

♫ Rolling eyes fall...
Ruling dies out... ♫

Made by Model-Knight

Intro

Welcome to Kamurocho Jumper, a neon-soaked city with danger and opportunity around every corner. This is a city filled with every vice imaginable. From gambling and prostitutes to arcade games and fine cuisine, this city has it all.

But don't be fooled Jumper, this is a place of great danger, if you look underneath all the bright lights and club music you'll find the dark criminal underworld that runs through the heart of this city.

A member of this criminal underground Lieutenant Advisor of the Dojima family: Kazuma Kiryu, is about to become the patriarch of how own family, one that emphasizes the ideals of the old school Yakuza; honor and loyalty to each other and dedicating themselves to the protection of the common citizen. However, fate has a different plan for the legendary Dragon of Dojima.

In October 1995 Kiryu's sworn brother Nishikiyama shoots the Patriarch of the Dojima family; Sohei Dojima, for the kidnapping and attempted sexual assault of their mutual friend Yumi.

Refusing to let his brother take the fall due to Nishiki's sister being ill, Kiryu takes the heat and is imprisoned for a decade and expelled from the Dojima family.

After being released in December of 2005, Kiryu gets embroiled in a massive conspiracy centered on the Tojo Clan losing 10 Billion Yen, threatening to shake the foundation of the Tojo clan and bring Kamurocho to its knees. And bring the relationship of Kiryu and a now hardened and ruthless Nishikiyama to its breaking point.

What side will you take in the oncoming storm? And what legend will you forge in the year to come?

In any case, you'll need these: +1000 CP (Completion Points)

Time and Place

Pick a time period to appear in freely, or flip a coin for an extra 50 CP.

Kamurocho, October 1995

You arrive 24 hours before that fateful night Nishki shoots Sohei Dojima and Kiryu takes the fall for him. Maybe you're here to make sure destiny runs its course, or maybe you're here to prevent Nishki's fall to darkness. Or maybe you're here to walk your own path. Good luck either way.

Kamurocho, December 2005

You arrive 24 hours before Kiryu is released from prison and returns to Kamurocho as a man out of time. Perhaps you'll join forces with the Dragon of Dojima and his allies in solving this conspiracy, or maybe you'll ally yourself with the fallen Nishikyiami or the power hungry patriarch Shimano in order to seize the Tojo Clan for yourself. Either way, you have a long road ahead of you.

Origins

Origins get their 50 CP Perk and Item free, as well as a discount on all other options in their trees. Age and gender can be picked freely.

Foreigner (Drop-In)

A stranger in an even stranger land. You arrive in Kamurocho after a lengthy ride in an airplane, or if you'd rather just pop into some alleyway that works too, with nothing but the clothes on your back and all your previous Perks and Items. Along with a few skills needed to thrive in this new environment.

Yakuza

Ruling Japanese Crime Like a Dragon. This option lets you become a member of any Yakuza family roughly on par with that of Kazuma Kiryu, whether that be the Dojima family, Shimano, Kazuma, or even the Omi Alliance. In any case, you've been around long enough to pick up some prowess and methods suited to your "work".

Detective

You are now on the "right" side of the law, at least concerning the general populace. You are now a police detective much like Date assigned to Division Four, tasked with the affairs and investigations of organized crime (I.E. Yakuza) with all the training and equipment that applies.

Styles

Unfortunately, Kamurocho has seen much better days. Due to the bubble economy popping in the early 90's, coupled with a massive recession, has left the city darker and more dangerous than ever before. In order to be able to walk down the street without getting accosted by random thugs, you'll need some training.

Yakuza and Detectives gain a fighting style for free, along with a discount for others. Your skill level would be of a freshly freed Kiryu with a lot of room to grow. There is one caveat to this however, DRAGON cannot be bought, you MUST buy all the other fighting styles to unlock it.

Heat Gauge (Free)

No matter what style you pick, you're gonna need some HEAT to do some real damage. HEAT builds up the more hits you give and the more attacks you dodge, if you build up enough heat you'll be able to do HEAT MOVES, which are special attacks specific to each style that do massive damage against whatever poor souls are on the other end of your punch. It comes in three gears, with the more heat you spend on attacks, the stronger they are.

Heat manifests itself as a flaming aura that surrounds you, by default each style has a colored flame. RUSH is pink, BEAST is yellow, BRAWLER is blue and DRAGON is red. However since you're buying this you can customize the colors however you want.

RUSH (100)

The best offense is an impenetrable defense, and what better defense is thereby not being where the attack is?

This is a style that emphasizes SPEED over all else, you'll find yourself seeing others move in almost slow motion as you nimbly quick-step away from their wild hooks and clumsy kicks, and duck and weave through any combo they might throw at you.

You do sacrifice raw strength to compensate for your immense speed, with your individual punches and kicks carrying less power than in other styles. However, should you train enough in the streets (I.E. get into enough fights), you'll find your combos growing faster and each consecutive hit giving you a chance to stun your enemy leaving them open to a devastating attack.

This style incorporates high kicks and knees along with quick jabs and feints, along with the ability to cancel combos mid-swing, making you very hard to track.

However be warned, in fighting against large groups you'll find this style's effectiveness diminishes, however in single combat it's nearly unmatched.

Try not to get cornered.

BEAST (100)

The best defense is an unstoppable offense, and what better offense is there by using the very environment around you to crush your foes?

This is a style that emphasizes POWER over all else. Your combos make thunderstorms sound like the pitter-patter of a slightly overcast day. Your combos are seamlessly interwoven with you picking up random objects to incorporate them into sweeping combos that leave scores of enemies on the ground writhing in pain. No RUSH here, your foes have to deal with the BEAST.

There are drawbacks to this however, you sacrifice SPEED for your raw strength and devastation. Sure you'll be able to dish out more damage per hit, but don't expect to come out of any fight unscathed. However, as you train you'll find yourself getting so powerful you'll be able to use other enemies as weapons against their allies. Essentially you can beat a mother fucker with another mother fucker.

This style incorporates large sweeping blows, unblockable drop kicks, and inescapable grapples that can quickly reduce any invading force to dust.

However be warned, since this style is best used against large crowds, you'll see its effectiveness diminish in one-on-one fights, and if you're up against an opponent just as strong as you, it'll become a war of attrition that you may or may not win.

Try to keep your options (and your battlefield) open.

BRAWLER (100)

Defense? Offense? Why not both?

This is a style that emphasizes BALANCE over all else. Not as fast as RUSH, nor as powerful as BEAST, this style makes up for it by incorporating elements of both styles into a Jack-of-All-Trades type of style. There is no situation this style can't thrive in, from one-on-ones to large crowds. If you find yourself against an unknown enemy and need to gauge their skills and attacks, BRAWLER is your man.

Due to lacking the strengths of the other styles, you also lack the weaknesses. RUSH users are unable to pick up large objects, nor can BEAST reliably dodge attacks.

There is one unique addition to this style though, you find your power in this style increases the more alcohol you consume. Depending on your constitution this can range from a small but still noticeable buff, to effectively doubling your strength.

This style incorporates the quick kick and hook combos of RUSH, along with the sweeping attacks and improvisational weapons of BEAST.

Try to drink responsibly.

DRAGON

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.

If BRAWLER is the Jack-of-All-Trades then DRAGON is the Master-of-All. Combining the SPEED of RUSH, the POWER of BEAST, and the BALANCE of BRAWLER.

This style is unique to you, it's moves 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?

Post-jump this requirement is lifted, allowing you to train it as you would any other style, and is fiat-guaranteed to ALWAYS grow with you, no matter how powerful you get.

Congrats Jumper, you've reached the peak of your power, let's see how you'll use it.

DRAGON users must take the MAJIMA EVERYWHERE substory.

Perks

General

Hammerspace (Free)

Alright time to show this punk why-HOW DID HE FIT A CANNON IN HIS SUIT?!

Basically you have the ability to pull stuff from literally nowhere, simply by miming pulling something from your belt you are able to pull all assortments of weapons and valuables as if you always had them. The upper limits of this would be a ship cannon but with practice this limit could be removed. You still have to have whatever you're pulling out somewhere on your person.

Just try not to stuff a nuke in your pants before testing it out ok?

Metabolism (50)

You have the ability to eat a meal or take medicine and IMMEDIATELY gain its benefits. Food now heals you, energy drinks and alcohol now restore your heat. Not only that but the process of eating/drinking is instantaneous.

Inventory (100)

You now have a summonable 4 x 5 grid that can store any item that you wish. You cannot stack the same item into one spot, you CAN however fit some as large as a ship cannon into your inventory. Much like your hammer space these limits could be removed.

Note that if people search you, they will find whatever's in your inventory as if you were carrying it in your pockets, no matter how absurd it may seem.

Serious Crime Drama (200)

Or maybe not. You now have the ability to 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.

Legend (300)

"Through action, a Man becomes a Hero

Through death, a Hero becomes a Legend

Through time, a Legend becomes a Myth

And by learning from the Myth, a Man takes action"

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.

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

Expect a lot of people to respect/fear/love you as soon as they hear your name.

KIWAMI (400)

Whereas the DRAGON style applies to combat prowess, this perk applies to all other facets of life. This perk acts as a CAPSTONE BOOSTER to all 400 CP perks you buy, along with the following benefits:

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

This puts you on about 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 really. No matter what it might be, pocket racing, crane games, mahjong, running a business, 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.

Foreigner (Drop-In)

Funk Goes On (Free)

You now have a theme that represents who you are as a person, along with the entire soundtrack of the original Yakuza game, and the remake Kiwami. You can toggle if other people can hear it and it always plays the best track that suits the current situation.

A to Skip (50)

Much like most RPG's, you can now skip or speed up dialogue with a simple mental command. This comes with the added benefit of subtitles that appear whenever you talk to someone and that translate Japanese by default. This as a consequence makes you fluent in Japanese by default, but if you want to change the language you can. If you know any other languages these subtitles apply in the relevant scenarios.

JUMPER-CHAN (100)

You are now a 10/10 in terms of attractiveness, people are constantly complimenting your looks/demeanor. You can customize how this manifests exactly, whether that be through your broad frame and fierce gaze, or your boyish good looks and honey-like voice. You may even pick up a stalker or two.

Rubber Fists (200)

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.

Extreme Heat Gauge (300)

Oh wow, you've really been putting the work in huh? You now have a 4th gear of heat, EXTREME HEAT, that allows you to do superhuman level attacks once a powerful enemy is stunned. For example, a RUSH EXTREME HEAT MOVE allows you to uppercut a guy into the air and let loose dozens of rapid fire punches on him while in the air before finishing it off with a powerful hook.

Expect most fights to end quickly after using this, and as an added bonus, if you use this against an enemy with regeneration it temporarily halts their healing factor for the rest of the fight, allowing you to defeat or kill them if you're fast enough.

Just Your Bad Luck (400)

Luck is an interesting thing isn't it? This inscrutable cosmic force that everyone else dances to, trying to control it for their own ends and inevitably failing.

Not you.

You now have absurdly good luck where you go, need a place that sells and buys weapons? You overhear some guys talking about a secret shop. Try a hand of high stakes black jack? Suddenly you're raking in the chips and getting kicked out of the casino.

Simply put, you are abnormally lucky in all aspects of life.

CAPSTONE BOOSTED

Thanks to your spirit empowers your luck seems to be able to affect the luck of those around you. This manifests as you being able to break free from the confines of fate and destiny. A person is supposed to die to ensure an event has to happen? Not on your watch. A terrible accident that injures dozens of people that acts as the incident to unravel the conspiracy? No thank you.

Your luck also allows the canon to remain largely intact despite your

alterations, so even if said incident was integral to the plot, you'll still be able to walk through the stations of canon.

Yakuza

Intimidation (Free)

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 you better get ready for a fight.

Competent (50)

You seem to know you're way around Jumper, or at least you've been here long enough to pick up some tricks. You now have the general knowledge of the big players and skill of an exemplary soldier of a family. Debt-collecting, business deals, grey areas in law, all yours for you to exploit.

This knowledge updates in every jump, so while you won't know who's the man behind the man, you will know where to start looking and who's heads you have to break.

Ideal for Violence (100)

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. Guy is contemplating giving up on his dreams? Beat him up until he awakens his inner spirit and fights back.

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

Weapons(?) Expert (200)

Chairs, plastic bins, salt, car doors, bikes, motorbikes, seems like a bunch of random stuff to a layman but for you it's the thing that'll end a fight before it starts.

Basically any item you find on the street from cigarette stubs to a used syringe can be used as a weapon, and you know how to use it for maximum damage and pain. This requires heat to pull off though so keep an eye on those gauges.

And for more "traditional weapons" like swords or baseball bats you know how to handle them so properly and effectively it's as if you were born with them in your hands. These also have heat moves.

the madtype (300)

Much like a certain mad dog you are now completely unpredictable to even the most skilled chessmasters. 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.

Receive You (400)

Looks like Kiryu isn't the only dragon around here.

You now have the potential to equal the strength and stamina of the legendary Dragon of Dojima. For reference, Kiryu at his peak was considered THE strongest fighter in the world bar none. This not only applies to physical strength but spiritual strength as well.

Your willpower has been strengthened massively, being able to push through any kind of despair or tragedy that may befall upon you and come out the other side stronger and wiser for it.

CAPSTONE BOOSTER

Limit Uncapper. Your strength, spirit, and willpower can now be trained up to infinity. And 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 counter attack that launches the attacker back several feet while negating ANY damage done to you. No heat required.

You also gain a tattoo that can be placed anywhere on your upper torso, (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.

Detective

Instinct (Free)

Your intuition is finely tuned, allowing you to sense when something is amiss. Whether it's a hidden trap, an ambush, or a concealed secret, a white lie, your instincts guide you. Think of this as a slightly less powerful Spidey-Sense.

Undercover (50)

Your ability to blend into various environments is exceptional. You can assume different personas seamlessly, infiltrating criminal organizations without arousing suspicion. This has the added benefit of hiding your true power to those capable of seeing it. Make them regret thinking you were an easy target.

Just One More Thing (100)

Your interrogation techniques are both persuasive and ingenious. You can extract information from suspects with finesse or force. You also gain the ability to read people, increasing the chances of obtaining truthful information without resorting to physical coercion. We're not like those Yakuza after all.

Sharpshooter (200)

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 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.

Elementary (300)

Sherlock, Hercule, Benoit, You. You have the mind of a first rate detective with your deductive reasoning so finely honed you're able to create

reconstructions of crimes in your head (provided you have a single piece of evidence at least). You also have an encyclopedic archive in your brain filled with various scientific and historical facts to help with your cases, along with an eidetic memory.

You could walk into the middle of a conspiracy and know who the major players are before the sun sets.

Florist (400)

It seems the Florist of Sai isn't the only one keeping an eye on things.

You are now ridiculously good at building a spy network, by the end of the month you could have dozens of informants running around Kamurocho reporting crimes and events that most police haven't even heard of. How you receive this information is up to you, email, dead drops, carrier pigeons, etc. Whatever the method may be it's fiat backed to have a measure of protection against those trying to hijack it, be warned however that the truly determined will be able to crack your system.

Your network is limited to a single city roughly the size of Kamurocho.

CAPSTONE BOOSTED

Forget about that size limit now, you can now monitor a city the size of Tokyo, with enough time and effort you could probably cover the whole of Japan.

Your network is now guaranteed to never be hacked or hijacked and the quality and influx of information gathered by your agents now make you borderline omniscient regarding secrets.

A lot of power, use it responsibly.

Items

Unless otherwise stated, all items if destroyed or lost will be replaced a month from when the object disappeared

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 Judgement and...Dead Souls. Comes with free merch too!

Sounds Crate (50)

A crate of Staminan Royale energy drinks, seemingly infinite however when you try to sell it by hand or by proxy it simply evaporates. At the start of each month you can swap this out for any other drink in-game.

Plates (100)

An assortment of plates that come to the value of ¥1000000 (roughly $10,000). Can be purchased multiple times.

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.

Kamurocho Lockers (300-400)

You now have a wall of lockers containing useful baubles and mystical items that will help you on your journey, problem is they need keys to be opened and are fiat-backed to only open with those keys. 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.

Foreigner (Drop-In)

Papers, Please (Free)

A meticulously crafted set of identity papers 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.

Pamphlet (50)

A comprehensive guidebook that provides insights into the customs, traditions, and social norms of various cultures. It helps you navigate unfamiliar environments with ease.

This manual assists in adapting to different social contexts, avoiding cultural faux pas, and building positive relationships with the locals.

Can be given to other people to ease their transition to your Jumper lifestyle.

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 this'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 birds 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 searching 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

Iconic Outfit (Free)

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 an added bonus it seems resistant to being damaged by knives or bullets. Or getting dirty in general.

This doesn't negate the damage inflicted to 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 (50)

This purple vest and handwraps seems to have an effect on 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 (100)

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 the start of every jump you receive a new stone.

Hideout (200)

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 Karaoke Machine, 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 lam it 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 has the ability to 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 knew what the else it is. The HEAT aura is purple with a black undertone, but as always you can change this

For scaling purposes, this is not as strong as the fully upgraded DRAGON style, but it's close.

Detective

Trennchcoat Brigade (Free)

A classic and stylish trench coat tailored for a detective. It provides both a professional appearance and practicality with hidden pockets and compartments. Its exact appearance is up to you.

This item comes with concealed storage. The detective's trench coat allows you to carry small items discreetly, ensuring you have essential tools and equipment at hand without anybody being the wiser.

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 to 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.

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 footgate before having to transfer to the archival servers. You also gain several NPS (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 you 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.

Companions & Followers

Any canon characters except for the ones listed in substories can be taken for free, provided they willingly joined you.

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 every 50 CP, you may import a companion with a budget of 800 CP.

Otouto (100)

You have a freshly 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 dealing you may or may not make and they are able to 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 Detective 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 alway 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, they will grow and change according to the lessons YOU teach them, they also have an aura of friendless 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 scenario gives 200 CP and multiple can be taken. Failure in any of these cause 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 himself as a companion to take into further adventures. He has the Yakuza tree filled out including all his styles and capstone boosters.

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

Time and Place must be Kamurocho, October 1995

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 in order 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 in order to complete this substory, and this Kiryu has not been weakened by his time in prison, he in fact 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 reaches 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, December 2005

Majima Everywhere

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 own 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, but should you defeat him you now have the former Lord of the Night as a companion.

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

If you have the DRAGON style this substory is mandatory and does not give you CP.

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 kill you.

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.

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 allows 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 change in order to customize and perfect your machine for the coming races.

You must rise the ranks of the circuit, whether that be through 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 this into your warehouse or into 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 harderend 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.

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 finale gauntlet you'll have to fight through a boss rush of every boss in the game, 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 and equipment and knowledge retained AND enhanced along with a permanent 2x learning boost.

Every time you use this option the learning boost increases by 1, and your abilities are similarly augmented.

Drawbacks

Resurgence (+0)

Oh, not the first time you've been here? If you've done the Yakuza 0 jump before this one, the changes and relationships you had in that jump carries over to this jump.

Welcome back.

Premium Adventure (+0)

Want to stay a bit more huh, this city grows on you. You now stay for a standard decade instead of 1 year. Be warned that due to your mere presence things have changed in regards to the future, also keep in mind the next 5 games take place in this new decade you've created.

TEN YEARS IN THE JOINT (+50)

..made you a terrible voice actor apparently. 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 as 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.

Wait a Sec Gramps! (+100)

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 80's...) 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, basically 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.

They're Still Conscious (+100)

And have access to a loaded gun. 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.

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 hurt, except your ego maybe.

Usually your allies will come to 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.

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.

Fresh Meat (+300)

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

Amnesia (+300)

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 now.

Framed (+400)

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 got to capture you and torture for information.

Note that you must remain in Kamurocho for the duration of your jump

Enjoy your stay!

Legend Difficulty (+500)

You now must go through the entire plot of the game in 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.

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 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.

Notes

Yakuza Kiwami and 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

Thank you to CW, DC, Atma-Stand, DisneyVillan, and all anonymous commenters for your feedback and suggestions.

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