



# LOST JUDGMENT™



*It's your fault  
It's your fault  
That memory and  
This sanction  
It's your fault  
It's your fault  
I don't want to hear any excuses  
Regret and despair  
Pain and all that  
Screw you*



# INTRODUCTION

Welcome to Kamurocho, a city district of Tokyo. It's a nice enough place to visit, with tons of good bars, a diverse amount of eateries and restaurants, and enough parlors and arcades to keep you entertained until the sun rises. With the dissolution of the two biggest Yakuza groups (The Omi Alliance and The Tojo Clan), you'll find the streets quieter than ever! Well, quieter for Kamurocho at least.

However, should you scratch beneath the surface, you'll find that the power vacuum has caused all kinds of petty crimes and scams to befall the common people. If only there was a champion who held an unwavering belief in justice and was dedicated to uncovering the truth.

Enter the Yagami Detective Agency, led by Takayuki Yagami, a disgraced lawyer formerly employed by Genda Law Office turned private detective, along with his partner Masaharu Kaito, a former yakuza member of the now defunct Matsugane family also turned private detective. Despite their work being mainly physical, they both have a keen deductive mind and the martial prowess to see their cases through to the end.

In 2018 the Yagami Detective agency was embroiled in a serial killer case which quickly snowballed into a nationwide conspiracy that involved the case that made Tak a pariah amongst the legal community. Ultimately with the aid of Kaito's old blood brother Toru Higashi, ex-robin hood-esque thief Fumiya Sugiura, genius hacker shut-in Makoto Tsukumo, as well as Yagami's old firm, including the meek Hoshino, the stoic Saori, and Yagami's father figure Genda, they were able to expose the conspiracy and save an innocent person from the death penalty.

Now in 2021, the Yagami Detective Agency is expanding its horizons to Yokohama Ijincho, after Suguria and Tskumo, now nascent private detectives themselves, ask for their help in a huge case involving bullying at the prestigious Seiryō High School. After an initial successful investigation, a call from Saori reveals that a body was discovered in Yokohama and that her current client, Akihiro Ehara, who was arrested at the corpse's time of death, declared that the body belonged to the man who bullied his son and drove him to take his own life.

The catch is that Hiro Mikoshiba, the bully, was a student teacher at Seiryō High. This case will have dark turns and harsh revelations and will test Yagami and Co.'s sense of justice. Perhaps even yours?

***You gain +1000 SP (Skill Points)***

# ORIGINS

Age and Gender can be chosen freely except for **Education**. Each Origin gets their 100 SP Perks and Items Free, and a 50% discount on all other Perks and Items in their trees.

## Civilian (Drop-In)

A face in the crowd, a ghost in the wind, or someone who's simply kept to themselves. You arrive here with no memories and no baggage.

## Detective

Dedicated to solving mysteries and pursuing the truth, you've made a career of investigating the lives of others. Whether you're in the private or public sector is up to you. Perhaps Tak is hiring?

## Remnant

After The Great Dissolution, a lot of career Yakuza decided to fill in the void the Tojo Clan and The Omi Alliance left by making their clans, now you too are a remnant of a bygone age seeking fortune and glory.

## Lawyer

That small badge is heavier than it looks, huh? You are now an attorney at law, whether you're a prosecutor or defense, starting your firm or already a part of one, or are going solo is up to you.

## Education

Seems like Seriyu High is missing a few staff members, good thing you're here. You are now a faculty member of a school, by default it will be Seriyu High but you can change this to any other education campus. Alternatively, you can find yourself enrolled in Seiryu High for the new semester. **Age must be 14+1D4 for Students.**

## Handyman

You believed in the system...a long time ago. A tragedy in your past that you could've stopped has opened your eyes to the flaws of the justice system, and you will stop at nothing to enact your brand of Judgment.

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# LOCATIONS

Please **Roll a D2** or **pay 100 SP** to arrive at a location. You arrive/awaken a week before Akihiro Ehara's dramatic declaration to the court.

## Kamurocho

Tokyo's premier entertainment/red light district. Previously considered Tojo Clan territory, the city has enjoyed a relatively peaceful phase after The Great Dissolution. However, do not misunderstand this relative peace for a lack of conflict.

If you choose/roll this option you can choose to appear anywhere within the city limits.

## Yokohama

Found on Tokyo Bay, this port city rivals Tokyo itself in terms of population. Previously impenetrable by the larger Yakuza groups due to the monolithic Ijin Three, they have since disbanded, however, some still swear to see the white masks of the Liurang.

If you choose/roll this option you can choose to appear anywhere within the city limits.

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# EX METER

EXtreme situations call for EXtreme actions. In your time here you will inevitably find yourself in a physical confrontation, whether legal or illegal, justified or not, things are going to get physical. Good thing you have access to power only the most dedicated may channel.

You gain the power of the EX Meter, a way of consolidating the heat and rush of battle into powerful defensive and offensive techniques. This is raw power, your fighting spirit made physical and visible. By attacking enemies, breaking through defenses, taunting enemies, and perfectly dodging attacks you'll feel a segment of your EX Meter start to fill. Other mundane activities can fill your Meter, however, none are as efficient as brawling.

Once you fill a segment of your EX Meter (of which you have 6), you have a couple of options. The primary use of your Ex Meter is to burn it to perform stylish and devastating EX Actions, the exact EX action you perform depends on your Fighting Style (see below), your environment, and of course how many segments you burn. General rule, the more Segments you burn the more powerful and bigger the attack will be.

Most people once they become adept at something can enter "the zone" as it were. You now have the equivalent of that for combat with EX Boost Mode. What exactly triggers it is customizable, and can be unique to each style you learn, a taunt, a shift in stance, a deep breath, but regardless you have the power of a divine creature behind your strikes.

For one, you're shrouded in colored flames (see Style section for more) ensuring anybody who gets close to you has to feel the heat, giving you a bonus to intimidation and frightening enemies. Secondly, your regular attacks hit MUCH harder now, and not only that your basic combos essentially become heat actions of their own, and that's nothing to say about the actual EX Actions you can pull off. The catch is that as long as you're in this mode, your EX Meter will continuously drain.

Post-Jump the limit of the Segments on your EX Meter will be shattered, allowing you to develop more after a significant amount of training.

Below are the general barometers of what tier you belong to in this world of Bruisers and Cranes. You can ascend the ranks, however it will take a year of near-constant training/combat without a trainer or any training accelerators.

## Feel The Fire (Free)

Your spirit and body have been infused with the power of fire. Your strength, constitution and dexterity have been boosted notably, leaving you to decide on an even spread or to focus on one aspect.

Lore wise you're about on par with Kosuke or the Bullies of Seriyō High. You can dish out some decent damage, and can probably win most street fights but you're still a small fish in a *very* big pond.

## Feel The Burn (100 SP)

Your spirit and body now burn with the power of fire. Your strength, constitution and dexterity have been boosted significantly, leaving you to decide on an even spread or to focus on one aspect.

Lore wise you're about on par with Fumiya Sugiura or Kyōya Sadamoto. You are now considered a viable threat on the streets, you can do significant damage and defeat some of the legends of the underworld if you ambush them or overwhelm them with sheer numbers.

## Feel The Heat (200 SP)

Your spirit and body now burn with the power of heat. Your strength, constitution and dexterity have been boosted immensely, leaving you to decide on an even spread or to focus on one aspect.

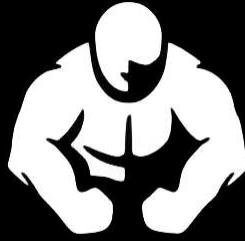
Lore wise you're about on par with Kazuki Soma or Tesso. You are now considered a notable threat on the streets, and with great effort and skill on your part, you can defeat the legends of the underworld.

## Feel The Power (300 SP)

Your spirit and body now burn with pure POWER. Your strength, constitution and dexterity have been boosted tremendously, leaving you to decide on an even spread or to focus on one aspect.

Lore wise you're about on par with Yagami or Kaito. You are now considered an infamous threat on the streets, you can defeat the legends of the underworld through sheer skill or brute force. You are now on par with a peak comic-book human.

# STYLES



The best weapons are forged in the heat of battle, and in the world of Lost Judgment, there is no better weapon than your own two fists. While your EX Meter denotes your raw power, Styles temper that power into skill and technique. Since you're buying this with CP, your Auras can be customized. You can also switch Styles instantly.

Depending on the tier of EX Meter you've purchased you gain a stipend for the Style Section only:

**Feel The Burn = 100 SP, Feel The Heat = 200 SP Feel The Power = 300 SP**

A 100 SP purchase gains you an un-upgraded version of that style, while 200 SP gets you the fully upgraded version.

## Crane (100/200 SP)



In Japanese mythology, the Crane is considered a holy creature because it can travel through the sea, air, and land. This Style is no different, utilizing large sweeping kicks and unrivaled mobility this martial art is an elegant option for larger crowds. With its unique move, *Sky Dancer* allows the user to perform acrobatic and air-based attacks that most have no hope of defending against.

For 200 SP you have ascended into the full might of the Crane and have unlocked its secret; *Blue Stompin*. Whenever you dodge an attack just before it hits, your speed increases exponentially for every dodge you can accomplish. The first dodge will net you an X2 speed bonus, another will net you X4, and so on. This stacks with Bruiser Style. This buff applies to all styles you have bought or will learn in the future.



## Tiger (100/200 SP)



A Tiger's strength is considered to be equal to a Dragon's due to their strength and aggressive nature. This Style embodies that, utilizing precise punches and elbows this martial art is a dominating option for single targets. With its unique move, *Flashing Tiger* allows the user to unleash Charged attacks that break through any defenses and dish out massive damage.

For 200 SP you have ascended into the full might of the Tiger and have unlocked its secret; *Ferocious Red*. Whenever you land a charged attack, your damage increases exponentially for every attack that hits. The first hit will net you an X2 damage bonus, another will net you X4, and so on. This buff applies to all styles you have bought or will learn in the future.



## Snake (100/200 SP)



A Snake's dexterity cannot be overstated, allowing it to subdue and trap larger beasts due to its flexibility. This Style emphasizes this, utilizing grapples and fear-based takedowns this martial art is an ideal option for non-lethally subduing and disarming opponents. With its unique move, *Elegant Snake* allows the user to parry attacks coming from any direction.

For 200 SP you have ascended into the full intimidating aura of the Snake and have unlocked its secret; *Green Vibes*. Whenever you parry an attack, your stature increases exponentially. As long as the buff is active, you are immune to any knockdown effect. This buff applies to all styles you have bought or will learn in the future.



## Boxer (100/200 SP)



In the ring, the Boxer's timing is supreme, allowing them to counter and take down opponents in a single blow. This Style is no different, utilizing quickfire jabs, charged hooks, and stylish straights to ring out any punk, and is an excellent option for starting juggles. With its unique move, *Champion's Counter* allows the user to counter attacks with a jab, straight, or a hook.

For 200 SP you have refined and trained into the full repertoire of the Boxer and have unlocked its secret; *Tough Cuss*. Whenever you counter an attack, your EX Meter briefly charges up more, with every successful counter increasing the amount gained. Post-Jump this applies to any energy pools you may have or will acquire. This buff applies to all styles you have bought or will learn in the future.



## Bruiser (100/200 SP)

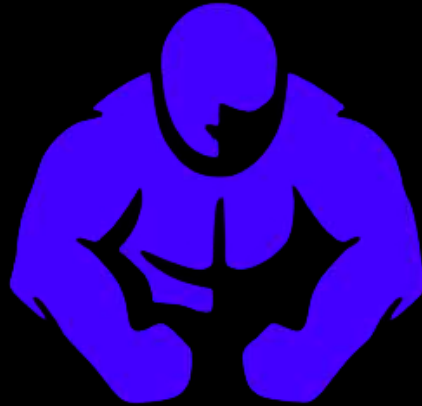


In life, guile can only get you so far, sometimes the situation calls for something...primal. Inspired by the legendary street fights of a Tojo Legend this Style utilizes wide swings, brute force, and overwhelming speed to powerbomb any thug. A balanced style for groups and single opponents, with its unique move *Repel* allows the user to smack away any attack to create an opening.

For 200 SP you have remembered the true nature of the Bruiser and have unlocked its secret; *Bruised Brown*. Whenever you repel an attack, your speed increases exponentially for every repel you can accomplish. The first repel will net you an X2 speed bonus, another will net you X4, and so on. This stacks with Crane Style. This buff applies to all styles you have bought or will learn in the future.



## Tank (100/200 SP)



Life is not fair, it will beat you until you're bloody and forgotten, to endure it you'll have to be built like a...well you get the idea. Inspired by Kaito's previous work as a bodyguard, this Style utilizes wrestling moves, large objects, and overwhelming might to crush any hoodlum. A beast-like style perfect for mowing down groups, with its unique move *Perfect Iron Guard* allowing the user to no-sell any attack and have it bounce off should you guard just before an attack lands, leaving them wide open for the coup de grace.

For 200 SP you have remembered the true nature of the Tank and have unlocked its secret; *Iron Indigo*. Whenever you Perfect Guard an attack, your defense increases exponentially for every guard you can accomplish. The first guard will net you an X2 defense bonus, another will net you X4, and so on. This buff applies to all styles you have bought or will learn in the future.



# GENERAL PERKS

Any Perks that were taken in the previous JUDGMENT/JUDGE EYES JUMP, can be upgraded to the current version at no cost.

## Dialogue (Free)

You are now fluent in Japanese, with an additional proficiency for picking up and learning languages no matter how esoteric. Within a week of living amongst the locals, you'll pick up enough to converse with the locals.

Within a month it'll be like you were born and raised there. This also includes any major cultural differences, no more faux pas or embarrassing culture clashes when you've already memorized all of them.

## In The Groove (Free)

You have your style, in combat and life. The entirety of the Lost Judgment and Kaito Files soundtrack is now available to you, free to play in your head or to broadcast for all to hear.

You can set up your playlists for roaming around town or for some powerful recurring enemies.

You'll find your battles scored by hard-hitting rock or ground-shaking dubstep. You also have a theme that is customized to you, a leitmotif if you will, along with new songs every time you gain a new fighting style or power system.

## Take Effort (100 SP)

You can now hold up to 10 of any item in your pockets, as long as they belong to the same brand and are the same size you can hold them, no backpack is required. As time goes you'll find your pockets expanding, but do note that this is limited to recovery items and equipment, like meals or training gear, weapons are a no-go.

## Spar With Me (100 SP)

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

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

## Shoot For The Stars (200 SP)

By living life to the fullest, your soul responds in kind. By now partaking in “side activities” you find yourself becoming stronger just by partaking. Arcade games improve your dexterity, Mahjong increases your awareness of people’s tells, and by enjoying life, you’ll never be wanting for power. And that’s nothing when compared to actually training. Every jump afterward increases this *Gain Bonus* by 50%.

## Surprise Encounter (200 SP)

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 a network of friends due to your penchant for playing the hero.

And these friends will often help you in unexpected ways. Perhaps when you need help finding a missing person, the whole city will rally behind you to see it done.

## Matter Of Factly (300 SP)

No matter how wild things get around you—be it a full-blown street brawl, an epic chase, or even supernatural occurrences—people tend to look the other way. Whether you’re suplexing thugs into traffic, performing gravity-defying martial arts, or manifesting abilities that defy logic, bystanders simply don’t notice, or if they do, they quickly dismiss it as something mundane.

## In The Rhythm (300 SP)

Every battle has a rhythm, and now with this perk, you control it. You have gained the ability to “juggle” opponents, so long as an enemy is in the air, you can keep them in the air by wailing on them. Different styles have different launchers but so long as your opponent is in the air they are at your mercy. You can of course refresh the duration by performing another launcher, powerful enemies can resist this to an extent but for everyone else, you are nigh unstoppable.

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# CIVILIAN PERKS

## The Ordinary Days (100 SP)

Keep getting interrupted when going for a night stroll? Maybe you're trying to beat your high score in Motor Raid but hoodlums keep barging into the arcade. With this perk you'll never be wanted for privacy, this acts as an aura of banality, you'll blend into any background and those who are looking for trouble will never pick you as a target. This can be spread over a group of roughly 5 people with room to grow.

## The Best By Far (100 SP)

In what? That's up to you. You are now a seasoned professional in any occupation of your choice. The more general your occupation, the broader but shallower your knowledge and skill will be, and vice versa for specialists. This also updates with every jump you travel to, soaking up what a professional knows/can do with advanced technology and magic.

## We Won This Together (200 SP)

And by together we mean you and fate. You are now abnormally lucky in all aspects of life, odds and probability melt in your presence. You could become a professional gambler and net a tidy profit even if you don't know what a royal flush is. This also gives you the benefit of being very good at calculating odds, both the original version and the version altered by your presence. You can choose to toggle this "Lucky" aura.

## The Duel (200 SP)

The power of love fuels you, and there is no love greater than one you're willing to fight for. You can now challenge an opponent to a Duel. Should they accept, you find your willpower and combat prowess significantly boosted (at least a tier higher in terms of your EX Meter), with the boost being more potent the more righteous your cause is. And of course, no outside force can interfere in your fight, and should you win the Duel the loser must concede whatever was at stake, a house, a love, or a world.

## Gotta Catch 'Em All (300 SP)

It's amazing what people leave just lying around here huh? You can now pick various crafting components by simply roaming around town, and curiously it's always tailored to whatever projects you're currently developing. Need to compete in a Robot Battle, oh look here are some circuit boards in pristine condition, there's a Drone League in town, huh a perfectly intact drone frame is lying right next to that dumpster.

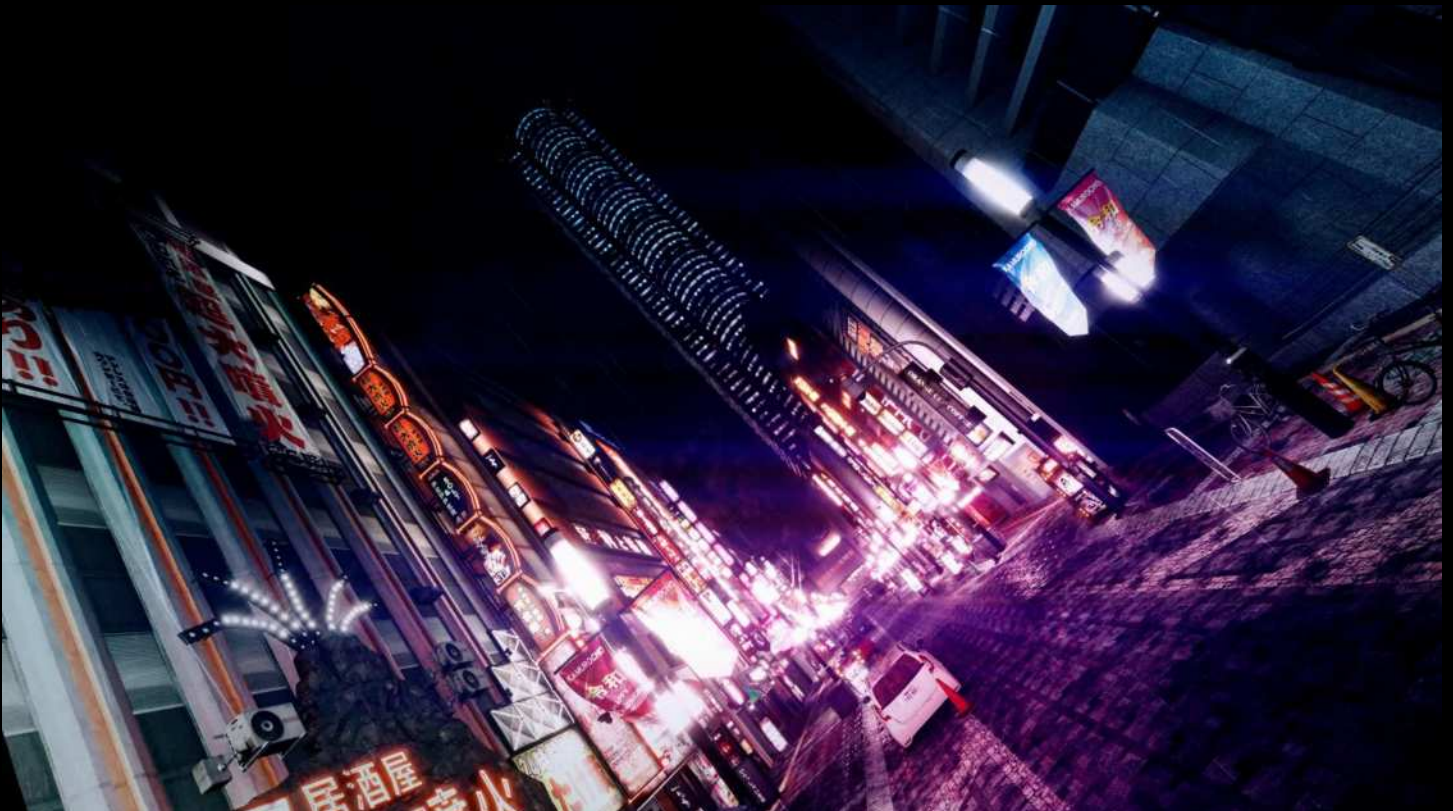
Post-jump the materials will change to suit any magical or unique materials, as long as it's a purchasable material, with a bit of luck you'll find it.

## Finish It! (300 SP)

You are a capital M Masochist, your body has endured untold years of punishment and because of that, you can no longer feel pain. Other sensations get through just fine, and you'll feel when you've been hit, but any pain that would flare simply...doesn't.

This is toggleable, of course, and can be "programmed" to an extent allowing minor injuries to pass by without a flinch or major damage to feel just as bad as it would normally, or vice versa.

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# DETECTIVE PERKS

## Suspicious (100 SP)

You are an Ace Detective, you're a master of deduction and the art of reading people. You are an expert in determining what someone is hiding, and can quickly put together seemingly unrelated evidence to arrive at an unnervingly accurate conclusion. With skills like these, you could rival the Dark Knight himself.

This also gives you an "Active Search" mode, allowing you to survey a crime scene at your leisure while helpful information flashes into your head.

## Primal Senses (100 SP)

Your Primal nature extends further than combat. Your senses have been enhanced enough to rival the predators and prey of the animal kingdom. You can sniff out blood in a dumpster filled with rotting food, you can hear a cat's meow from a block away during happy hour and have perfect 20/20 vision.

## Press On Our Way (200 SP)

Much like the former band of thieves that terrorized the corrupt denizens of Kamurocho, you are now a parkour prodigy. Your grip strength and stamina are off the charts and your sense of direction and mental projection is similarly augmented.

In any environment where you've spent a decent amount of time, you can now call up a mental map that shows all possible pathways and escape routes, allowing you to always execute the most efficient and/or stylish run possible. You also gain the body of an acrobat if you don't already have one before.

## Digital Fireflies (200 SP)

These days people do a lot more damage behind a keyboard than behind a muzzle. You are now a world-class hacker and sommelier of anything technological. Given enough time no place on the internet is beyond your reach.

Not only this, you are now a top-notch engineer, comparable to Q in your ability to make gadgets and weapons. Maybe there's an Aston Martin on the market?

## Not Alone (300 SP)

What was that? Must've been the wind. If there were such a thing as a perfect tracker, your name would come up more than once. Missing persons, defendant skipped on a warrant, if there's ever a chance that someone can be found they WILL be as long as you're on the case.

This also makes you a master at tailing people around town. Whether it be through disguises, pretending to look at their phone, or hiding behind a perfectly sized car, by the time they notice they're not alone it'll be too late.

## The Best By Far (300 SP)

Turns out that being good at kung fu makes you an excellent dancer, who knew? Well, you do, as long as you can provide a connection between one skill and another you will start with a decent amount of practice with the lesser-known skill. Enough to be called adept at least.

The better the connection, the stronger the start you have in your new skill, but as long as it's tangentially related, you'll never have to start from the bottom.

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# REMNANT PERKS

## Toxin (100 SP)

It's amazing what you can do with a few drops, isn't it? You have the chemical and animal know-how to concoct your deadly toxins. Exactly what effects they cause and how fast-acting they are are up to you. The best part is you can lace any melee weapon you're wielding in this poison.

Note that it doesn't have to be lethal, if you'd like to make a perfect knockout drug or even a truth serum, with enough time and effort you'll make it work.

## Display Of Revenge (100 SP)

When lead by example means showing your goons how to wield a chainsaw. In any organization, as long as you show that you wield excessive strength you'll find yourself on the fast track for the more administrative positions, essentially you can asskick yourself some authority.

This also helps you maintain your authority, so long as you retain the level of power you had when you first gained this position any underlings will respect and accept your leadership come hell or high water. Should that falter, well the bigger they are...

## Liumang's Chant (200 SP)

Sore losers are no fun, aren't they? With this perk, you'll no longer have to fear damaging any relationships when it comes to competition, in fact, quite the opposite.

Now whenever you enter a competition with someone, should you win, they'll find themselves more amicable towards you. Naturally the more high stakes the competition the more your relationship will improve. A game of Shogi might win you a round of drinks, but a fight to the death will give you an ally for life.

## Viper (200 SP)

Living a double life would be an enormous strain for anyone, anyone but you of course. You are an excellent actor, infiltrator, and liar. You can seamlessly change your cadence, accent, and posture enough to seem like a completely different person, being able to spin a yarn from the top of your head and have it hold up to the most scrutinizing skeptic.

This also ensures you will never lose yourself in whatever persona you decide to create, and gives you a buff to your mental fortitude allowing you to bear the stress of two lives. This also applies to any new memories that are implanted into your head, if that happens to you frequently.

## 1811 (300 SP)

*First comes the pain, and then the fear. You have to start with the pain. Fear won't work if you haven't given them a reason. If there was ever such a thing as a Picasso of torture, that'd be you. Whether through physical or psychological means, with enough time and effort, you can extract the darkest secrets from anyone on your operating table.*

And you won't run into the pesky real-life problem of torture not working, since you're paying for this.

## Verification Silence (300 SP)

It'd be nice if your plans had the full backing of the government, wouldn't it? Well, now you are secretly backed by a shadowy division of the government, giving you a *lot* of leeway when it comes to performing illegal activities. As long as it can be described as a necessary evil or the lesser evil, you're "benefactor" will ensure you won't run into any problem with the law.

This has limits, don't expect to commit mass murder in broad daylight without repercussions, but when it comes to more subtle criminal activity, well turns out that ironclad evidence has mysteriously gone missing.



# LAWYER PERKS

## **Inquiry (100 SP)**

You have an almost encyclopedic knowledge base about the law, you can pull previous cases from a decade ago as if you just read about them. Your inner workings of the Japanese Justice System are nearly unmatched.

This knowledge updates with every future country/kingdom you find yourself traveling to. As a bonus, you find your memory enhanced to an astonishing degree, not quite eidetic but damn near close.

## **Good Will (100 SP)**

Your presence commands attention and respect. Judges, juries, and clients are naturally drawn to you, making it easier to win cases and negotiations. First impressions with you always go smoothly.

Given the fact this is a charisma perk, this also affects your appearance and demeanor, making you more attractive to any potential “Jurors”, no matter who you interact with they’ll at least find you easy on the eyes.

## **Parallax (200 SP)**

Oh, someone didn’t cross their T’s? Well, it looks like you’re free to go. You have an uncanny ability to find flaws in other people’s arguments, whether it be a wrong address, an unseen fine print, or an unreliable eyewitness. This also has the effect of making you an excellent cold reader.

Oh, and your uncanny ability to find loopholes applies to supernatural contracts and pacts. There’s dealing with the devil, and dealing with you.

## **Considerations (200 SP)**

Master Orators often take years to hone their craft, well for you it’ll be like you’ve been doing it your entire life. You’re able to weave together narratives and arguments almost effortlessly.

This has the byproduct of making you an excellent storyteller and entertainer, maybe you have a calling in the idol industry.

## Purge (300 SP)

The law can be so easily corrupted, all it takes are a few higher-ups looking away and the whole system fails. Now with your unwavering belief in justice, you can root out any corruption in any system you find yourself working in.

This doesn't have to be a proactive thing either, so long as you perform your job professionally, others will follow your example and will follow suit.

## Good Or Bad (300 SP)

The system can be so frustrating, sometimes doing what's right and doing what's possible don't align. Not anymore, with this perk as long as you have a righteous cause, you can bust through any rules or regulations that bind you to ensure justice is done.

Technicalities burn away, loopholes fail in your presence. For you, to be lawful or to be good is no longer an agonizing question, it's a tautology.

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# EDUCATOR PERKS

## **Splendid Solution! (100 SP)**

The importance of Teachers is often overlooked in today's world, they help nurture and educate the next generation. Oftentimes the students see their teachers more than their parents.

With this perk you are a top-notch mentor and teacher, not only can you distill and simplify complex topics, but you can also bring out the best in your students. If any of them have potential, you'll bring it out helping them become whoever they were meant to be.

## **The Best Answer (100 SP)**

Trust is a two-way street, and now you have the best of both worlds when it comes to a student-teacher relationship. You're now an excellent student, your brain soaks up knowledge like a sponge.

You retain the neuroplasticity of a child, and will never lose the youthful enthusiasm and vigor for life. You will never feel the ennui of a long life either, this also massively boosts your creativity.

## **Hang in there! (200 SP)**

Bullying is an unfortunately common occurrence in schools, but with this perk perhaps that can change. You are now an excellent school counselor, helping students from all walks of life work through their issues.

However, you can only be effective if you practice what you preach, you're mental health is brought up to that of a mentally sane and sound individual, and has been reinforced with an encyclopedia of healthy coping mechanisms and a guarantee that you will always recover from any mental trauma with enough time and effort.

## **Juggernaut (200 SP)**

Enemies are friends that you just haven't worn down yet. So long as you genuinely try to reform an enemy, even if they are the most irredeemable, nasty, bully, so long as there is one speck of goodness within them you can fan the spark into a blazing inferno.

## Spilled Milk (300 SP)

No use crying over it right? When dealing with high schoolers, emotions will likely run...well high. Simply an occupational reality, but now with this perk, you'll find yourself keeping a cool head.

You are utterly unflappable, come hell or high water, your rage will never consume you, your fear will never control you, and your grief will never receive you. This is toggleable and can be programmed, allowing certain emotions to be felt fully, or to never cross a threshold.

## New Mythos (300 SP)

Reputation is a fickle thing, one day you're a wunderkind who pulled off a miracle non-guilty verdict, and the next you're a disgraced Lawyer who let a killer get off scot-free. With this perk, you'll never have to worry about someone tarnishing your credibility.

As long as you've done an adequate job any criticism against you simply falls off like water on a duck. Hit pieces quickly fade into obscurity, and expose videos fail to garner any views, so long as you haven't done anything illegal while on the job, any rumors will be treated as such, just rumors. With this, your legend will never fade.

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# HANDYMAN PERKS

## Final Destination (100 SP)

Did you hear about that jerk in accounting, I heard he put in his two-week notice. Well, he didn't but with this perk, no one can tell the difference. You are a master assassin, with a cornucopia of skills, but mainly focused on planning and (no pun intended) execution.

You could create an airtight alibi for someone who was recorded in 4k slitting someone's throat, and they would never see the inside of a jail cell. You can run circles around law enforcement and the justice system laughing all the while.

## Fog (100 SP)

When the heat gets too high, and the walls start closing in, maybe it's time to make yourself an exit. Once a Jump, or once every 10 years whatever comes first, you can fake your death and completely erase any doubt you survived.

This can be customized to be as ambiguous or as exact as you want, so long as you wish, you can always start your crusade elsewhere. You can let people in on your little secret, and it will be ensured that they will keep your secret.

## Chaos (200 SP)

Sometimes, the system can't be redeemed; sometimes, something needs to rise from the ashes of the old. Of course, it has to *be* ash first. You have the incredible ability to bring down establishments that you view as "unsavable." Whether they are is up for debate.

Whether it be through serial killings, engineered controversies, or plain old arson, there is never an organization that can't be toppled with a few precise strikes.

## Reunion (200 SP)

It's amazing what people will do to salvage their reputation, all it takes is an unlucky picture or a damning recording, and someone will go to hell and back to ensure their dirty laundry never gets aired.

You have the uncanny ability to coerce and blackmail any person and have them do your bidding, best of all they'll never even think of going to the cops, even if they have to commit murder.

This also gives you a passive buff against getting blackmailed, manifesting as luck, or situational awareness.

## Dig In Your Heels (300 SP)

Hate? Let me tell you about Hate. Hate can fuel a person, can make them do awful terrible great things, hate can destroy the world...or save it. So long as you have an object of hate, can be a singular person, an organization, or hell even an idea like Tyranny, you will find a wellspring of power within you.

How vehemently you hate someone scales with your power boost, an annoyance would give you a slight edge, and a blood-curdling rage will let you swing motorcycles like they were made of paper.

## Unwavering Belief (300 SP)

When the chips are down, and everything is on the line, there is only one thing you can really rely on, **you**. You have the power of belief, and so long as you hold on to that belief you'll find your willpower and drive near limitless. It doesn't matter if you're on the brink of death, you will claw your way back to continue your mission.

This not only empowers your body but your spirit as well. Any attempt to control you, mundane or fantastical will utterly fail when it comes to your unwavering soul.



# GENERAL ITEMS

All Items are Fiat-backed, and any destroyed Items will be replaced/repaired within a year.

## Collectors Edition (Free)

You gain a copy of Judgment/Lost Judgment along with all platforms they can be played on. This includes any DLC or expansions and Merchandise.

## Cell Phone (100 SP)

A modern smartphone that includes Tsukumo's "Buzz Researcher" app. This allows you to read posts around Ijincho and Kamurocho and filter them to narrow down potential cases. Think "cafe robber" or "underwear bandit".

This also has the effect of "pausing" your environment whenever you're using it.

## Record Player (200 SP)

A vintage record player that has the added benefit of slowly healing you whenever you take a moment to listen to whatever track is playing.

Any soundtrack perks or items you gain in the future can be purchased in record form in any convenience stores or equivalents to be used on this system.

## Maneki-Neko (300 SP)

Is this cat talking to you? This stature is meant to bring good fortune and fortune it shall bring. Once you pet the cat you'll find your pockets filling up with cold hard cash proportional to how much you walked. The rough conversion rate would be 10 Yen (.10 USD) per step Can be imported into any property or in your warehouse.

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# CIVILIAN ITEMS

## Registration (100 SP)

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.

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.

## Crazy Taxi (200 SP)

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.

## Home (300 SP)

An upscale furnished apartment that can comfortably hold a family of 4, any street fights or malicious threats seem to not notice your humble abode, or decide it's not worth the trouble to try and break in.

You will recover faster while you're resting here, and so long as you don't lead any trouble back here, it won't find you. Can be a warehouse attachment or imported into any setting.

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# DETECTIVE ITEMS

## Skateboard (100 SP)

A blue-coloured practically indestructible skateboard, other than that it is completely mundane. Can be upgraded and will not degrade with use. The design on the bottom of the board can be customized.

## Essentials (200 SP)

A cache of hidden cameras, magnetic speakers, a parabolic microphone, air tags, and a high-end laptop. All are enclosed in a metal case and hold a dozen of each item, allowing for repeated use and mobile monitoring.

You also gain a pigeon drone that comes with a Bluetooth camera that you can view on your smartphone.

## Agency (300 SP)

A cozy property located in one of the many buildings in the city. This is your base of operations, with a stocked kitchen, and a state-of-the-art computer system.

The office is self-cleaning and can be expanded to include any other equipment you may pick up on your travels, for example, if you find yourself interested in drone racing you'll find a charging station appeared.

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# REMNANT ITEMS

## Chainsaw (100 SP)

A pristine chainsaw that is self-cleaning and self-filling should things get...wet. This chainsaw has the benefit of making sure anything you destroy is never identified.

It also destroys any evidence you leave behind, a watch, footprint, or even recordings. For when you want to make a *clean* getaway.

## Red Knife (200 SP)

An all-black switchblade that has the uncanny effect of boosting your stealth capabilities, and seems to do extra damage whenever you land a sneak attack. It also can secrete a poison on command and allows the user to switch out the toxin at will so long as it's on your person.

## Cabaret (300 SP)

A booming nightclub that caters to the single men of the world. This is a popular Cabaret Club that comes fully staffed with staff and drinks, Girls will have to be hired, however. On a slow night the nightly pull will roughly be around 1 Million Yen, should that change...well the sky's the limit.

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# LAWYER ITEMS

## Pin (100 SP)

This small pin holds a lot of weight in the judicial system. This is your very own lapel pin that identifies you as a lawyer, giving an aura of authority to any civilian.

This pin will update to whatever is used to identify Lawyers (or their equivalents) in other worlds.

## Records (200 SP)

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 building your case.

## Firm (300 SP)

A humble Law firm that you now own. It comes equipped with all the storage and equipment to serve your clients to the best of your ability. It also comes staffed with paralegals and NPC lawyers, ready to defend the innocent or prosecute the guilty. Often taking in clients pro bono, but curiously you'll always be able to pay the bills.

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# EDUCATOR ITEMS

## Uniform (100 SP)

A school uniform for a student or a faculty member. So long as the essence of the uniform is kept intact, it can be customized to whatever style the wearer desires. It's also resistant to weather, allowing it to be worn all year round.

This uniform updates to whatever style the current jump deems appropriate.

## Textbook (200 SP)

A hardcover textbook that covers a broad variety of subjects on the high school curriculum. This book also adapts to whoever is reading it, allowing the viewer to pick up knowledge at a stunning rate. This book updates with every future jump.

## Jumper High (300 SP)

Your very own high school, able to be imported into any jump or attached to your warehouse. What exactly this school teaches is up to you, whether it be a gifted school or a cram school it comes fully staffed with faculty and staff.

Furthermore, you have a personal guarantee that bullying *will not happen*. Magic, science, and therapy, however you want to customize, don't matter. This has the added benefit of enriching whatever community you insert your school into.

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# HANDYMAN ITEMS

## Demolition (100 SP)

I love the smell of semtex in the morning. You have a crate filled with a plethora of explosives. Mines, IEDs, Claymores, and of course the classic C4. The exact amount varies on what you need to blow up, but the higher limit would be able to take down an average-sized cargo ship.

## “Friends” (200 SP)

A group of individuals, that can range from 6 to 12 that you have complete and utter control over. These people are often former bullies, hidden criminals, or worse. They will do anything you say to ensure that their laundry remains buried.

In future jumps you get files on some new “friends” to introduce yourselves to, ensuring you’ll always have a network to fall back on.

## Prefab (300 SP)

A rustic rundown prefab apartment situated on the rougher side of town. The interior is serviceable and the amenities are fine, but where this apartment shines is anonymity. This apartment isn’t registered to you, instead, it’s under a fake name that will hold up to all but the most extreme scrutiny.

Not only that it seems that any attempts to track you back to your humble abode simply fail, trackers lose signal, hidden microphones encounter interference, etc. This can be imported into any major city or be attached to your warehouse.

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# COMPANIONS

## Detective Dog (Free for Detectives)

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. Also, when you take them out for a walk, they'll lead you to all kinds of goodies and will lend you a paw in a fight.

You have all the necessary food and housing to take care of this little fella.

### 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. This can be purchased multiple times

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# SIDE CASES

Each Side Case gives **+100 SP** and multiple can be taken. Failure in any of these causes chain failure.

## Confessions

Seems you've got quite the aura around you, time to put it to use. You must find and date a minimum of 4 people and juggle all relationships accordingly, they must confess their love to you and publicly acknowledge that you're in a relationship with them. Unlike in-game, all parties are aware of this situation and will agree to it, however, this does mean they'll expect you to manage your time wisely and will break it off if they feel neglected.

Should you succeed you can take any partners you've committed to with you into future jumps at no extra cost and any future lovers you gain will count as on companion slot for the sake of importing. You also gain animalistic magnetism that makes it easier for people to agree to be shared. Your time management skills are similarly boosted.

## Welcome to VR World

Looks like Paradise VR has opened up in Yokohama, want to test your luck? You must complete all stages of Paradise VR, with all the challenges and opponents that entail. But it seems that someone has let the developers know of your previous adventures, as you'll find the opponents you're facing off with are indeed past enemies and creatures that you've battled with.

Should you succeed you gain the ownership of the Paradise VR tech, allowing you to customize your experience or to open up your own shops in the future. You also gain a grand prize total of 1 Million Yen and a golden King Koro-nyan statue for you to proudly display.

## Open The Drone League

The relatively low altitude of Yokohama should prove easier than the Millennium Tower at least. The Drone League has opened its doors in Ijincho, and it's up to you to race your way into first place in all of the Champion Leagues.

Should you succeed you gain the unparalleled Sky Spider drone frame, boasting the highest equip load and durability available on the market. If that's not enough you gain a limitless bucket of Dragon Paint. Should you coat a vehicle in this, its top speed will *double*.

## Squirrel Search

It seems someone has been taking after Banksy around here. Around Yokohama and Kamurocho there are a total of 55 sketches of Squirrels with hidden QR codes. As you can guess, your job is to find and take pictures of all of them.

Should you succeed you find at the last Squirrel you find a book that's been buried nearby. Inside are detailed instructions on a long-forgotten technique called *Essence of Kiwami*. Now whenever you do a signature skill (Sky Dancer, Flashing Tiger, etc.) from one of your styles, a full segment of EX Meter is filled.

## The Art of Gluttony

So many choices, and so little time. Your task is to sample every bit of Japanese cuisine and liqueur, completing the menus of every restaurant and bar in Kamurocho and Yokohama.

Should you succeed, you gain a potent boon whenever you visit an eatery. Now whenever you look at a menu there will be some items that have a randomized buff, allowing you to gain more money, experience, materials, or cheat items. The more modifiers you consume in a single visit, the higher the chance of gaining the extra items. As a side effect, your tolerance to alcohol and toxins has massively increased, it would take full bottles of whiskey for you to even feel tipsy. This can be toggled.

## Ramblings of a Hermit

How the hell did you get the Kamehameha here?! Your quest is to find all the ingredients and subsequently craft all Extracts with the help of Iyama, your local hermit and herbalist.

Should you succeed, you gain all the extracts you've created as a replenishable item as well as the skill *Extract Virtuoso*. Now whenever you're crafting an item, there's a chance it will cost no materials to make, and a chance to create a copy of the item.

## Winning Run

Sonic Fighters, Virtua Fighter 5, Hama of the Dead, there's no shortage of games to play, so let's get started. You must place first on the leaderboards of all Arcade games, perform all possible tricks during darts, complete all homerun challenges in the batting cages, and catch one of each item in UFO Catcher.

As a reward, you can pick up games nearly instantly, doesn't matter if it's a gladiator pit or 4D chess, you will understand the rules and how to exploit them as soon as you see the

board. You also gain a pristine SEGA Master System, available in all your properties with all arcade games being ported onto the system.

## SKATE RAT

Let's see if you have what it takes to be a true Skate Rat. Your task is to score the highest point total on all the available skateparks and place first in all races.

As a reward, you gain the futuristic Hover Board, which boasts an unrivaled top speed, incredible handling, and mind-boggling acceleration. You also gain the Open Air skate park as a warehouse attachment, allowing you to always hone your skills.

## Long Drill on the Beach

Take it from the top! Your task is to lead the Seiryō Rabbits to the nationals. This means training, practicing, and sorting out interpersonal issues within your team.

As a reward, you find your sense of rhythm and flexibility improved to that of an Olympic athlete, along with this you are now a leader's leader, you can take a group of completely discordant people and through compassion and patience turn them into a well-oiled machine.

## Gonna Be The CHAMP

Work it, fix it, ROCK. Your task is to best all of the fighters that train at Todoroki's boxing gym, this includes the infamous payback boxer Kenya Oshikiri.

As a reward, you gain the upgraded Boxer Style, if you have already purchased it, you gain a **+100/200 SP** refund. You also gain a penchant for picking up intimidating and awesome aliases. Thugs will think twice when going up against the Supernova of Hope.

## Tempo Ad Libitum

Tetris has never been this violent. Your quest is to take the Robotics Club of Seiryō to the RE Robot Rally and reign dominance over all other robots. This will require building your team of robots with items you will have to source and communicate with your team.

Should you prove your superiority, your hobby has become a burning passion. You gain all the robots you've built and fought against as well as your arena that can be customized, allowing you to run your tournaments. Not only this, you find that any technology you make becomes black-boxed, the only way they'll recreate your machines is the hard way.

## The Love Of The Road

It's time to prove yourself on the road of fury. You must compete in the Death Races hosted by the gang "Made In Heaven". This will entail you creating and modifying your motorcycle to survive the brutal battles on the asphalt.

Should you succeed you gain your very own garage that repairs and refuels any vehicles that are parked inside. The garage can store anything up to the modern day and will expand to store as many vehicles as it needs to. You also become a top-notch driver of any vehicle you can get your hands on (or if we're talking more esoteric stuff).

## Lineage Of Clan

THIS CAN ONLY BE TAKEN IF YOU'VE COMPLETED ALL PREVIOUS SIDE CASES.

You've gained the attention of an individual with a particular set of skills. Once you've finished with all of your extracurricular activities you'll be sent a text telling you "It's time" and to head to the roof of Seriyō High. There you will find Juzo Amon, a member of the Amon Clan of Assassins. Considered the deadliest group of individuals in the criminal underground, you must prove your worthiness and defeat Juzo in one-on-one combat. Just for reference, one of Juzo's moves is to call down divine lightning on your position.

Should you accomplish the impossible, you gain an ability like no other. Whenever you enter a fight time seems to slow down and information about your assailant will flash into your head, even if you have no way of knowing. You also gain Amon's Sunglasses, while wearing these any weapon you wield seems to become exponentially stronger, and you find yourself adapting the style of Amon Clan into your repertoire, allowing you to incorporate some of their moves into use.

## Throw Down The Gauntlet

THIS CAN ONLY BE TAKEN IF YOU'VE COMPLETED ALL PREVIOUS SIDE CASES.

Now you're just showing off. You must now go through an arduous trial known only as The Gauntlet, some stages include defeating a crowd of enemies with one hit each, climbing up a building in under 5 minutes, and of course, fighting perfect versions of Yagami, Kaito, and Juzo.

Should you complete this frankly sadistic challenge you gain the greatest boon one could ask for: a home. The entirety of Kamurocho and Yokohama are yours to bring with you into future jumps, they can be integrated seamlessly into any world, or be an attachment to your

warehouse, or if you're up for it, BE your warehouse with all the Fiat-backing and security needed to make this place a sanctuary.

But that's not all. You also gain a dusty tome of knowledge titled "To Crush a Dragon". After studying this book, you've learned the *Dragon's Crushing Fist*. This is a devastating counter to any attack that requires precise timing, but should you pull it off you'll be rewarded with your enemy being launched fifty feet away from you and almost certainly defeated or severely wounded. Oh, and while performing this move it negates all damage you receive.

**ALL DAMAGE.**

## Donning The Gauntlet

ANY POWER/ITEM LOSS DRAWBACK GIVES NO SP FOR THIS SIDE CASE

All right, deep breath, this is gonna hurt. Once you take this scenario you are reduced to your Body Mod and your warehouse access is revoked including the ability to import properties. Furthermore, your initial stipend of SP has been rescinded, leaving Side Cases, and Drawbacks the only way to gain SP. You must survive for one year to complete this Side Case, and events will transpire to ensure your involvement in major events. Failure in Side Cases, or the Jump will result in you gaining no perks or items from this document, and continuing on your journey.

Should you succeed, you feel the choices you've made settle on your shoulders. All your victories and losses, friendships and enemies, peaceful days and intense nightmares, create a tapestry on your soul, a tapestry that is now visible to everyone else.

You gain an Irezumi across your torso of a mythological figure representing who you are at your core. What it is depends on the person, but whoever lays their eyes on it will treat you in equal parts awe and dread as they understand the significance of the art inked into your body. This tattoo can be made invisible at will, and acts as a limiter for your abilities should you desire it.

However, if you need to go all out, you gain the ability to remove any upper article of clothing instantly and bare your soul for all to see, for the rest of the battle, your combat prowess doubles as long as the battle rages.

Also, since you've proved more than worthy of your abilities, they can never be taken from you again. Any perks gained become a part of your Body Mod.

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# DRAWBACKS

## Reawakening

The smell of cigarettes and alcohol, you know it well. If you've taken a jump set in this universe previously, all of the changes and networks you've built carry over.

## Premium Adventure

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 a lot of stuff will kick off in the ensuing decade, so be prepared.

## Damn Dust (100 SP)

You have a sensitive sense, whether it be smell, touch, sight, or taste. You often find yourself constantly irritated or sniffing as you go throughout your day.

## Rake Your Inside (100 SP)

You have a bit of a guilt complex. Oftentimes you'll blame yourself for events that may or may not be on you. This can range from spilled coffee, all the way to unknowingly aiding a murderer. You can work through it, but it will weigh on you.

## Walking Fumigator (100 SP)

You are a habitual smoker, thankfully you won't suffer any long-term effects but you will find yourself aching to reach for a pack almost constantly. Your odor is also similarly altered, making you smell...well like a smoker. Proper hygiene and frequent showers will mitigate this to an extent, but you will never be fully rid of it.

## Kamurocho is Funny (200 SP)

This place is weird. You will now be constantly accosted by random thugs, Yakuza, scammers, and perverts as you roam the streets. This won't change by moving either, it seems the stench of victimhood has infected you for better or for worse.

## Destination (200 SP)

You are now locked into the confines of Japan, no matter how much you try to leave legally or illegally you will always find your way back to the land of the East.

## Purge (200 SP)

You see them everywhere, every time you close your eyes, in the mirror, and at the bottom of a bottle. Due to intense guilt, you've taken up alcoholism in an attempt to cope. Vomiting and alcohol poisoning are distressingly common for you. You can recover from the addiction and the trauma but do not expect it to be easy.

## Wrong Judgment (300 SP)

You are quite simply a terrible judge of character. Saints come across as demons, Scammers become helpless victims, and liars seem to tell nothing but the god-honest truth. Maybe you should get your eyes checked.

## Negligent (300 SP)

Did I lock the door before you went out? Due to your forgetfulness, or blind misfortune, you find your place of residence might as well be a train station. People come and go as the please, locks and security systems be damned. While this is normally just annoying, eventually you'll find some unsavory characters waiting for you behind that door, stay vigilant.

## Unwavering (300 SP)

You are utterly convinced your way is right, and in the pursuit of your mission, you will go to unspeakable lengths to achieve it, while on the surface you will excuse it as a necessary evil, on the inside your guilt will be eating you alive.

## Obscure (400 SP)

All meta-knowledge about this world is locked away for the duration of this jump. You know as much as your origin would reasonably know.

## Darkness (400 SP)

All out-of-jump perks and items (including your warehouse) are inaccessible for the duration of this jump.

## Legend Difficulty (500 SP)

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

# CHOICES

## Stay

Maybe you've made a life for yourself in these neon-soaked streets. There have to be more cases to solve after all. 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

The Legend of the Jumper continues to unfold one jump at a time.



# NOTES

Judgment and all other Like A Dragon games and spin-offs were developed by Ryu Ga Gotoku Studio, and are owned by SEGA. All artwork/images belong to SEGA.

Most Perk names come from the Lost Judgment OST. Highly recommend you give it a listen even if you haven't played the game.

Made by Model-Knight

