

YAKUZA™

Series Jump

Made By Zujite



Welcome to Japan! The land of the rising sun and the country where one of the most infamous criminal organizations was created and resides in.

So who are you? A member of a clan looking to be a patriarch? A thug wanting to make a quick buck? A civilian trying to live an ordinary life? Or perhaps an office trying to do justice? It doesn't matter if you get involved with the yakuza, you need guts and strength to make your desires into a reality or else you will become a punching bag of this world.

You will spend ten years here so...**1000 Heat points (HP)** for you to spend in this jump!

Times

When did you enter this type of life?

1960-1980: Old Guard

You know almost no one remembers those times before the peak of the economic miracle when Japan had just ended rebuilding and started to grow, in these times the yakuza started to grow with the country, many gangs started to form, criminals and punks started to become the new cool thing for the youth and a certain Tojo started to become a truly powerful criminal organization.

You can choose to start on the father of the dragon prime, the beginning of the war for the control of Tokyo or the end of the war on Christmas day.

1985-1995: The golden age (Yakuza 0)

The golden age of Japan, the economy is more alive than ever but it is also known as the most violent times in yakuza history with a high number of arrests happening and most gangs losing half their members they started to become desperate but the tojo clan is more powerful than ever so they don't really care about what is happening.

You want to be a member in the dispute over the empty lot where the dragon first rose and the dog became mad?

Maybe you want to start at the end of the decade? In the earlier 90s, before the Japanese government crackdown on the yakuza and before the lost decades.

Or in the year that the dragon faced a tragedy that changed the trajectory of his life.

2005-2012: Lost Decades (Yakuza 1, 2, 3, 4, 5, Kurohyou 1, 2)

The lost generation and the time where the Yakuza started to struggle for survival, a time where patriarchs started to be assassinated, the government started to get more greedy getting involved in the criminal world and when the infamous Tojo Clan was put in danger more than once.

You can pick any event be it the release of the dragon, the conflict between two dragons, the land dispute for the orphanage land, the tiger escape, the idol's quick rise to fame or the dragon's second imprisonment.

But maybe you would want to see what else is happening at the same time as the dragon's story?

There is a story about a teenager turning from a thug in debt to a champion in an underground ring happening at the same year that Saejima made a prison break.

2016-20XX: Wavering Times (Yakuza 6, 7, Gaiden, Like a dragon, Infinite Wealth, Judgment, Lost Judgment)

The worst has passed, things seem to be settling down, the yakuza is becoming quieter as if taking its final breaths, most old gangs have disappeared, the only criminals remaining are ready to do anything for profit or are thugs and Tojo is...

Well there are tales without the dragon as the main character, like the story of a young yakuza that became the hero, there is also the tale of a private detective resolving the case of one infamous assassin named “the mole”.

So where will you start your story? You can choose Kamurocho for free, roll a 1d8 to define the place or pay 50 HP to choose where you start.

The map illustrates the Shinjuku district, divided into several key areas:

- HOTEL DISTRICT:** Located in the upper left, featuring a large hotel complex and a park.
- West Park and Purgatory:** A large, irregularly shaped area in the upper right, containing a park and a large building.
- CHAMPION DISTRICT:** Located in the lower right, featuring a large, rectangular building complex.
- MAKANIMCHI ALLEYS:** A central area containing several smaller buildings and alleys.

Key streets and landmarks include:

- Streets:** West Shinjuku St., Park Blvd., Park Ave., Park Alley, West Tachibana Blvd., East Tachibana Blvd., West Showa St., East Showa St., and various smaller streets like Sapporo St., Tenjincho Back Alley, and Tenjincho St.
- Landmarks:** Park, Millennium Tower, Theatre District, and various smaller buildings and parks.
- Numbered Locations:** Seven locations are marked with colored circles and numbers: 1 (red), 2 (green), 3 (blue), 4 (red), 5 (blue), 6 (red), and 7 (blue).

The main city of the Tojo clan, if you live here you never will get bored that is a fact, there is always something happening on the streets of Kamurocho be it every day man problems, hobbies to get into or large scale conspiracies, only problem is that it's a really dangerous city with crazy people looking for a fight.

2.Sotenbori



Territory of the Omi Alliance it's a capital of entertainment, it is divided in two parts the north part having most places for common people to come see and the south where it is the more shady part of the town, although the city has a similarities with Kamurocho it is a more laid back and brighter city overall.

3.Yokohama



The land where the dragon was born, the land of the snake flower triad, the place that has a school full of trouble makers.

4.Nagasugai



It's a district of Fukuoka there isn't much to say about it other than the fact that a famous idol started her career here other than that is pretty unremarkable.

5.Onomichi



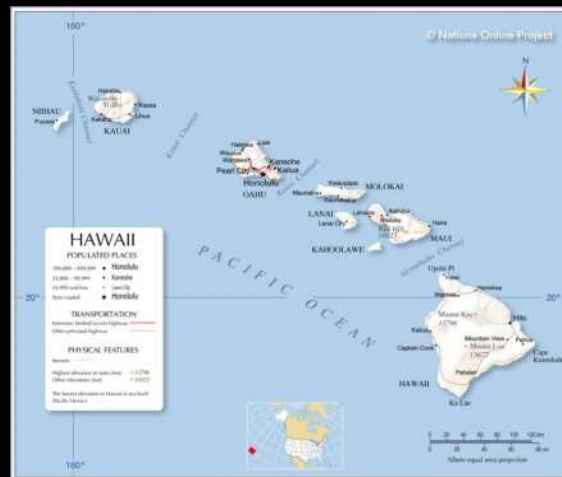
It used to be a place for ship manufacturing for the navy but now what moves this place economy is fishing which ended up attracting many criminal factions wanting to look for a place to smuggle things in and out of the country.

6.Okinawa



Is quite far from the Tojo clan and Kamurocho but it is a good place to retire to. There is a yakuza clan in the region but nowhere as dangerous as the ones you found in the rest of Japan.

7.Honolulu



The hell!? You aren't in Japan? Hawaii? What the hell are you doing there?

8.Free Pick

You are a lucky gambler, you can pick any place you want, even one that wasn't mentioned.

Identity

So how are you? You can choose any gender you want and your age is $18+1d6$ but you can decide an age if it's possible to get it by rolling for 50HP.

Livelihood

Normal worker (Drop-in)

Goddamn now I'm curious, how can someone like you get involved with the yakuza? Debt? Revenge? Or are you just crazy? You are a blank slate that's a fact, no allies nor enemies and no experience in this type of life.

You can choose to have a past or start in an alley without a story in this world.

Freelancer

You are a freelancer be it street punk, handyman or detective. You are doing odd jobs here and there for a living, you even took illegal jobs so it isn't your first rodeo with this type of thing, you know your way around and you are capable enough to survive without an organization backing you.

Yakuza

You are a serious criminal not a small-time punk but a yakuza member, be it a prodigy that was recruited or a hardened veteran. You are a bonafide criminal thinking on large scale profit involving owning land or corporation extortion.

Lawman

You are no criminal, you are man of the law be it a cop or a prosecutor, you are a honest man trying to clean the street of criminals be it small time thugs or large criminal figures but maybe you aren't a by the books kind of guy, maybe you really don't care about any of this and just want to make ends meet or maybe you aren't a honest man at all, how knows? At the end of the day no one can read your mind.

Styles

When you get involved with this world you can only do so much before your hands start to do the talking so it is inevitable for you to know how to throw a punch, in this section you gain one style for free, more styles cost 200 HP each, every style that you choose will be considered as if it was fully maxout in the skill tree.

Jumper

Choose an inspiration: it can be a martial art, a dance or a type of child's game. From that a fight style will be born. It's unique and made to fit you as custom made clothes, taking your physical capability and preferences when fighting in mind to take the most advantage out of it.

Alternatively if you learned martial arts in other jumps you can choose to mix all the fighting styles you learned in a single style removing the useless aspect of them, picking the best variation of the attacks styles that have the same attack, uniting techniques from past, this and future jumps to make them more powerful, also making it fit for your physique in this jump and the changes you make in your body in future jumps, overall producing a single more powerful technique that is easier for you to use then any other.

Brawler

Simple brawling evolved with a mix of wrestling, judo and boxing, it's balanced between speed and power being just a little crude with dirty moves and creative use of the environment together with a mix of brutality.

Rush

A style that came from kickboxing, it has evolved to be a style strongly focusing on speed having no grapple technique but has a fast movement practically sliding through the floor and delivering punches in a lighting speed but don't have that much strength in your hits.

Beast

A style with a very wide stance being a style that shows strength focusing on big swings, power throws and swinging objects against your enemies be it motorcycles, street signs or full grown man, it is the way of fighting as a jargonaut but it is a style with slow movement.

Dragon

This style is a mix of all the three above being a balanced technique that reached near perfection with a stance from the brawler but with boxing punches, karate kicks and judo throws, problem is if you aren't the dragon or at least comparable to him you will find yourself almost passing out from exhaustion after using it a few times.

Thug

A style with a fluid technique, various dirty moves, using almost every type of strike possible, hitting weak points, blind spots and even if it is a bit contradictory there is also a certain grace in this style, it is a pretty balanced style on technique rather than brute strength.

Sluggger

A style that uses weapons, primarily a bat not only swinging it around but using unusual techniques like sword techniques, swing it like nunchucks and using it as a staff for acrobatics, it's also has other weapons like tofans, long poles, kali sticks, nunchucks and swords in it's arsenal with techniques of a professional warrior.

Breaker

A style that is strange being inspired by breakdancing it has a very strange way of hitting with almost no defense. It is unpredictable, making various spins and sweeping the opponents to the ground in big moves that can clean entire rooms but it has various openings for someone to attack you.

Mad Dog

A style with acrobatics, aggressiveness and unpredictable attacks, it has some aspects from the three styles above, picking each of them and adapting them for this fighting style that uses a knife as its main weapon. It is the style of a mad man that doesn't value his life.

Mister A

A style using mainly kicks resembling taekwondo having quickly connecting attacks with fast kicks overwhelming your enemies, every attack is used with a style like a smooth ladies man.

Tiger of Sasai

A mix of brawl and wrestling relying heavily on the body strength and durability, it's very brutal having knee and elbows attacks, it's less technical than any other technique but has immense power behind each punch with big wind-ups.

Parasite

A style that came from the art of arresting a standard Japanese police martial art and evolved having been influenced by aikido and jiu-jitsu, it shines when it comes to grappling having numerous joint lock and immobilization techniques.

Hero

A style that came from a hopeful man, it lacks technique and finesse being mostly street brawl with some pro wrestling moves it's powerful and adaptive to the environment but for some reason everything changes when it's used with a bat, with you using seeing every enemy turning into monster, thankfully you don't need to take turns to attack using this one.

Kung fu: Crane

A style that uses acrobatics, spins and kicks to defeat your enemies, it's fluid and has a good range, being able to do crowd control with its attacks and having attacks that resemble a crane wings.

Kung fu: Tiger

A aggressive style that focuses on unrelenting striking until the enemy guard breaks being a closer quarters style that quickly closes distance from the opponent and overwhelming him with attacks as a tiger charging at its prey.

Snake

A style that uses joint locks, throws and redirecting, it uses redirecting to disequilibrate the enemy before pushing him around, there are also some Wing Chun inspired strikes being like a snake restraining its prey before having a bite.

Boxer

A style that uses boxing and boxing only, taking it to the professional level with jabs, straights, hooks and uppercuts, being very aggressive assuming the aspect of in-boxing overwhelming the opponent with a flurry of blows.

Perks

All the perks have a discount of 50% and the 100 HP perks are free for the Livelihood that you choose.

Generic Perks

Heat (Free)

You can feel it during fights, the adrenaline, the burning passion, the heat of battle, it is a unique feeling that makes you feel invincible, reducing any feeling of pain, increasing your overall physical abilities and making you capable of inhuman feats of strength, agility, stamina and speed in exchange of “consuming” it with each destructive move.

The heat produces an aura with a color that changes depending on the style used, for example: Dragon has a red heat, Slugger a Yellow, Snake Green and Brawler Blue.

Yakuza rules (100)

Have you ever asked yourself why no one tries to break up street fights? Why in a fight can you break anything without the police going after you? How can people take out the entire upper part of their suit in a single move? Well it's because this place follows the rule of cool, minor things don't matter you only need to worry about being cool, of course only minor things if you commit serious crimes or fight major figures it will still have consequences.

Perfect Metabolism (100)

Anything you consume is quickly digested by your system be it food or drugs in a few seconds it digested, not only you will be able to eat as a bottomless pit and stay fit but also accelerates your natural regeneration with minor bruises disappearing in a few minutes, you being able to do things normally a week or two after being seriously injured and deathly wounds becoming survivable if you are able to reach a hospital.

Deep pockets (100/200)

For some reason you can guard and take out object of any size from your pockets be it a pocket on your top or on your pants, it's any item be it a lighter or a shotgun, you can choose which objects are going to be guarded this and which are going to be guarded normally, only problem is that you can only carry a limited number of 15 items.

For 200 HP you are able to guard as many things as you want without the items number limitations.

Amulet (200)

You know what's annoying? The number of people that want to fight any random guy in the streets, even after you beat up a hundred thugs they still come after you, don't know if I should get impressed by their confidence or stupidity but this is a problem that don't affect you anymore, there is a aura around you that makes people don't want to fight as if you had a amulet of protection warding them off, this only work with random thugs anyone from a position of authority or strength can attack you even with this aura, this also don't work for someone that has a good reason to fight you, you can turn it on or off when you want to in case you want to work a sweat.

Tone Shift (200)

You know after spending many hours in intense conspiracies it's start to take a tow on your mental state, good thing you have this, with this perk in your free hours you can stop thinking about all the stressing stuff and relax, even the world seems to relax with you, people have less dangerous things that they need help with, you find yourself in funny situations more often and if you want sometimes even during tense moments there are sometimes funny thing happening to break the ice, you can turn this on and off whenever you want.

Threads of fate (400)

You know what sucks? you changing one thing and suddenly everything changes, people have different lives, suddenly a badass becomes a office worker, a marking event never occur or a historic building never was build, but it not a problem for you, being capable of seeing the changes that will happen with the butterfly effect and capable of deciding which events are going to remain unchanged no matter what, as if fate conspired to make it happen.

Break time (400)

Not only do you have a tone shift on your free hours if you purchased the perk, now you don't have a limitation on how many hours you can spend relaxing! You can set the time that will have passed during your break and continue having your fun for how much time you want, no one will think it's strange that the time isn't passing. In fact everyone will act the same way they act during the time you set up to have passed on your break, if the time you set to pass passed they repeat their actions, everything goes back to normal after you continue the important thing you were doing, also you can't use this perk while doing something important.

Think of it like a game! (400)

You now have a really rich imagination seeing a HUD that shows you how many hit you can take before falling through a health bar, a bar showing how much heat you have buildup and how much you spend in absurd moves, it also shows the health bar of your enemies together with their names but the HUD only shows up during fights, other than that you are also able to hear a soundtrack playing during fights and memorable

“cutscenes” it’s very useful to have a good understanding to which direction the fight is going to and how many resources you have at your disposal.

Like a dragon (600)

Now not only you have your style but you also have the talent and potential to make it reach the next level, being able to learn techniques by only seeing it once, develop a entirely new style from a single spark of inspiration, quickly learning and adapting to fight with new tricks in a few seconds, with enough time and experience you could even reach the level of the Dragon of Dojima, if not surpass him.

This perk serves as a capstone booster and also unlocks the capability of using the dragon style without limitations.

Normal Worker perks

Qualified(100)

For someone to be anything in Japan they need a diploma and you have one, choose an area where you have a specialization in and all the knowledge of someone that has studied to the level of a university graduate. You can choose to purchase multiple times to gain new knowledge areas or upgrade the graduation level in one already purchased.

Hazardous work (100)

You spend so much time in the fabric where no one cared about your situation made you become immune to the toxins be it poison or gasses, this also extends to alcohol and cigars with you being able to consume them without long term consequences.

A Host face (200)

Maybe you gained a life in a host club, because you have something that helps in this type of job. Good looks, be it the traditional handsome manly man or the k-pop idol pretty boy, you are also able to choose which perks will affect your appearance from now on.

Healthy as a bull (200)

After years of hard work it sucks having to deal with the consequences of a improper lifestyle but not for you, you are able to push your body to it limits without having to deal with pain in the next morning and the consequences when you are older, you also can spend multiple nights sleeping for one or two hours without having to suffer the mental burden and stress of lack of sleep proper as a side effect you also age like wine when it comes to appearances.

Instinctive investor (400)

Almost every investment you make is successful, as if you had been born to do business knowing which stocks are going to go up and which are going go down, even everyday businesses like shops can be improved with your instinctive insight. If you focus on studying trading you can even become the next Lifeline of Kamurocho.

Medic! (400)

You are or you at least have some experience dealing with wounded people in your hazardous work, if you have enough time you could make surgeries using improvised equipment, you also know what type of drugs are needed in the situation at hand and how to produce similar effects on someone using a few pills and alcohol.

Golden tongue (600)

You are charismatic and that is a fact, enough to convince someone to change his perception of something if your argument has a semblance of a good logic, lie as naturally as breathing and seduce people easily, with this charisma you could become a top host but maybe you are more interested in politics?

Capstone booster* Forget logic, your charisma borders on hypnosis, you could easily become a cult leader without difficulties, you could make people doubt your involvement in crimes even with conclusive proof of your guilt if you are loud enough for the entire tribunal to hear you.

One man squad (600)

After spending much of your time working with heavy work you grew up in size and strength, now you became a monster when it comes to physical labor being able to lift almost a ton, break a wall with your punches, being more than able to take the job that would take an entire team to complete.

Capstone booster* Shit! You are a human bulldozer being able to move entire trucks with only one arm, if you wanted you could stop cars going at top speed with your bare hands, break walls with ease and if you get enough practice you could destroy an entire building floor with a single attack.

Freelancer Perks

Mental map (100)

You not only have a good memory bordering on photographic but you also are able to organize all your memories in your head as if you had a detective board with the evidence you find, threads connecting them showing what the connection is and also your theories that appear as if they were post-its, imagine a mental palace reduced to single board.

Customer satisfaction (100)

Something essential for a independent worker is a client happy with your service, the more happy the more likely of him to call you again when he have another job, good thing you are able to know the unspoken details of the jobs you take, knowing if what you did is enough for the client to be satisfied with your work, knowing what to do so your service is considered of a higher quality, you also are very perceptive of the way your client will prefer to be treated so you can make him the more comfortable possible with you if you unite all those factors you could be a top recommendation on the city.

Detective Gadgets (200)

You know there is only so much a single person can do in a case without the right equipment. Luckily you never run out of equipment, being able to create gadgets to help you in investigations. Turning social media in a people locator app, modifying a megaphone to detect and increase low noises? Easy job for you, you only need material and time to create any equipment you may need some may even call you detective gadgets jr.

Connection maker (200)

A important thing in this life is making connections with people especially if you work through commission, leaving a good impression is essential and you leave a good impression on people making new friends with ease, even if you just did a small favor most people will remember you for a being a helping hand in times of need, it's a very useful perk if you need clients and connections that might know someone or if you need a extra hand on a street fight.

Everyday man (400)

Something about you make you really unremarkable be it your face, your posture or your overall vibes, it is very hard to know the difference between you and a normal office worker, it's very useful if you are hiding from someone being able to easily disappear in a group of people, making someone that is looking for you confuse someone else with you or disguise yourself being able to wear any clothes and look like a normal worker.

Streetwise (400)

In this life there is a very fine tread between how you can and can't mess with and you have a good idea of where the tread is, knowing which family from which clan controls a business, who is a important member of a gang and if something illegal is going on behind a business, independent of how new you are in this business or how occult this info is, you know as if it was a gut feeling that it isn't a place to mess around.

Art of running away (600)

It's only a matter of time before the need for hands becomes the need for legs and you know how to use them better than anyone else being able not only to run endlessly without getting tired but also how to do parkour with ease. Someone can keep up with you? Well you just need to jump from one building to another as easy as walking for you. This perk also removes any fear of heights.

Capstone booster* Not only you have the knowledge and stamina now you have a overwhelming agility, resembling that of a cat being able to do acrobatics while running away with ease, always falling with your feet on the ground without any pain and being able to use this agility in a fight to do hollywood level acrobatics.

A guy in a ski mask (600)

There is a point in which ignoring and avoiding isn't profitable anymore so when it comes to messing up people with a backing hiding how you are is the next best thing you can do, you have a very good intuition when it comes to this, being able to know what would give away your identity and how to hide it, with enough time and preparation you can raid a yakuza office without them discovering how you are.

Capstone booster* Is as if destiny conspired to help you, cameras break, digitals get washed away, the light gets too weak or too strong for them to recognize you, you have almost no worries when it comes to attacking organizations without suffering a backlash, the only thing that would give away your identity would be someone directly seeing your face or hearing your name.

Yakuza perks

My Bushido (100)

When you are making money through crime you inevitable are going to feel guilty at some moment, good thing you have your own form of ideals, not feeling guilty when it comes to violating the common moral code but having principles that you won't be able to violate no matter what, be it "never stop fighting", "not killing" or "never run away", those ideals are going to manifest in your back as a tattoo of a symbolic figure like a type of animal, a mythical creature or a religious figure, that tattoo represents those principles, when you fight for those ideals showing them through your back your heat becomes twice as powerful.

After this jump you can change that ideal and tattoo symbol in the beginning of each new jump.

Tea party etiquette (100)

The etiquette used in the yakuza much like the traditional art of japanese tea party is very deep rooted and has a long history so isn't hard to do something wrong when it comes to it, luckily you have all the knowledge about the traditional japanese etiquette ingrained in your brain being able to do it unconsciously, not having to deal with the consequences of not having a proper etiquette in itself is a advantage after all.

This is not a boxing ring! (200)

When climbing the yakuza hierarchy you need have a iron will, being able to lose a finger and still fight with your all, without hesitation, you have this iron will when it comes to your objectives be it a diet or fighting a entire clan, if you don't lose your life you will always try again no matter what injuries or adversities you go against, there is also a bonus of reducing your feeling of pain during the process of achieving it.

A exemplar leader (200)

In the yakuza is inevitable that you are going to be a leader eventually, be it a older sibling for a new member or a when you rise to the rank into a lieutenant, good thing

you know how to lead, being able to easily give commands, knowing what your man are capable of, how many you need to do a service and balancing from where remove people to do a good job elsewhere, with enough experience you could become the ideal patriarch.

Third person instincts (400)

Fighting more than one man at once is practically a requirement in a street fight, it's hard because you can't see someone sneaking behind your back but it isn't a problem for you, having a instinctive understanding when it comes to sneak attacks against you knowing where you are going to be attacked, which part of your body are going to be hit and if they are using a type of weapon, it makes you be able to fight as if you saw the fight in a third person perspective, as a bonus you can also know how close you are to a wall and what objects are around you without looking at it.

Eyes on the back (400)

Intrigue is very common in this job, people are constantly required to watch they back, to keep their position and don't lose fingers but you don't have do worry as much as others, being able to notice suspicious activity against you as naturally as breathing, be it lies, fake documents, false claims or someone following you, you also can easily shake off schemes against you or a friend.

Thick skin (600)

There is ways a smartass that tries to pull out a knife mid fight to win, even if you can knock him out with ease you can't guarantee the blade won't make you bleed after a scratch with it but your body resistance is so high that it makes blades useless against your skin leaving at maximum hand nail scratches on you, not only that but your fortitude overall increases with you being able to easily take a jackhammer to the head and still keep fighting, just be warned you will still receive the impact of the metal.

Capstone booster* You are bullet proof, nothing can penetrate or cut your skin be it a needle, high caliber bullets, a knife or a sword, however if you are hit with enough force you can get stunned or knockout, this perk now can be also turned on and off in case you need something like a vaccine.

Life of opportunities (600)

Climbing the rank on a clan takes more than just dedication, it also needs opportunities, know how to take advantage of them and maybe how to make them, you are able to easily plot ways to get up in the ranks, being able to create or take opportunities when you see the signs, be it to make money making schemes, technically in the rules actions or backstabbing a superior, not only that you are also knows how to use someone else scheme against them or at least at your favor.

Capstone booster* Some people wait years for a opportunity or the right conditions but you don't need to worry with waiting, you are able either to control opportunities or forcing conditions to happen, you can once a week make a small opportunity appear for

you or make a condition be met for your plans, you can also choose to not receive this for some time and increase the scope of the opportunity or meet more conditions at once, with enough time anything is possible for you.

Lawman perks

Gun training (100)

Guns overall are rare in Japan, training to use them is scarce not even criminals that walk with them know how to shoot them right, luckily you are one of the few persons in Japan that knows how to shoot a pistol having months to years of training and experience using then being a great marksman, just remember that the legal consequences of shooting someone are heavy in Japan even for a policeman.

Book of laws (100)

Having a knowledge of the laws is important for a man of the law, good thing you have all in your head be it minor details or the constitution you know the law of this country by heart, being able to easily pull out even forgotten details of the Japanese laws.

Post jump you will automatically acquire the permanent knowledge of an entire law book of any country or recognized independent state that you step foot in.

Showing the badge (200)

Some people ignore officers even with the badge in their face but not for you, something in your eyes, presence or your face make people take you seriously when you show the proof of your authority over them, even when in logic they could escape the consequences of disrespecting your authority, it can be a legal document, badge, tattoo or even a gun when they are unarmed they will take you seriously when you show it, this perk don't work if the proof don't truly prove your level authority over them in some way.

Convincing Spokesman (200)

Most trials aren't decided by the exact law but by how much you can convince the judge or jury that the accused is guilty or innocent, and you are one hell of a spokesman knowing what to speak, when to raise or lower your tone, what examples are applicable, what questions ask the testimonies and what proofs can contradict your points, you also know how to cover and use proofs against someone by pointing incongruences or creating false equivalences against the accused, accuser or his lawyer.

In the end unless there is another snake tongue like you in the opposition you are one of the best in this country if not the best.

Elementary, my dear...(400)

Jumper, in the end of the day you will need to investigate a case to find the real criminal and you are damn good at it, being able to find clues just by looking around the local of the crime, always being able to connect the dots and with enough information you could

reenact the entire crime in your head, with enough knowledge from common to esoteric you could easily become a real life sherlock.

A friendly smile (400)

Maybe is that or you are really intimidating because no one lies on your face when you ask questions, be it in front of the jury or when are only you two in the room no one is capable of lying to you, the only problem is that the truth that come out of them is the truth they believe if they unknowingly are spreading misinformation you won't know if it's a false information.

Results are what matter (600)

Dealing with criminals and having to do office politics can be really annoying sometimes but you don't worry about not breaking any laws, file reports of cases or needing to deal with a annoying boss, if you do a good job that is, the bigger the cases you resolve the more you get away with ignoring the more boring parts of your job, of course this only work with consequences of your work don't expect you not having to deal with the consequences of screwing with a powerful criminal or doing something that brings the public tribunal against you.

Capstone booster* Screw the equivalency you can get away with pretty much anything if you solved a case, shot an innocent civilian but caught a shoplifter? It was necessary, even when you commit a crime unrelated to your work you can get away with it by using solving a case as an excuse.

Case of lies (600)

Sometimes you have to make your hands dirty to do true justice or get some true money things like planting evidences, tricking false confessions, giving bribes and walking away without a problem, those are things you are specialized in, so you can more easily get anyone you want behind bars or get them out, you have the knowledge of years of tampering with the legal system and in the end continue to look like a good guy.

Capstone booster* Holy! You are really a rat capable of making lies that reach the entire country within the duration of a few months, with the right people and equipment you could even lie and create conspiracies that could change the future of all japan if not the entire Asiatic continent.

Items

You receive all the items from your origin are discounted by half with items that cost 100 HP being free.

Normal worker

Worker Uniform (100)

A uniform for work be it a jumpsuit or a cheap suit, when you wear it people seem to ignore you as if you were seeing part of the background, if you don't interact people will pass by you without noticing you even if you are a 7 feet tall giant.

Apartament (100)

It's a apartment, it's in a normal building in a good place in your starting location, you can consider it to be a bit small but is comfortable, all bills are already paid and it cleans itself after a day so you can focus on more important things.

It will be part of an apartment complex next to your start point in this and future jumps.

Happy box (200)

You have a box full of equipments necessary for doing hobbies, raging from fishing poles to the latest video games released, no matter what happens to it outside the box once you put it back it returns to a pristine state, you can also replace any lost or broken item with a new one that appear from the box.

Pharmacy Drugs (200)

A collection full of drugs made to either give you energy or accelerate your natural healing (strangely after drinking it recovers even broken bones) with different levels of potency, you have a box containing ten of each type that refills after one day.

Small Business (400)

Your very own shop with taxes and protection money being paid for, it can be anything within the legal range but if you want it can also be a cover for illegal activities ready to happen in the backrooms of this establishment.

It's in a small building in an old part of the nearest city in this and any future jumps start point.

Clinic (400)

A medical clinic that is hidden from prying eyes, it has every medical equipment you may need to treat a patient ready at all time, anything equipment from this clinic that is lost or broken will reappear on the designated spot after a day.

The clinic is located below a commercial building near your starting point in this and any future jumps.

Company (600)

Congratulations, you are an official business owner having a company of the type you want working in a random building in Tokyo or the equivalent big city of the jump you are

in, all the employees don't count as companions but as a part of the company and any company growth will come together with you in future jumps.

The company is an average building that is located in the nearest city to your starting point in this and other jumps.

Factory (600)

A special factory that produces a type of object of your choice continuously in large quantities, the factory uses robots or has normal human workers but they will count as part of it, producing enough to sustain the market of a big city like Tokyo and seems to never run out of material to make the product.

In any future jumps this factory is located in a place on the edge from a big city next from your starting point.

Freelancer

Bulletin board (100)

It's a board that always shows a description of jobs you could take from simple house work to real criminal investigations and shows it together with contact information of the person that will offer you the job if asked about it.

Business Cards (100)

A business card professionally made, conveniently appearing in front of the person you gave it to in times when they may need your services and if you don't wish the wrong person knowing about you it disappears before anyone else can see it.

Disguises (200)

You have a chest full of disguises that are perfectly made, even changing your overall structure and appearance to seem like that of a normal person when worn completely, they can easily be replaced after being destroyed or lost by a new one that will appear at the chest.

Perfect shoes (200)

Those shoes never get dirty or become worn out, they are incredibly comfortable, they also have an incredible ability to increase your speed and maneuverability by two times and make it impossible for you to slip from any surfaces.

Gadgets (400)

A small chest full of items that look like props for poorly made cosplays but in truth are super useful equipment, any time you have a case one different gadget that will be useful in the investigation appears, only problem is that they break after the case ends.

Contact book (400)

A small leather book containing the contact number of people that owe a favor to you, they aren't important people but it can be useful to find someone or when you need a favor of a professional, you are also capable to put non plot important people from other jumps in the book and call their help with info in different jumps with no extra cost.

Police work (600)

A big radio that seems to transmit all kinds of criminal cases, after completing one case you only need to walk to the police station and say you “received a job on the radio” and they will give you a fat check or a one use card that lets you get away with some crimes, depending of the danger of it the check becomes bigger and the card lets you get away from more things.

Party (600)

A group of friends that always seem to appear out of nowhere to help you in fights, they always appear when you are outnumbered and disappear after the fight, you can tell them you want to fight alone and they won't interfere in your fight but they are really useful if you think you need to finish a fight fast.

Yakuza

Expensive suit (100)

A suit made out of expensive stuff, not only is made to be something in your style it is also resistant to cuts and piercing weapons offering a layer of protection, also doesn't get dirty nor torn no matter what happens to it.

Clan badge (100)

A small badge that shows you are a made man with your family symbol, it can stop fights the moment you show it to any street punk and makes others members of your family more friendly, just be careful to use it if you aren't a true yakuza.

Dark vehicle (200)

A mercedes that can't be investigated with the identification plate magically changing every time you turn the key, it don't appear on cctv nor leaves tire marks, the windows are tinted on the outside but in the inside you can see through them normally, it is the perfect vehicle for doing not so legal business.

Disposable phone (200)

It's a normal looking flip phone or at least it's what looks like but in truth is a phone that never loses connection, the battery don't discharge and makes your voice indistinguishable to anyone making impossible to track you down, if you know how to use this tool you can become a true underworld king without ever being find out.

Mini Armory (400)

You have a key and a map to a basement in this and futures jumps with enough weapons to army a entire group of family enforcers, it mostly melee weapons like hatches, swords, hammers, tonfas, bats and many other weapons commonly used by street gangs, if it's not enough there are a few small handguns not enough to arm as many but It's enough for ten people.

Hideout (400)

A place that can't be found in any tracking attempts by the government, your family or anyone, the only problem is that anyone you tell about that location can simply tell the location of it but luckily it's really isolated in the middle of a forest being hard to reach.

In any future jumps this hideout is located in the nearest place that is isolated from the rest of civilization.

Loyal weapon (600)

A melee weapon of your choice that is alive or makes you feel as if it was, not only you use it as naturally as a master of this type of weapon but it also changes its weight changes to be lighter or heavier during the right moments to maximize your attacks.

It also can't be used by anyone other than you becoming heavy as a tank when someone else tries to wield it.

Jumper Family (600)

Now you have your own family in a Yakuza clan, it's a subsidiary family from one of the major families from your yakuza clan, you will have a few members that count as followers and you gain an office located in a building near your starting point.

It may be small but it can be the start of something big. If you play your cards right with this family you can end up as a chairman or something more.

Lawman

Badge (100)

The proof of your duty and the power you have, when you show it to someone they will treat you as a cop even if you are out of uniform and will give you permission to enter crime scenes and/or cooperate in any thing may be related to resolving a crime, it works in near supernatural way with even criminals becoming more tamer.

Just don't abuse it, people are only friendly with cops until they start to abuse their power after all.

Briefcase (100)

A way to keep your legal documents and evidences secured, it's indestructible with nothing on earth ever being able to scratch it but what makes it truly especial is that every item you put in it when removed will disintegrate after a certain distance from the briefcase and a perfect carbon copy will appear inside of it, in case anyone that isn't you or didn't receive you permission tries to mess with it.

Patner (200)

It's a trusty revolver that can shoot how many times you want and never need maintenance or bullets, it doesn't have a strong recoil making it look like a BB gun sometimes, it also can change the type of project used during each shoot, blanks, rubber or real bullets.

Office (200)

It's a normal looking office that can never be invaded, it has a atmosphere that makes you feel more productive and active overall making you do the job more easily, it also makes any camera and microphone not work inside of it without your permission and if the office is trashed anything stolen will return to it together with it going back to its original state after a day.

Archive (400)

You have in your possession a magical metal cabinet that contains all the legal information of the people legally living in the country it's in. If you think of the complete name of the person before opening the cabinet you will see a file containing that person's legal information from contact number to bank information.

Perfect contracts (400)

A cardboard box containing an unending quantity of single white A4 papers that if you write a contract on will automatically fix any loopholes or change them to be favorable to you while staying within the legal limits.

Eyes of god (600)

Now under your control you have a sizable number of homeless and normal workers that report any information they come across in the city you begin in, all the reports will be available to you in an old home computer in a program that has a search bar, if the computer is used by anyone other than you it will shut off and if damaged it will be fixed in a day.

Perfect evidence (600)

You have a small clay mass that never solidifies or ends at your possession, if you remove a part of this clay and let it go to the ground it will become a "evidence" that comproves that a person of your choosing committed a crime of your choice, the more grave the crime the more mass you need to let go into the ground. It takes a day for the mass to regrow to its original size.

Companions

Import (100)

Sometimes a man alone isn't enough to take on the world. For it you need friends old or new. You can create or import a companion with 800 HP To spend in this jump together with a fight style for free.

Export (Free/100)

Maybe you want some legends and new friends to accompany you? If they agree to follow you through your chain you can take them for free but if you want to pay 100 HP to make sure they will come with you.

The dragoness (100)

She is the daughter of a ex-family head of the Tojo clan she is half-american mixing english and japanese when speaking, she is quite weird having a orange dyed hair and wearing a horn headbands together with a dragon tail plugged in her...you know were, she isn't is a fighter but recently she started to gather followers around her, forming a small family-like group around her it can be useful just be warned she has a unhealthy obsession with the dragon of Dojima.

Japanilian (100)

This girl just came back from Brazil after years out of the country, she got a tan and has quite a gyaru style to her, she didn't spend her time only enjoying a vacation as she learned capoeira before coming back and became quite good at it, if she get enough experience on her hands maybe she could become a legend of her own.

Gokudols (200)

A group of 30 ex-yakuza girls that became a idol group after the clan they were a part of was destroyed, lucky for you they are craving to return to the old life they had as enforcers, they are trained assassins and have enough acting training to make no one suspect about the past, they are also beautiful in a range of styles be it cute, sexy or any other type of beauty in case you are interested in some info gathering.

Dude!!! (200)

A foreigner that was going to have a vacation on Hawaii but somehow ended up in Japan, he is a typical blonde blue eyed american wearing a shorts and a floral shirt, he isn't one to take things much seriously nor is the sharpest tool on the shed but he is loyal to his friends and is a monster of a fighter being a seven feet monster of muscles, he could take on a entire family alone before going down.

Drawbacks

You can feel something missing out of this jump be it a tasty difficulty or more power. Here is the solution: you can get more points in exchange for making things more difficult for you.

Zombies! (0)

You know no matter how much one tries to unite all games in the end, some of the like a dragon spin offs are impossible to include in this jump like when a certain zombie problem happened in Kamurocho, but if you want you can make this happen in the times you choose be it for a single month or the rest of the jump.

Nostalgia (0)

Maybe you used another jump to enter this universe before? Well if you want you can choose to bring all the memories and doings from that jump to this jump, the only thing you need to do is choose the same times or more advanced times from the one you ended you jump in.

More time (+100)

Maybe you want to spend more time here? Well you can take this drawback that extends your stay by ten years up to ten times, if you want you can stay more than a hundred years here just be warned the more you live in the criminal world the more things become complicated and the chain can fail from dying of old age.

Take turns (+100)

You can say whatever you want about turn combat but the truth is that it isn't made to be used in real life, no one likes to take turns attacking and willingly taking punches in the face but you don't have an option now, you are forced to take every fight in a turn based style.

If you have taken **Think of it like a game!** You will see everything pretty much like Ichiban sees his fights.

Kid (+100/+600)

Be ready to deal with your childhood years again because with this drawback you will become a kid again.

For +100 HP you will have the age of 13+1d4 and go back to being a teenager not being taken seriously by the adults and being forced to spend much of your time at the famous japanese school.

For +400 HP well, be ready to restart your complete childhood because your age now is 5+1d6 with you being restricted when going out having to deal with your "parents" or an orphanage and being mostly a defenseless child without any fight related perks being active until you are 14 years old.

Fingerless (+200)

You have a missing finger on your hand or equivalent missing body part, it may be a inconvenience when it comes to fighting and everyday life but the greatest difficult is the people judging you because of that, even if it is missing because of a accident most people will believe you are a criminal or at least a street thug and will treat you as one.

Perv magnet (+200)

For some reason you quickly found yourself being a victim of perverts. Most of the time it is inconvenient but sometimes it can get out of hand to the point where you have to take action, as a warning none of them will be considered attractive by you.

Bad rumors (+200)

There are a bunch of bad rumors circulating around the city about you. It's hard to find where they came from but you better deal with it before the public stops to only look at you with ugly looks and starts to get physical.

Pariah (+400)

Problem, you are now excluded from your social group, be it your friends turning their backs to you or you being on the verge of firing, you are pretty much without any form of

external support in this world receiving the worst tasks at your job, you better look to change that.

Honor bound (+400)

Now you are forced to follow the way of a samurai being honest, loyal, just, compassionate, respectful, honorable and courageous, it may not seem bad but they can be principles easily used by less savory people against you.

Just a Human(+400)

From now on all your perks not taken from this jump with exception of the body mods are disabled until the end of this jump, you are just a human after all.

Hunted (+600/+800)

You did something pretty outrageous for an organization, be it a crime or attacking someone important in a yakuza clan who is being hunted by an organization with the same level of power in your starting city as the Tojo clan in Kamurocho or Omi Alliance in Sotenbori.

If you want to let it go to the extreme you gain +800 HP and now you are accused of a crime that made the entirety of The Japanese police force start to try to arrest you, not only that but you are also landlocked incapable to exit Japan and use your perks against the police until either you prove your innocence or pay your time in jail.

The hatred of a legend (+600)

From now on you are being hunted down not by an organization but by a single person you will not know who or why until they try to kill you but one thing is guarantee they are a yakuza legend that somehow got his hand in all the combat related perks of this jump.

Behind bars (+600/+800)

Somehow you are imprisoned in the greatest prison in Japanese history with a near 0% escape rate and will spend the next nine years of this jump in that prison, just a warning that the prison has a great number of dangerous criminals inside of it.

In exchange of +800 the prison will have a special Anti-Jumper force field that deactivates any perks with exception of bodymods.

Scenarios

Side-Quests

Not so important but some fun side challenges for you to test your abilities.

The ultimate foodie

From now on you have a mission to become a monster that every restaurant will remember, for being a connoisseur that ate entire menus worth of food, that will never be compared with another! The one to eat every single restaurant food from every Yakuza major city! (Sotenbori, Kamurocho, Onomichi and Yokohama).

As a reward for completing this complete this culinary challenge you will gain the **True connoisseur** perk that not only improve tongue to the point of being able to have inhuman refined sense of taste without overwhelming you with a good or bad taste but it also makes you able to learn the recipe to any food you eat by only tasting it.

Arcade King

Arcades ultimately became temporary, they will be replaced by in home video games and online services but before it dies once and for all you have to appreciate them, your objective is simple become the first in the rank of every ranked game, collect every plushie, defeat all regulars and become the king of the Kamurocho arcade, people may call you infantile but in truth you are a champion.

As a reward you will receive your own **Sega Arcade** that has a group of functionaries ready at any time and has every arcade machine to ever exist, no one ask why it's bigger in the inside and also has the potential to become pretty popular if you let the public enter in it with you receiving every penny the arcade makes in profit.

New Popstar

Everyone has gone to karaoke before but you have a true dedication to it, singing until you lose your voice, if you tried you could become a idol just need the face and dedication to dance or at least that's the objective, you have to gain the first place in every song your local karaoke have.

As a reward you gain the **Siren Voice** perk that not only makes your singing skill so good you could put with the greatest singers to have passed by earth but you also are capable of hypnotizing entire crowds with your singing voice if you wish to.

(New) Disco king

The 80s had some crazy dancers, maybe because everyone liked to go to the disco and danced as if it was everything in life, maybe not, the only thing you know is that there is a competition occurring at this city in the (new/old) disco it's is a (opportunity to dance until fall/revival of the good old times) and you have one objective win the become the (New) Disco King.

As a reward you receive the **(New) King** perk that makes you dance as a certain famous pop star in terms of ability and gives you a flexibility that makes most people ask how you don't break your bones.

Annoying Punks

A thing is certain: every time you take your eyes off a place a bunch of thugs try to mess up the place and it looks like someone looked in the other direction in your starting city because there is an annoying gang forming around some people.

Your job is simple you have to attract the leaders of this gang by ruining the operations they have to make money and beating them up, the leaders are:

-Tire Burner: Apparently he was the leader of a biker gang before forming this one, his operation is about smuggling weapons through the city using modified bikes;

-Finger Seven: He is a ex-yakuza that lost most of his fingers during a major screw up and not long after he was kicked out, his operation is collecting protection fees from any business using his bigger number of man on the gang even if they already have protection;

-The lady: A high school girl that is ruthless when it comes to money, her operation is a series of small scale gambling dens, the main thing is after a few games people start to lose and go in debt, people in debt to one of the dens either has to pay a enormous amount of interest or do "favors" in exchange of partially pay their debt.

-Mountain: A giant of a man he isn't much of a brain but he is certainly a brawn being muscular and a martial arts master he doesn't have an operation but acts as an enforcer among the gang.

-Head: He is unknown, most of the contacts with him were through disposable phones, only it is known that he is a strong fighter that unified all the leaders under his thumb, his operation is a money laundering scheme operating somewhere in this city.

As a reward when you defeat the entire organization you will gain complete control of this gang as followers and have all their operations as an item.

The Family member (Complete all side quests)

A weird guy will appear when it looks like every distraction has ended, he is quite strange talking about how people were born to kill and monologuing about he being one of the greatest assassin in this world being a member of the Amon clan, he is honorable sending you a challenge letter with a location, you go there and he will be ready to fight...He seems to be there at every time and I mean EVERY time of the day.

He is a fighter with a large number of martial arts at his disposal paired up with a body trained to be peak human, the capability to copy every fighting style you show him and copy some of your perks.

If you defeat him in a honorable duel your rewards is the contact number to contract Amon Family in any jump for services and the **Amon Bloodline** perk that gives you a body immune to drugs, poison and a near impossible resistance to torture paired up with years of training in various martial arts, assassination experience and the ability to copy any opponent by seeing them once.

Main quests

Sunflower Eldest (Has picked Old Guard or Golden age)

Kazama could have been a good father for those children he raised but the world destroyed them both mentally and physically, of the ones we know three died and one spends most of his life being forced to always come back and continue his life as a yakuza, luckily for them you are here, you can choose to take the place of Kazama, work with him raising the children or be the eldest child of the sunflower orphanage.

You have one objective: Shield the sunflower orphanage children from world malice and make all of them have a happy ending.

As a reward you will gain your own **Sunflower Orphanage** this is a place where inside of the consequences and complications of your life automatically stop so you have a peaceful time to raise the children of it, as an additional any child that grows up in this orphanage will not only become your companions but they will also intrinsically have the potential to become incredibly powerful.

The Founder (Has taken Old Guard)

Suddenly you see yourself in the middle of a gang war. One side is brutally taking out another, some attack you, others are cheering you, people are calling you but not using your surname, they are calling you "Tojo-Sama".

From now on you are taking the place of Makoto Tojo as the founder of the Tojo Clan your objective is to raise the Tojo clan to its glory, to not making things too easy for you any perks outside from the ones you brought in this jump except for bodymods are taken from you.

If you successfully raise the clan you gain the entirety of the Tojo Clan as an item with the soldiers being followers, together with any business and all the money you made in this challenge.

The defender (Wavering Times not taken)

So much of the Tojo clan was protected by Kiryu single handedly, to the point where when he retired it was destroyed but now they have you as an extra hand.

Your objective is to maintain the Tojo Clan secure until the period of Wavering times, making sure the clan maintains its powerful status during the transition period.

As a reward you will receive the **Komainu Sword** which is not only an extremely sharp sword that never rusts but also has a special ability of saving your life at a moment you would die in a jump, it works once per jump.

You also gain the **Guardian Angel** perk that gives you the ability to give any +1 on life you have in jumps to another person.

The end

No longer dragon

It was a fun journey but in the end, one will always feel homesick.

Like a ronin

A journey isn't made with a single adventure after all.

Still a dragon

In the end this is the best place for you, take an additional 800 HP to spend in this doc.

Note:

1.0: Finished making the jump

1.1: English errors fixed and perks, items, companions, rewards and the ending rewritten a little.