you've gotten a visual upgrade. You are now a ten out of ten in attractiveness. Whether it's because of your boyish good looks, broad shoulders, or your brass-like voice is up to you. But no matter what someone's type is, you fall right into their zone.

Experience (300)

You have a knack for gaining experience in the weirdest ways. You could sit down for a meal at Smile Burger and realize your strength has improved somehow. Or you could win a game of Mahjong and realize your Heat builds up faster. You can now "train" just by living life to the fullest. This also stacks with any other training boosters you may have.

Substories (300)

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, however you'll quickly find yourself amassing quite the network of friends due to your penchant for playing the hero.

As a bonus, tales of your adventures throughout the multiverse follow you into future jumps, carving out your legend in the grand tapestry of heroes and mythical figures of old. Your adventures are automatically changed with setting so it makes sense in the name of lore. This has the added effect of enhancing your abilities, since you gotta live up to the legend.

Additionally, you now have a title that strikes fear into anyone who dares cross you and gives hope to those you inspire.

Kiwami Means Extreme (400)

This is a Capstone Booster.

Maybe it's all that alcohol running through their systems, but for some reason, people here can take and deal more punishment than physically possible...and now you do too.

This puts you on about peak comic-book level resilience and strength, punches and kicks may sting but not nearly as much as they should, swords and knives leave thin neat cuts instead of gushing serrated wounds, bullet wounds hurt but are not debilitating and are often in "non-lethal" spots allowing you to trudge on. Your reaction time is similarly augmented.

Along with this you also have an aptitude for...everything. No matter what it might be, pocket racing, crane games, mahjong, running a business, or modeling, you now have the potential to be the very best at it as long as you put your mind, body, and soul into it.

Additionally, you have now unlocked the final tier of power when it comes to HEAT. When you've filled your HEAT you can unleash your fighting spirit in an awesome burst of unrelenting fury. When Extreme Heat Mode is active you CANNOT die, you can be brought to the brink of death but until this mode ends you are essentially immortal as long as it's active. You now find your speed enhanced, your strength augmented, and your durability absolute. At the end of any combo or attack, you can now seamlessly transition into a devastating HEAT move, making any attack a potential end to a fight. Your Heat Aura also temporarily turns Red during this state, however you can toggle this to your default fighting style colors.



Drop-In

Professional (50)

Everyone needs a hobby, but few can turn their hobbies into a career. You are now among that lucky few, pick any legal job and gain a decade of experience in that occupation along with all the secondary required skills needed to excel in your new profession.

Lay of the Land (100)

It seems the city has become your playground. You now have an almost supernatural connection with any urban landscape you live in. You know where the hidden alleys and the underground clubs are, you can sense where there might be some thugs waiting to ambush you around the corner, and you find yourself drawn to significant events that take place in your concrete jungle.

In future jumps this applies to any city or large town you start in.

Ghost in the Crowd (200)

Blending into the background and moving unnoticed is an art, and you've mastered it. This perk grants you the ability to keep a low profile, making it incredibly difficult for others to track or remember you. Whether you're avoiding unwanted attention or slipping away from pursuers, you excel at becoming a ghost in any setting.

Strange Encounter (300)

The Power of Friendship has never been more literal. You now find yourself with the opportunity to become a pillar of whatever community you find yourself in by making several friends around town. Whether it be chasing down dine and dashers or simply lending an ear you find yourself quickly amassing a network of friends. Maybe some martial arts masters are taking some students?

QTE (400)

Whenever you're in a fight or are doing an intense activity you now get prompts that appear only to you. Should you succeed, whatever hobby you are doing will have a much more favorable outcome, as for fights a successful prompt will damage your enemy and build up your Heat Gauge considerably.

CAPSTONE BOOSTER
You can now slow your perception of time outside of these QTES, allowing you some more time to think, this burns up Heat though so keep your eyes on that gauge.

Yakuza

Ready to Die? (50)

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.

Then Step Up! (100)

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 notice these enchantments.

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.

Ideal for Violence (200)

Despite the fierce exterior and your flaming aura, you can be surprisingly compassionate and inspiring when you need to be. No matter what the problem a person seems to have, you can literally/metaphorically punch it away. How this manifests depends on the problem itself. Kid loses his bike? Oh look some hooligans are bragging about stealing a bike two streets away. A guy is contemplating giving up on his dreams? Beat him up until he awakens his inner spirit and fights back.

No matter what the problem is, you will ALWAYS have an opportunity to resolve it, usually by beating it up.

Receive and Bite You (300)

Much like a certain mad dog, you are now completely unpredictable to even the most skilled chess masters. Plans often have to be written around you because if you were to somehow enter the board you would inevitably flip the entire table, rendering whatever aspiration the planner had useless.

This also applies to cold reading skills and general deception to others. You have a hell of a poker face.

The Myth (400)

There's something...different about you Jumper, you have a fire in your eyes, a serenity in your demeanor, or simply a capacity for fighting like no other. You've gained a fighting style; LEGEND.

This style is unique to you, its moves are based on your spirit and personality. If you're a mischievous sort your moves focus on confusion and subterfuge, if you're a hard-headed individual you find yourself being able to tank hits and return any damage tenfold, that kind of stuff.

There is one big caveat to this, you cannot train this style on your own. Instead, you must seek out masters to unlock the full potential of this style. Expect these masters to be hesitant to train you, meaning you'll have to prove yourselves to them to even begin training. And when you do start to expect them to work you down to the bone.

Another way to strengthen this style is to fight someone on equal footing as you, someone who can rival you in all aspects, perhaps a one-eyed mad dog has some free time? You gain the Majima Everywhere drawback with no CP gained.

CAPSTONE BOOSTER
Limit Uncapper. Your strength, spirit, and willpower can now be trained up to infinity. Not only that, you gain access to potentially the most powerful move in the setting; the Komaki Tiger Drop.

This move requires expert precision (just before an attack lands), but if you pull it off you perform a DEVASTATING counterattack that launches the attacker back several feet while negating ANY damage done to you. No heat is required.





Lifeline

Financial Wizard (50)

Your knack for financial management is unparalleled. You have an innate understanding of investments, business ventures, and economic trends, allowing you to amass wealth effortlessly.

Aloof (100)

You're an easygoing Jumper. When others are panicking or screaming, you're reaching into your breast pocket and pulling out a cigarette. You have a coolness about you that permeates the room, giving you an undeniable swagger. Your calmness also spreads to others nearby making sure everybody keeps a level head.

Charmer (200)

You seem to have an innate understanding of the human condition. This makes you an excellent judge of character, allowing you to break down a person's sins and virtues just by having a conversation with them.

This comes with the added benefit of being very good at creating unorthodox tests that can impart an important lesson or see if they're truly worthy of something. This can be as simple as getting the numbers of 10 random girls or as long as working at a construction site for weeks.

I've Had Better Days (300)

When you've reached rock bottom, you learn to appreciate what you have and not worry about what others might think. No matter how much power or money you gain, you will never lose the core of you. What's important to you now will be important to you 1000 years from now.

Vermillion (400)

Much like the legendary bird of life and death, you too find yourself unable to ever be fully killed...metaphorically of course. Whenever you find yourself starting from square one financially, mentally, or spiritually, you come back stronger, better, and faster, acting like an x2 training booster for that field.

CAPSTONE BOOSTER
Whether it be from a dull blade or from a pocket full of money that happened to stop a bullet, you can now cheat death. You can only do this once per jump/once a decade. Much like before, you find yourself adapting to whatever killed you last. Bullets do less damage, you're able to see betrayals easier, etc.

Caged Tiger

Convict (50)

Having spent a significant time in prison, you have learned to handle yourself in confined spaces and deal with the dangers that come with prison life. Your experience grants you a gritty toughness and street-smart acumen. You know when a deal is too good to be true, and what underworld contacts won't backstab you. Blending into the background and moving unnoticed is an art, and you've mastered it.

Fugitive (100)

Years of hardship have honed your ability to survive in harsh conditions. You can find food, shelter, and resources in the most unlikely places and endure extreme environments better than most. Should you prove yourself as a non-threat, people will be less likely to turn you in...to an extent. This perk also grants you the ability to keep a low profile, making it incredibly difficult for others to track or remember you. Whether you're avoiding unwanted attention or slipping away from pursuers, you excel at becoming a ghost in any setting.

The Slayer (200)

Unlike the idealized Yakuza, you're no stranger to the darker side of your profession. You now know how to pull off assassinations of high-key figures in the underworld. This gives you an innate knowledge of your target's schedule, entourage, and places they frequent. You also know how to make a clean getaway and scrub any evidence you were ever there. This isn't foolproof, as no matter how professional you are, killing 18 people will be extremely hard as compared to just one, but you'll know where to start at least.

The Most Dangerous Game (300)

All those nights of planning your hits have made you quite an adept killer...of animals of course. You are now a bonafide expert hunter, being able to hunt all kinds of game and in near unsurvivable weather. Your tolerance for frostbite and heat stroke is now massively boosted allowing you to stay in the harshest conditions for nights on end. You're also proficient with hunting rifles, as well as maintaining and modifying them as well. Where this perk shines, however, is in bargaining. You can now sell off your skins and meats for much higher than they would usually go due to your skill, to the point where you can make millions of yen in a single day of hunting.

Kyodai (400)

Thanks for your help...Kyodai. You have a knack for catching people off guard with your sincerity. As long as you believe someone can be better than what they are, they'll claw their way into the light. The more entrenched the person is in their beliefs the harder and longer it'll be naturally. And sometimes there are people you just can't save.

CAPSTONE BOOSTER

Forget that last bit, you can now redeem even the most heinous and depraved this world has to offer and beyond. This essentially makes you a savant when it comes to psychoanalyzing people, and a repertoire of coping mechanisms. This also helps with issues like Depression, PTSD and other mental illnesses. With enough time and effort, no one is beyond the event horizon.



Parasite

Cowboy Cop (50)

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. Post jump this applies to all the figures you "answer" to.

Sharpshooter (100)

Revolver, Sniper, AR, Shotgun, Sling-Shot, you now have amazing accuracy and precision when using long-ranged weapons. This also applies to thrown weapons as well, javelins and darts and such.

As a bonus, if you expend your heat while aiming you enter a bullet-time-like state, allowing you to take out scores of enemies before they even have time to pull the hammer back. This stacks with QTE.

Big Brother (200)

You're adept at resolving conflicts in particularly close tight-knit communities. Whether it be a permit issue between two neighboring restaurants or some graffiti that needs to be cleaned, you're aware of the grey zone of the law, allowing you to come up with a fair compromise to any situation. Even if it's not strictly legal.

Roulette (300)

You have an innate sense of games, particularly the gambling kind. You have an immaculate mind when it comes to calculating odds. This gives you an edge in any casino but also a master when it comes to predicting people, after all, we all have our habits.

My Brand of Justice (400)

You have developed a unique sense of justice, one that diverges from the mainstream and resonates deeply with your beliefs. With this perk, you possess the extraordinary ability to convert others to your brand of justice. This process is subtle, often occurring through interaction, charisma, and the sheer force of your conviction.

CAPSTONE BOOSTER
Your sense of justice is compelling and infectious. When you speak about your beliefs, people find themselves agreeing with you more easily. Over time, those who spend extended periods with you may adopt your principles as their own. This isn't mind control, but rather an incredibly persuasive aura that aligns others with your sense of right and wrong.



Idol

Endearing Presence (50)

You are so precious! You have an aura of cuteness around that seems to disarm even the most hardened of individuals. Because of this people are more at ease around you. This acts as a healing aura for the mind, as they see their nightmares recede and their traumas fade as they spend more time with you. Spend enough time and these effects become permanent, along with a lesser version of this perk being passed on to those you've fully healed, creating a diminishing cascade effect of wholesomeness.

Idol Prodigy (100)

You have the markings of Japan's next #1 Idol singer. You have an innate talent for dancing, singing, rhythm, organization, and flexibility. With these skills, you'll be the life of the party no matter where you go. This also has the added benefit of analyzing other people's moves and attacks letting you pinpoint weaknesses.

Responsible (200)

Due to your parental figure always being busy, you've learned an assortment of life skills that are essential for running a household. Your scheduling and budgeting are honed from months of giving allowances, your cooking and cleaning skills are exemplary. And this aura of reliability is plain to those who meet you.

Precocious (300)

You are wise beyond your years Jumper. You have the most important thing a child navigating the streets of the red light district could have; common sense. You know the holes in a seemingly foolproof plan, when something seems too good to be true, and how to use your skills and assets in the smartest way possible. You also have a way of cutting through all the bullshit and subterfuge and see things for what they truly are.

To Live Is To Not Run Away (400)

Sometimes you're true calling and the life you've built conflicts with each other. Maybe you keep getting pulled into dangerous situations when all you want is to live peacefully. Unfortunately, this isn't always possible, but maybe you can learn to balance all aspects of your life.

You can now keep parts of your life separate in such a way that they never interact with each other if you wish it. For example, being a hitman will never put your family at risk, and running a criminal empire won't interfere with you while you're running your orphanage. Essentially your personal and professional life will never mix.

CAPSTONE BOOSTED
It now seems fate is on your side. Whenever a crisis pops up on either side of your life the universe seems to ensure that you'll never miss any obligations on the calmer side of life. For

example, perhaps one of your bars is getting robbed about 5 minutes away from the batting center where you're going to meet up with your kyodai. Or maybe while you're doing collections your kid is getting mugged across the street. No matter the situation you will always be where you need to be.



Fallen Star

Bases Are Loaded (50)

Pick any competitive sport, as mainstream as Basketball or as obscure as Medieval MMA, you now have an encyclopedic knowledge of its history. MVPs and underrated legends, decade-long dynasties, and generational feuds. This also naturally makes you an excellent player of this sport including any variations, increasing your athleticism accordingly. This also gives you a head for statistical analysis, allowing you to see trends and giving you a knack on how to build a team, in sports or brawls. Additional purchases are allowed but will cost an undiscounted 100 CP.

Owe You One (100)

You've been through the wringer, this lends a certain amount of leeway when it comes to people's hospitality. Acquaintances will allow you to spend the night on their couch, local restaurants will treat you to a free meal, and those debt collectors will give you a couple more days to make your payment. Don't abuse this, however, people's altruism will only go so far even with this perk.

Chucklefuck (200)

A lighthearted aura seems to surround you, giving even the severe situations a degree of levity. Whether you're cracking jokes, making witty observations, or engaging in slapstick antics, you always manage to lighten the mood. Your comedic timing is impeccable, and you have an uncanny ability to find humor even in the direst circumstances. This has the benefit of getting people to loosen up and giving you an exhaustive list of barbs and quips to unleash on your enemies, letting you catch them off their game.

Night-Life Journalist (300)

You have a knack for investigative journalism, you can cut through the dark underbelly of the world and drag the truth out kicking and screaming. Chasing down leads, interviewing persons of interest, avoiding assassination attempts, or getting the snapshot you've been waiting all night for. Come hell or high water you will unravel this conspiracy one thread at a time.

This Is My Story (400)

Your story may not have had a happy beginning...but maybe you can ensure someone else does. You have the spirit of a Papa/Mama Bear when it comes to protecting your loved ones, giving you an almost supernatural sense when they're in trouble. This won't give you concrete details but you'll get a vague feeling if it's accidental or something more malicious.

CAPSTONE BOOSTED
You have the power to break fate itself. It'll take a lot of effort on your part but you can divert or entirely derail people's futures. Prophecies be damned. This can massively change how the duration of your stay here will play out. Be careful.



Items

All origins have their item trees discounted by 50%. Their 50 CP Item is free. Any items bought in the previous jumps are imported in with the new effects and changes in this Jump.

General

Ryū Ga Gotoku Shirīzu (Free)

Neat, you now have all of the Like a Dragon games, remakes, and spin-offs available on any console or PC. This includes spin-offs like Judgment and...Dead Souls. Comes with free merch too!

Irezumi (Free)

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.

Pharmacy (50)

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.

Plates (100)

An assortment of plates that come to the value of ¥100,0000 (roughly USD 10,000). Can be purchased multiple times. These plates will be accepted by any culture or city, so no worries about not finding a pawn shop.

Cell-Phone (200)

Gone are the days of the brick phone, say hello to the future! This is a modern top-of-the-line cell phone (in 2005), that always seems to get reception, always has a very clear connection, and is seemingly indestructible. They don't make 'em like they used to. As technology advances so will your phone and post jump update to the top-of-the-line communication the public can get,

Lockers (300-400)

You now have a wall of lockers containing useful baubles and mystical items that will help you on your journey, the problem is they need keys to be opened and are fiat-backed to only open with those keys. Keys will appear around the nearest city you arrive in. For 400 CP you have all the keys in your possession already.

These lockers can be attached to your warehouse and the items they contain update with each jump.

These items can range from helpful lucky baubles or energy drinks/potions/medicine to unique weapons and gear, or to priceless artifacts and legendary equipment that can block bullets.



Drop-In

Papers, Please (50)

A meticulously crafted set of identity documents that, when presented to any law enforcement or government official, grants you the unquestionable right to live and work in the current country without the need for additional permits.

These forged identity papers are virtually indistinguishable from legitimate documents. They serve as a foolproof means to navigate bureaucratic hurdles, allowing you to blend seamlessly into society without the need for official immigration paperwork. They also update to whatever setting you visit.

Trouble-Finder (100)

This handy little scope can be used to find and avoid trouble on the streets, simply put it up to your eye and you'll see where hostile people are grouped up allowing you a safe walk through the city. Of course, if you WANT to get into some trouble that'll help too.

Taxi (200)

This humble Taxi can be called from any street corner and can take you near instantly to any other street in the city or any other cities you've visited almost instantaneously. Comes with an NPC driver.

Map (300-400)

This is a summonable map that only YOU can see. It provides a bird's eye view of the whole city of Kamurocho (or a span of land that size). It provides details on the local restaurants and where to find some entertainment, legally or illegally. It also shows you your next objective so no need to search the city for that one building.

For 400 CP it gains the ability to find people in trouble. Whenever someone has a problem that you can solve you'll see an exclamation point where they are.

What the problem is varies, but always expect a nice reward in cash, a helpful item to help you on your journey, or a new ally in the city. If you have a trouble-finder those hot spots of aggressive gangs will also be shown on the map. With time and training, the areas shown on the map will expand.

Yakuza

My Own Style (50)

This suit clings to you like a second skin. It's like it was made for you. You'll find your fighting prowess increased whenever you wear this suit, and as a bonus, it seems resistant to being damaged by knives or bullets. Or getting dirty in general.

This doesn't negate the damage inflicted on YOU, just the outfit. Said outfit is completely customizable. Also comes with a lapel pin that wears the symbol of which family (or any organization) you are affiliated with.

Yakuza Training Gear (100)

This purple vest and hand wraps seem to affect the experience you gain while fighting. Whenever you participate in a fight you'll find your skill will rise twice as fast now.

As a bonus, it has a decent amount of defense letting you take some knife slashes before bypassing the gear. And it can be worn underneath whatever outfit you have on.

Sacrifice Stone (200)

This humble stone is brimming with life force, if you have this object on your person as you receive a killing blow, the stone shatters and releases its energy into you, fully healing any injuries you had.

This is essentially a 1-UP, and every ten years or at the start of every jump you receive a new stone.

Hideout (300)

This is a private bar with an NPC bartender that acts as a safe space for you and your allies. This bar comes equipped with the finest liquor your country has to offer and it's guaranteed to keep whoever is in it off the radar. This comes with comfortable seating, a Bedroom, a secret entrance and exit, and a closet that can hold more clothes than seemingly possible.

It also comes with a go-bag, basically a get-out-of-dodge duffle bag that contains anything needed to lay low for a while.

The appearance of the bar and the NPC is up to you. Or you can hire someone else to be the bartender. Can be attached to your warehouse.

Demonfire Dagger (300-400)

This dagger emanates a chaotic aura that you seem to absorb whenever you wield this blade.

Whenever you use this weapon your SPEED and HEAT seem to rise exponentially, along with this the dagger is indestructible and can sap the HEAT of your opponents making them weaker the longer you fight with them.

For 400 CP whenever you use this blade you unlock a new STYLE.

MAD DOG is, as the name implies, the STYLE of Goro Majima; the Mad Dog of Shimano. This style incorporates sheer unpredictable insanity that lets you bypass any defenses one might have. It is useful in crowds and against single opponents as you bounce from target to target seemingly randomly. But there is a method in your madness if only anybody else knows what the hell it is. The HEAT aura is purple with a black undertone, but as always you can change this to whatever colour you desire.



Lifeline

Homeless Camp (50)

While it might not look like much, this humble shack provides warmth and protection against the hostile streets of Japan. Also comes with a free outfit allowing you to disguise yourself.

Cabaret Club (100)

Your very own Hostess club, complete with a league of attractive hosts/hostesses, a cozy atmosphere, and a hoard of alcoholic drinks. While every so often something will happen that'll require some executive intervention, for the most part, it'll run smoothly with your floor manager handling most of the day-to-day. It'll provide you with a good chunk of change every month. You can also hire other people into your club.

Money Amulet (200)

A stack of Japanese Yen, that has the power to no-sell an attack. A bullet, knife slash, cannonball, space laser, no matter what you'll shrug it off like it's nothing. This destroys the amulet, but it'll be repaired at the end of your current jump or 10 years pass.

Hidden Vault (300-400)

A high tech nigh impenetrable vault hidden in plain sight. By default it's connected behind a bookshelf in an ordinary money lending office, you can attach it to any property you have or just attach it to your warehouse. However be warned, if anybody finds the hidden button, nothing stops them from stealing whatever's in the safe.

For 400, the vault is sealed by a biological lock that can only be opened by you or anyone you designate as a friend, along with a state-of-the-art security system for the vault and the attached structure (this includes your warehouse.).

Caged Tiger

Winter Jacket (50)

While this bulky jacket might not look like much, it's made with such care that it carries several boons. It can protect against the harshest of elements, blistering blizzards, and heartless heat spells, no matter what environment you're in this jacket will provide protection. Secondly, it has a slight perception filter, allowing the wearer to walk around unnoticed.

Golden Rifle (100)

This weapon gleams with the souls of the game it's killed, may it serve you well. This powerful rifle can kill any wild game, from bunnies to fully grown brown bears, in one shot. It also features an auto-loading feature and allows you to consume less stamina or Heat to focus on the sights. Note that this only works for wild animals, for people and sentient beings it acts as a regular, but still powerful, rifle.

Sewers (200)

A vast network of interconnected tunnels that run under any major city. Fiat-backed and can be attached to your warehouse. As a bonus, you can make some entrances and exits lead into major establishments, legal or otherwise, with no one knowing.

Jumper Family (300-400)

You are now the proud patriarch of a lesser family in the Tojo Clan/Omi Alliance. You can choose the methods and style of your clan and you can choose to induct members into your clan or fill the positions with NPCS. In either case, this small clan is a tight cohesive unit with its own office and a very lucrative cash flow. About on par with the Nishikiyama Family during its infancy.

For 400 CP, you are now a Patriarch of a Major Family, on par with the Dojima family during its prime. This makes one of the movers and shakers of the underworld second only to the Chairman himself.

Parasite

Talk to the Badge (50)

A polished detective badge and official credentials. It signifies your authority as a law enforcement officer and grants you access to crime scenes and confidential information.

It also grants you legal authority. The badge and credentials provide a level of official recognition, allowing you to investigate crimes and access restricted areas.

Service Weapon (100)

Ah yes, the best style there is GUN.

This snub-nosed revolver is your tried and true battle-tested companion. It never runs out of ammo, never jams, is self-cleaning, and while wielding it your bullets seem to pack an extra punch. Also comes with a little switch that changes the ammunition to rubber bullets. In case you ever need to go non-lethal.

Archive (200)

This is an old storage room containing information about an organization. What kind of organization you may ask? Well, whatever one you choose. Once per jump, you can choose one organization, legal or illegal, official or unofficial, hell if one guy proclaims himself as an entire entity this could work, and gain detailed reports of nearly every facet of their organization.

From business dealings to personality analysis of their employees to any crime they've been convicted, been accused of, or are in the process of being convicted are now yours for viewing. As a bonus, you gain an earpiece that allows you to recall any information from the room whenever you're patrolling the streets.

God's Eye (300-400)

A bit blasphemous but it gets the point across. This is a surveillance room with monitors hooked up to most of the CCTV cameras around Kamurocho. This room 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 NPCS (Or personal hirees) that look over these monitors and record any interesting or noteworthy events.

For 400CP you gain the whole kit and kaboodle; a perfect recreation of PURGATORY the underground red light district with an underground fighting ring, working girls, and a posh casino, all managed by NPCs of course.

This den is guaranteed to never be found by those who don't want to find it, it has a hidden entrance, a grand office, and a steady supply of customers looking to fulfill these vices.

Your area of surveillance also expands to cover most of Japan. And it follows you into future jumps.

As the owner you get the lion's share of the profits, exactly how much is up to your discretion. Fanwank responsibly.



Idol

Pendant (50)

A small pendant that contains a picture of your loved ones, can cycle through different pictures every time you open it. As long as you hold this pendant any feelings of homesickness or grief will be alleviated, lessening the burden and accelerating the healing process. It can also give protection to anybody you give it to, and you regain a new pendant at the end of your jump or every decade.

Idol Outfit (100)

A flashy outfit that has the ability to transform in mid-dance. This outfit enhances your dancing prowess and massively boosts your charisma and speaking ability, allowing you to dazzle and enchant any audience you're performing for. The outfit is completely customizable.

Request Board (200)

This neat whiteboard lays out any prior obligations or reservations you've made. It automatically shifts around and reschedules prior events if they conflict with each other and gives you some side quests that may have popped up the more reputation you gain. Speaking of, it also shows how much reputation you've gained with various agencies, factions, etc. Can be imported into any building or residence you own, or just stay in your warehouse.

Morning Glory (300-400)

Soft waves caress the beachfront property, by default, it's located in Okinawa and takes the structure of a humble orphanage with a front and backyard. This humble structure may as well be a sanctuary, it exudes an aura of peace and tranquility with a wholesomeness that's almost saccharine, yet it is completely genuine. Comes with first aid kits that can stabilize those on death's door. Those who reside here will see their mental anguish slowly fade away making it a prime place for relaxation.

For 400 CP, the structure is now guaranteed to never get involved in whatever business you may have on the side, it doesn't matter who or what you pissed off but they will not or can not interfere or harm anywhere residing there.

Fallen Star

Sturdy Equipment (50)

A pipe, staff, knife, and katana. They're poorly made and do very little damage. What these weapons lack in damage they make up in durability. These weapons will NEVER break. Period. You could smash an entire Yakuza family with these and they will never bend or falter.

Professional Camera (100)

Compact, durable and completely verifiable. This reliable camera is perfect for capturing the nightlife of Japan, AN additional benefit of this camera is that any pictures taken by it will be naturally more convincing than those taken by, say , a smartphone. It will also provide you the opportunities to take more incriminating or fantastic photos, a politician taking a bribe or a man swinging a motorcycle, whatever the story your picture will be on the front page.

Debt Ledger (200)

A small cheque book that holds all the debts you currently hold...or the debts of anyone that holds it. A unique feature of this ledger is that you don't have to pay cold hard cash, you can provide a service or an opportunity and as long as it's equal in value the Debt would be considered closed for all parties.

Staminan SPARK (300-400)

A 6-pack of the most powerful energy drink this world has to offer, the Staminan SPARK. This blue labeled beverage has the unique property of completely healing the users heat and health. It doesn't matter if they're a second away from dying, as long as the liquid hits their lips they'll be getting up for the next round. These drinks refill at the end of your jump/decade. With a thought, you can allow the drinks to charge up any other energy pool you have, magic, ki, etc.

For 400 CP, this gets upgraded to a 12 pack, same rules apply. Athletes gotta keep their energy up, right?

Companions

Puppy (Free)

You now have a cute little Shiba Inu. This good boy/girl 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 residential equipment to take care of this little fella.

Eventually, you'll be able to train them enough to help you with some HEAT moves.

Import (50)

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

Export (100)

For 100 CP, you may export a companion and bring them with you to other Jumps so long as they're willing. You cannot export companions found in substories. This can be purchased multiple times

Otouto (100)

You have a fresh-faced yakuza who sees you as an older brother/sister of sorts. They are utterly loyal to you and will act as your number two/Mouth of Sauron or whatever you need them to be.

Since they are a follower, they don't age nor die permanently and they gain the full Yakuza tree without the capstone booster.

Friend On the Force (200)

It pays to have friends in high places. You now have a high-ranking officer of the police force as your comrade. They'll often overlook any of the shady dealings you may or may not make and they can give you insider information and leads from their precinct.

They will never be fired for their relationship with you, however, if you do something particularly morally reprehensible they will cut ties with you.

They follow the rules of followers and have the Parasite skill tree without the capstone booster.

Otometal MY LIFE (300)

You are now the legal guardian of a 9-year-old child. This child's future is in flux, and it will not always be easy being a parent. But at the end of the day, if you do it right, they will not only be your equal, they may even surpass you.

Companion rules apply, and they will grow and change according to the lessons YOU teach them, they also have an aura of friendliness and cuteness that seems to provide those around them with boosted morale and energy.

It's a big responsibility, Jumper, don't take it lightly.



Substories

Each Substory gives 100 CP and multiple can be taken. Failure in any of these causes chain failure.

For Whose Sake

Your mission, should you choose to accept it, is to prevent Nishikiyama's fall to darkness, and the subsequent deaths of every one of Kiryu's loved ones.

This includes Shinji Tanaka, Shintaro Kazama, Yumi Sawamura , and Reina.

As a reward, you gain the Dragon of Dojima and his sworn brother Nishikiyama themselves as companions to take on further adventures. They have the Yakuza tree filled out including all styles and capstone boosters.

Cannot be taken with I'll Cross It With You!

Time and Place must be Kamurocho, 2005

I'll Cross It With You!

This will take you down a pretty dark path. Jumper, are you sure you want to do this? Alright, your objective is to ensure that Nishikiyama's ambitions come to fruition, mainly becoming the head of the Tojo Clan.

With your involvement you can ensure this is a more peaceful transition, however, let's not kid ourselves here, some people WILL have to die for this Koi to become a Dragon.

How exactly you do this is up to you, but for a starting bonus, you are now a part of the Nishikiyama family.

Because of the nature of this substory, you'll be going up the legend himself Kazuma Kiryu to complete this substory, and this Kiryu has not been weakened by his time in prison, he seems to be stronger than ever.

Good luck.

Should you somehow complete this you gain a reward like no other, a copy of your now-conquered Kamurocho and the Tojo Clan headquarters and all associated families to bring with you into future jumps.

This includes the profits from both, which reach into the realm of billions of yen.

You also gain a fallen Nishiki as your companion, with the Yakuza tree filled out including a capstone booster.

Hope it was worth it Jumper.

Cannot be taken with For Whose Sake

Time and Place must be Kamurocho, 2005

Fiercest Warrior

Oh boy, this one might be tough, you now have the attention of the Amon family, a group of legendary assassins, which means they're going to try to kill you. Randomly you will be ambushed by members of the Amon clan trying to prove their strength.

After fending off several Amon family members, at a time of your choosing, you will have to face the patriarch, Jo Amon, this fight will be the litmus test of your fighting prowess. Should you succeed you gain Amon Sunglasses, whenever you don these glasses your attack power with weapons increases tenfold along with your coolness factor.

Ruthless Octagon

It seems a new fighter joins the ranks of the Coliseum. You now must participate in the underground Coliseum fighting tournaments, increasing your ranking until you reach the Maximum GP. You will be limited to in-jump abilities and weapons though.

Should you defeat all of your opponents you are given the title of THE LEGENDARY DRAGON, and you are gifted Tiger Bagh Naka. Spiked brass knuckles that increase your already impressive strength, and allow you to stagger anyone, ANYONE, provided you can hit them.

Beyond the Speed

Rev up your engine Jumper! Or your motors I guess... in any case you must now participate in the glorious sport that is Pocket Racing. You'll have to fork over some changes to customize and perfect your machine for the coming races.

You must rise the ranks of the circuit, whether that be through one one-on-one grudge matches against scorned lovers, or a frantic mad dash to the finish line against several of your peers. In any case, you'll have a long road ahead of you.

Once you beat all your opponents you'll go against the final boss: Pocket Circuit Fighter! It will likely take precision tuning of your ride, along with an intense study of your track, but should you manage to beat him you'll get the most coveted prize of them all...

THE TITLE OF POCKET CIRCUIT FIGHTER.

...oh you don't want it? Well, then how about your very own Pocket Circuit Stadium that comes equipped with several preset courses and a parts shop run by NPCs? You of course can make your tracks and import them into your warehouse or future worlds.

Another neat effect of this stadium is that no matter who participates will find themselves becoming more enthusiastic and interested the more they visit, along with this if they ever actually participate they find themselves having innocent child-like fun that could melt the cool and hard exteriors of career criminals. Help others unleash their inner child!

You also get a cool trophy that seems to gleam no matter what level of light there is, proclaiming you as the #1 Pocket Racer in Kamurocho.

What a Player

No, not that kind of player. You now must get the high score in all the minigames found in Kamurocho or become the reigning champ before your stay here is over. This includes Batting, Bowling, Baccarat, Blackjack, Poker, Roulette, Club Asia, Darts, Cee-lo, Cho-han, Koi-koi, Oicho-kabu, Mahjong, MesuKing, Photo Booth, Pool, Shogi, and UFO Catcher.

Should you conquer these infuriating and time consuming minigames, you now gain cheat items for said games. Amulets that let you get Blackjack 10 times in a row, a Peerless Tile that can end a Mahjong game with the perfect hand, etc. As a bonus you gain a warehouse attachment in the form of an arcade that houses all of the above games and activities.

This Arcade can be brought into future jumps., and you have 5 cheat items each that are replenished every decade or at the start of your jump.

Karaoke Dragon

♪ Dame da ne dame yo dame na no yo ♪

You now must obtain perfect scores on all songs you can participate in or be the back-up in. This includes all songs, not just the ones included in the western release.

This grants you a karaoke machine that updates with every jump, adding new songs and the most popular songs in each world you visit. This isn't limited to in-universe songs either, soundtracks are fair game. As a bonus you now have an impeccable sense of rhythm and timing.

Anybody participating will find themselves loosening up and having a fun time, even if they're just spectators.

Climax Battles

This is the litmus test of your abilities, Jumper.

You now must go through a series of gauntlets of varying scenarios and restrictions, for example, you can only use brass knuckles on rush style. Or you may be weakened to your beginning skill level for the fight.

For the final gauntlet, you'll have to fight through a boss rush of every boss in the games, with one addition; Kazuma Kiryu.

Should you conquer this challenge you're given an ability like no other. New Game Plus +

You now have another option when you end a jump, outside of Stay, Go Home, and Move on. This option allows you to return to the beginning of your jump, with all your abilities, equipment, and knowledge retained AND enhanced along with a permanent 2x learning boost.

Every time you use this option the learning boost doubles, and your abilities are similarly augmented.

A Scattered Moment

Ryuji's fate is to die in his half-sister Karou Sayama's arms lamenting what could've been...unless you interfere of course. It's up to you how to prevent this, either by going to the 80s and giving him some much-needed advice by participating in the Tojo/Omi war and talking sense to him, or by beating him up. By proxy, this includes ending the War in whatever way you see fit.

REWARD: You gain a fully powered Ryuji Goda as a Companion, along with the Omi Alliance at its peak. You gain NPC Lieutenants and Officers, or you can hire your own. You can of course bring it with you into future jumps or attach it to your warehouse. You also gain a cybernetic arm that can transform into a Gatling gun capable of mowing down crowds of enemies. Hopefully, you'll never need it. You also gain an empty version of Sotenbori ready to be imported into future worlds.

Receive You Reborn

Uh oh, maybe it was some bad ramen or a bullet wound left unchecked or simply fate, but it seems The Dragon of Dojima is out of commission for this adventure, leaving you to take over in his stead. You must get to the bottom of this web of conspiracy and ensure the survival of the Tojo Clan.

REWARD: You gain Kiryu Kazuma at his peak and Haruka Sawamura as companions, along with the revitalized Tojo Clan and its headquarters. You also gain a signature outfit, a neverending pack of cigarettes, and an engraved refillable lighter. The outfit has a lining of sacred wood making it impervious to gunfire, melee attacks are slightly more effective but your enemies might as well be punching a wall. The cigarettes and lighter just make you look cool and are guaranteed to not give you or anyone else adverse effects, and people will believe you when you tell them this. You also gain an empty version of Kamurocho ready to be imported into future worlds.

Cabaret Club Champion

It seems there's a struggling cabaret club in Sotenbori that could use a hand...maybe you should step in? You must participate in the Cabaret Club Grand Prix, ascending the rankings, training your hostesses, and pleasing your customers. Your opponents will use underhanded tactics and outright illegal methods to ensure their victory, so be vigilant.

REWARD: You gain FOUR SHINE and its hostess as a business you can take along with you into future jumps, you can hire more hostesses but the club itself can run by itself. Conservatively it will be raking in millions of yen per night, which can be converted into the local currency of your world. As a bonus you become an excellent manager and people pleaser, being able to

determine someone's mood just from a glance. You also gain a glittering tacky gold statue of yourself for your warehouse.

MAJIMA CONSTRUCTION©

It seems that Majima has a bit of competition, let's straighten that out shall we? You must take part in the Clan Creator minigame, defending Majima Construction from the Three Musketeers and their gangs. This plays much like a tower defense game where you command your allies to defend and beat back the opposition.

REWARD: For your help, Majima himself will come along on your multiversal journey (you can't refuse). He's at the peak of his power and brings the whole of Majima Construction along with him (also can't refuse).

Jumper the Bouncer

You've been tasked to clear out multiple areas of Kamurocho and Sotenbori from thugs and Hoodlums, there are 20 missions in total with varying levels of difficulty. And in the final mission, you'll meet a familiar face; Jo Amon. This fight will bring you to the brink so bring your best gear and keep a cool head.

REWARD: After completing the final mission you're given 3 boons. Firstly you gain a War God Amulet that increases your HEAT at a constant rate allowing you to pull off HEAT moves and HEAT mode rapidly. Secondly, you gain a flaming katana that does awesome damage but lights the user on fire whenever it's equipped making it essentially feed off your life force. Thirdly, you can now summon the Amon Clan to aid you in battle once a year, given that this is a family of legendary assassins you are essentially guaranteed to win whatever fight you call them in.

Foodie

So many restaurants, so many possible combinations! Your task is to visit and dine at every restaurant in Sotenbori and Kamurocho and find all of the unique combo bonuses. Better get your AppStim ready.

REWARD: Every restaurant you visit is attached to your warehouse or imported into future jumps. You have a discount when eating there and you find your appreciation of food has made you an excellent chef.

Jingweon Lives

This will bring you down a dark path Jumper, be careful. Your objective is to ensure that the Jingweon Mafia's plan of razing Kamurocho to the ground succeeds along with the death of the Tojo Clan. You will be facing the entire might of the Tojo Clan including Daigo, Kiryu, and Kashiwagi. Good Luck.

REWARD: You gain a black ops force at your beck and call, kidnappings, assassinations, terrorism, and much more. This organization has eyes and ears everywhere and can infiltrate even the most secure of organizations.

Battle of Pride

It seems a street racing gang has taken a hold of the highways of Nagasugai, endangering all passengers and drivers riding on them. It is your job to race against these "Devil Killers" and take back the streets one lane at a time. Eventually you'll come head to head against the leaders themselves in a final glorious battle. You'll be provided a car that you can tune and modify, and the guarantee that any races won't bring the attention of the police.

REWARD: You are now able to bring the souped up car you've spent weeks customizing, as well as the city of Nagasugai for you to take with you into future jumps. You can now also perform Heat Actions while driving, letting you do borderline impossible stunts with any kind of vehicle you can drive.

Hailstorm

In the sleepy mountain village near Tsukimino, there's a danger lurking in its woods. Hunters are scared of venturing inside, once friendly neighbors now hostile to each other and the community. This is because a beast is prowling the surrounding mountainscape, a massive Black Bear known as Yama-oroshi. Often thought to be a vengeful spirit made manifest this monster has fallen a number of the villagers over the years and caused the community to stagnate, meaning someone else must take up their rifle to end this blight.

REWARD; You gain your very own mountain village, complete with a cozy hunter's cabin that contains any and all weapons you may gain throughout your adventure, along with the surrounding hunting grounds that updates with every jump you take, adding the various fauna in a way that doesn't disrupt the local ecosystem. You also gain the city of Tsukimino for you to take with you into future jumps.

So Much More

Sotenbori has been struck by a wave of Idol fanatics, which makes it the perfect place to launch a career in entertainment. You must take part in this industry, the good and the bad in order to win the Princess League competition and be guaranteed a concert at the Tokyo Dome.

REWARD: You gain the adoring fan base of your Idol Career that follows you from jump to jump, allowing you to continue your dream no matter where you go. You also gain the Tokyo Dome, one of the biggest concert venues in the world, as an attachment to your warehouse.

Cost of a Swing

Once upon a time you were on the cusp of breaking into the major leagues, the spotlight was yours and the world seemed to be your oyster. However, that dream has long since died. Circumstances outside of your control have cost you your day in the limelight. All is not lost, after all once you've hit rock bottom there's only one place left to go. You must claw your way back into the light, inch by inch, brick by brick, and reforge your Dream into something unbreakable.

REWARD: Your spirit is unbreakable. This reduces the effects of fear, despair, and mental manipulation. Even when all hope seems lost, you can push through, keeping your wits about you and continuing to fight for what you believe in. You also gain the city of Tsukimino for you to take with you into future jumps.

Drawbacks

Resurgence (+0)

Oh, not the first time you've been here? If you've done the Yakuza 0, Kiwami, and/or Kiwami 2 jump before this one, the changes and relationships and perks or items you had in those jumps carry over to this jump.

Welcome back.

Premium Adventure (+0)

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.

TEN YEARS IN THE JOINT (+50)

..made you a terrible voice actor. Now everyone around you speaks in an odd stilted cadence. Almost as if they're unenthused. This won't affect the story at all but expect to be less focused on trying to survive and more on trying not to laugh. Everyone also speaks a weird fusion of English and Japanese.

Old School (+50)

You could cut glass on that jawline, literally! Everyone now has a low poly look, as if they were lifted from a late PS2 game, combine this with low-quality textures and you're in for a headache-inducing time here.

Peacocked Your Mom (+50)

This is more annoying than debilitating. No matter where you are in the world, no matter how inoffensive you are, someone will ALWAYS want to beat you up. These guys can't be reasoned, can't be bought off (if only it was the 80s...) and while the fight won't be difficult depending on your skill level, it will take some time out of your precious day.

Alcoholic (+100)

Seems Lady Liquor has you deep in her grasp. You are now a functioning alcoholic. You'll need a visit to the bar several times a day to keep yourself going.

You can become sober however it will be depressing, long, and boring. Don't expect any rewards or handclaps, this is how normal people are all the time.

Cutscene Stupidity (+100)

You find yourself failing to account for attacks given by defeated enemies, and you SUCK at disarming said defeated enemies. Expect to be stabbed or shot in the back at least once.

Silly Mod (+100)

WARNING: If you take this drawback you will not be able to take this jump seriously. It seems you've installed the Silly Mod by totomojang. What this does is make everything ridiculous. People use UNO reverse cards in battle, vine booms seem to emanate from nowhere, and whenever you hit someone in the junk the Taco Bell sound effect rings. It doesn't make the jump more difficult...in the traditional sense.

Damsel (+200)

You have a penchant for being kidnapped. You could be walking down the street and have a bag thrown over your head before you reach the crosswalk. You might get roughed up during your capture but nothing permanently hurts, except your ego maybe.

Usually, your allies will come to your rescue before the day is done, or you'll be able to sneak or break out yourself.

Honor Before Reason (+200)

There's a fine line between honor and stupidity, and you've leaped right over it. You now do objectively stupid things if it preserves your honor. Go fight the big bad alone because he made it personal, have to solve a massive conspiracy due to a noble action you took a decade ago that you would have no way of predicting? Yup, it's all you baby.

Trusting (+200 CP)

You find yourself seeing the best in people, often to your detriment. Whether it be a knife in the gut or an old ally turned enemy, you seem to be a horrible judge of character.

Essence of Monologuing (+200 CP)

Politeness goes a long way, but maybe it'd be better if you just punched him in the face. You find yourself unable to act when a villain is making a "motive rant" or a "reason you suck speech". Make yourself comfortable.

Majima Everywhere (+200 CP)

Seems your strength has caused a certain one-eyed lunatic to declare you his 2nd rival! (1st will always be Kiryu-chan). Now whenever you're exploring or walking around Kamurocho, you will inevitably run into, or be ambushed, by Majima. These fights will ramp up in difficulty especially when he breaks out his esoteric styles.

Should you fight him enough you'll eventually be called to a one-on-one fight. He won't hold back on you so make sure you're ready.

He has the Yakuza tree filled out, including the capstone booster, and he wields his Demonfire Dagger.

If you have the Legend style this Drawback is mandatory and does not give you CP.

Doom Magnet (+300)

You seem to bring danger and destruction to those you hold dear. Friends lose their jobs, siblings get kidnapped, and lovers get stuffed in the fridge.

You can fight against it to an extent, but expect it to exhaust you mentally and physically.

The Spirit is Willing (+300)

...But the flesh is weak. Due to a battle in your past, a disease since childhood, or just simple bad luck you now require a cane to walk. This as you might expect massively reduces your fighting ability but doesn't diminish it entirely, I'm sure you'll find some creative uses for that cane.

Looks like you'll have to think with your head more than your fists.

Fresh Meat (+400)

Looks like that stay in the slammer didn't do you any favors. Your out-of-jump perks and equipment are now rendered inaccessible. Body-Mod is unaffected by this.

Like A What? (+400)

Like Yumi you find yourself suffering from retrograde amnesia. All meta-knowledge of the series is now locked. You now know as much as your origin would reasonably know.

Framed (+500)

Life is about to get a lot more stressful. For some reason or another, it's an accepted fact that YOU were somehow a part of the theft of the Tojo's Clan 10 Billion Yen. This means any interested party will now send everything they have to capture you and torture you for information.

Enjoy your stay!

Legend Difficulty (+500)

You now must go through the entire plot of the games 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 games, no matter what side you pick.

REWARD: Should you complete this arduous gauntlet, you find that all perks/styles including your Heat Gauges 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 has 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.



Credits

Made by Model-Knight

Yakuza 1, 2, 3, 4, 5, 6 and Kiwami 1 and 2, along with all other Like a Dragon games and spin-offs were developed by Ryu Ga Gotoku Studio, and are owned by SEGA

All artwork belongs to SEGA and RGG Studios

Special thanks to the Jumpchain Reddit community for their help and interest in this project.

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