



Lookism Jump v1.6

By OkLetter1173 (Donovan) and Reddit

Welcome to the world of Lookism, a story set in South Korea, Seoul to be exact. It's a nation where teachers are negligent, bullies and gangsters roam freely, and the police are rarely helpful. This story follows the story of the protagonist, Daniel Park; a poor and overweight, bully victim who finally found the courage to move from his old school to a place called J High. Waking up with two different bodies was not something he was expecting. He'll soon find out that running away to a new school won't fix his problems that easily. You appear in your chosen location, at about the same time as Daniel Park wakes up in his new body. At first glance, this world may seem normal, but many dangers lurk around the corner. Some supernatural.

You start with 1000 CP, which will give you a good headstart on the main cast. You will be staying here for 10 years. Now go to Seoul and show those hooligans who's the strongest.

LOCATIONS

You can't choose your location in this jump, instead, you need to Roll a 1d10 dice. Whatever roll you end up with decides your starting location.

1. **J High School:**

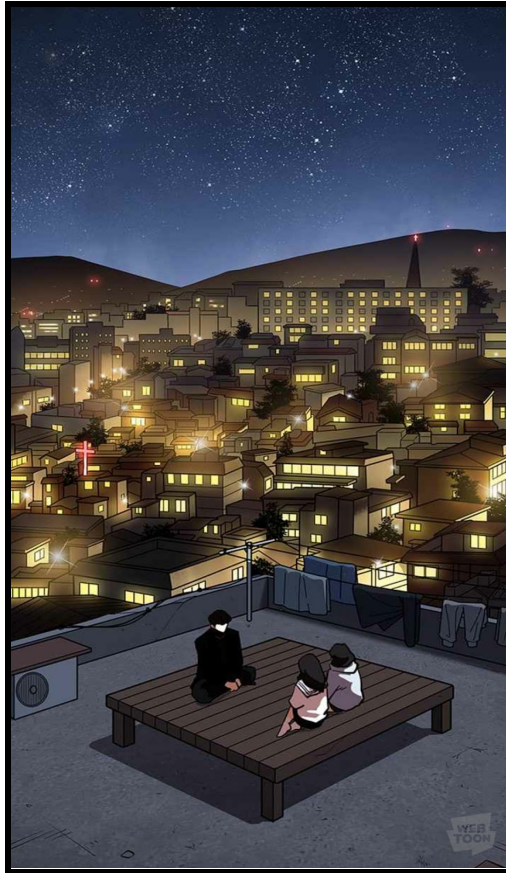
You appear on the campus of J High School, a place known for creating idols, pop stars, and fashion models.

Those with the Old Gen origin can choose to be a teacher working at the school.



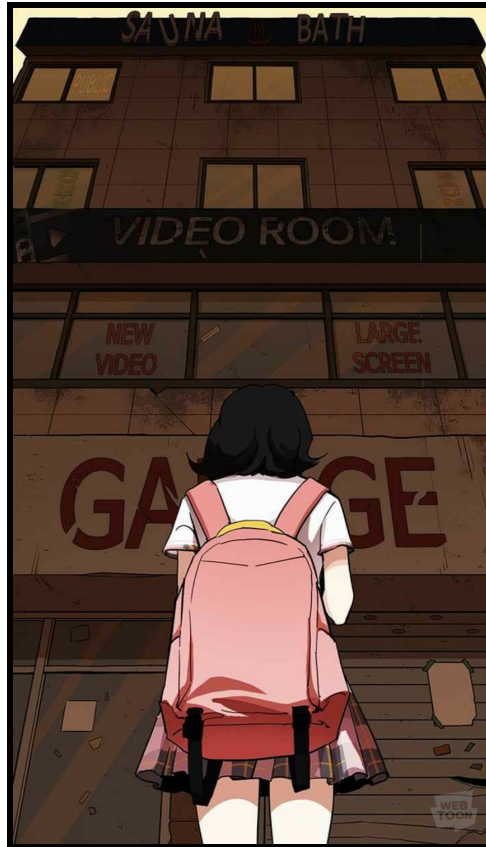
2. **The Streets of Gangdong A:**

You find yourself on a random street in Gangdong. Members of the runaway fam (owned by Hostel A) frequently roam the streets, looking to recruit teenagers who have run away from home. New recruits are often forced to complete illegal tasks for money against their will.



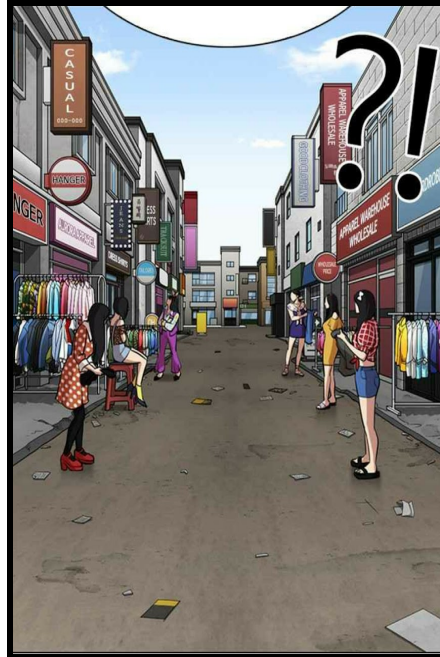
3. **The Streets of Gangdong B:**

You find yourself near an abandoned-looking storefront. This is the home of the original Hostel, also known at the time as Hostel B. Sally Park, Warren Chae, Derrick Jo, and Max King live inside.



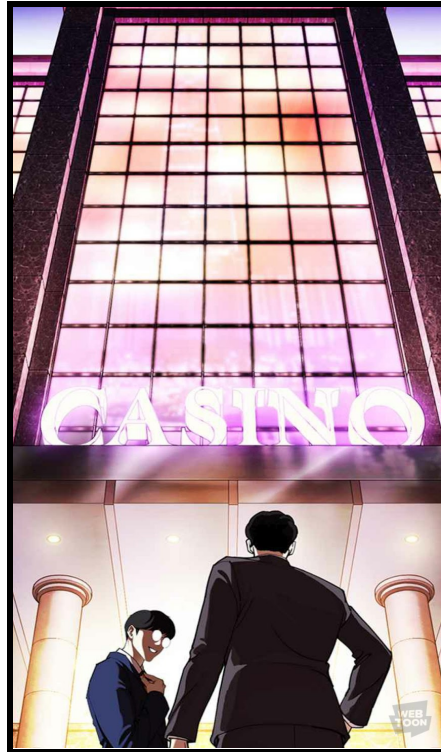
4. **Gangseo:**

You've found yourself stranded on one of the streets under the protection of Big Deal. Big Deal is a group of gangsters run by Jake Kim, a loyal man willing to do anything for his friends. Even if it ends up screwing over other people. **If you are of**



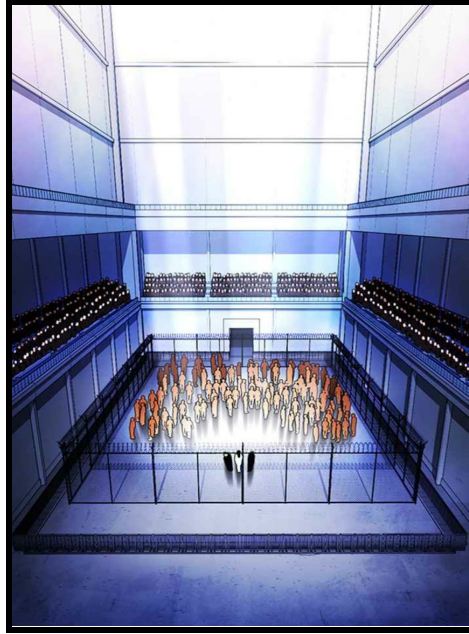
5. **Casino:**

A casino that belongs to the second worker affiliates. There is a secret arena underneath that bets on the lives of criminals in a set of games.



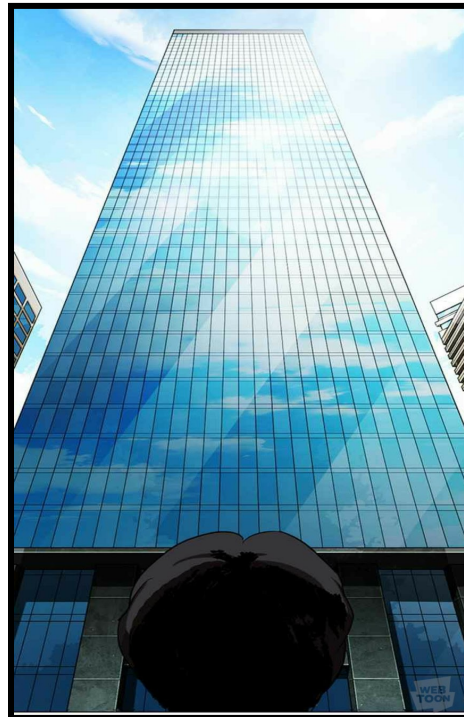
6. **The Circus:**

The sight of scarred men huddling together is the first thing you see. After some investigating, you inferred that all of them were criminals. Criminals smuggled from different countries to play a death game. If you can't fight your way out, perhaps you can prove yourself to the Ringmaster Mitsuki Soma



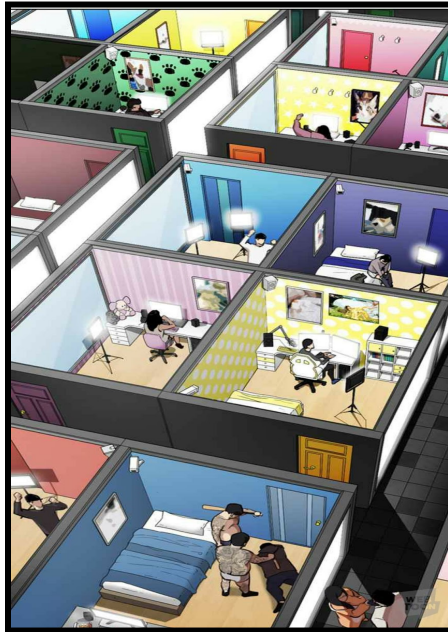
7. **One MCN Building:**

You appear in front of the company that owns Kwitch. MCN traps up-and-coming streamers through illegal contracts and kidnaps them.



8. **Streaming Room:**

You find yourself locked inside a room, which includes a bed, and a setup used for streaming. Enforcers hiding under the desk threaten your life if you do not stream. This is great if you don't mind being locked inside a room and having someone watch your every move.



9. **Club ViVi:**

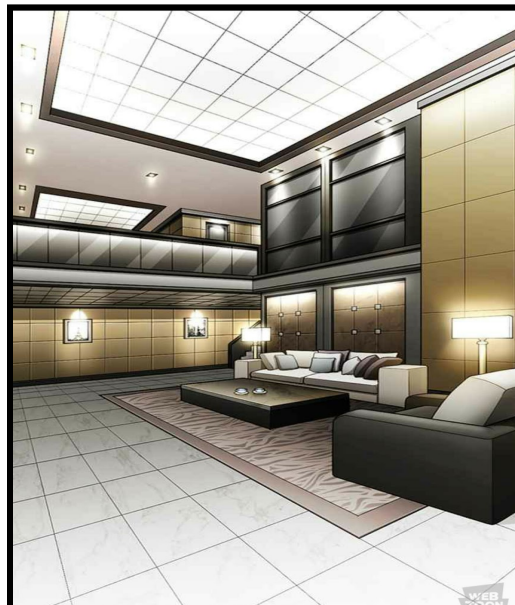
When you open your eyes, the bright flash of light and booming loud music assaults your ears, making your face scrunch up in surprise. You find yourself inside the famous Club ViVi, the main base of operation of worker 3rd Affiliate.

Unless you are a guard or the child of a billionaire, the people here don't care what happens to you at all. I also advise you not to eat any cookies while here.



10. The Penthouse:

You wake up in a penthouse owned by Vivi, the drug-addicted daughter of a billionaire. She has a habit of drugging poor women and inviting rich kids to take advantage of them. The penthouse is connected to Club ViVi and is protected by guards, and a hoard of “zombies”.



ORIGINS

Choose one origin for your new character from the choice presented below. All associated perks for the origin that you chose are going to be discounted by half, while the perks that are priced at 100 CP are free for you to take. You may become any gender and sex you so wish.

Drop-in

Age: Any

You appear at the location you rolled. You have no prior history in this world. Optionally, you may simply be a mysterious newcomer. For example, if you roll on J High School as a location you may choose to be a new transfer student, or a teacher using a fake ID.

J High Schooler

Age: 1d4+14

You are a student at J High School. You start in a department of your choice and gain the necessary skills to be pretty good at your chosen club. Your choice of Clubs includes the Fashion and Clothing Design Department, the Architecture and Interior Design Department, the Beauty Department, the Comics and Animation Department, and the Practical Music Department.

J High Schoolers may choose to start in J High School.

Criminal

Age: 1d4+14 or 1d6+18

You're scum, a criminal who did some despicable things. You can be someone outright despicable, or deeply misunderstood. Either way, it doesn't matter, very few people care about the truth.

If you take this option, you can start as a low to mid member of any criminal association belonging to one of the 4 Major crews. If you want to join a foreign criminal organization like Ryuhei's biker gang or Xiao Lung's original faction instead, feel free to do so.

Old Gen

Age: 1d6+18 (For 1/1.5 Gen) or 1d20+30 (For 0 Gen)

You're a member of the older generation. If you are a member of the Generation of Fists (Gen 0), then you were there to see the rise of Gapryong and his Fist. If you are a member of the Generation of Kings (Gen 1) then you were there to see the rise of the kings, and their falls as James Lee ended the war between the Kings. If you were gen 1.5 then you are most likely to have met or fought against Gun, Goo, or Sinu Han.

200cp - Veteran

Can be taken alongside one other origin.

You've been to hell and back. You served your country for over a decade, climbing the ranks until finally you have either retired or taken time off from the military. Members of Gen 0 can choose to have been in an elite squad. Depending on your age, you most likely have encountered Manager Kim and Jincheol Park. If you are not old enough to have spent a decade in the military, you were instead taught by a military figure in your life from early childhood. Drop-ins have a decade's worth of military experience installed into their head.

GENERAL PERKS**Free - Good Looking:**

For some reason, most people in this world are either butt ugly or supermodels. Thankfully you're the latter. You've become a solid 9/10 in both looks and fitness.

Free - Fury:

There seems to be something everybody here has in common. When fighting, you may toggle glowing white eyes on and off.

Free/50cp - Talented:

You're very talented when it comes to your favorite hobby(ies). You're not on the level of Eminem, but if you worked on it for at least a year you could be. The first purchase is free.

Free/50cp - Multilingual:

Growing up around so many different cultures has been very helpful in learning new languages. Each purchase allows you to learn another language. You get one free purchase towards learning Korean. If you already know the language, you can instead choose to learn one other foreign language for free.

Free/100/200/300/400/500/600/800cp - Combat Power:

Due to the disparity in fighting power in the series of Lookism, this perk was divided into multiple tiers, using Eugene, head of Worker fighting class assessment for reference. There's D class, C class, B class, A class, S class, and SSS class. King class and Old class break off from Eugene's assessment due to a lack of information on classes higher than SSS.

- D class (Free):

Buying this class will give you both the strength and the fighting skills that make you equal to what Daniel Park in his original body could do before being trained by Gun.

- C class (100 CP):

Buying this class will give you the strength and fighting skills equal to Max Kang and Derrick Jo, one of the members of the original Hostel. While this doesn't have any notable fighting feats, they are strong enough to give pause to a younger Gun.

- B class (200 CP):

Buying this class will give you strength and skill equal to that of Jace Park, the number 2 of Burn Knuckle, and the strongest in the group after Vasco himself. Don't underestimate the word B class, as by buying this option, you are already toe-to-toe with most national athletes.

- A class (300 CP):

Choosing this option will make you equal to Zack Lee in strength and fighting skills before his training with Gonseob Ji. Picking this will make you one of the top fighters in the second generation. You'd make you a solid contender to win the title of World Champion in any international tournament or competition.

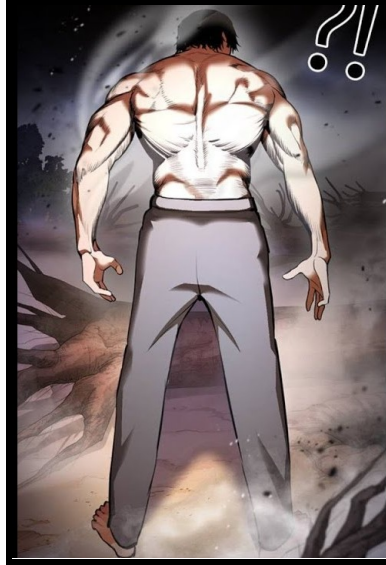
- S class (400 CP):

Buying this makes you equal to Warren Chae before joining Worker as the 5th affiliate, it's at this stage where your strength has surpassed the beginning of the supernatural, such as having metal bend around your fists and shattering concrete with a glancing blow.

- SSS class (500 CP):

Buying this option will truly place your strength in the supernatural realm. After purchasing this option, you will be as strong as middle school Vin Jin after he takes off his sunglasses. At this stage, you can uproot huge ass trees using your arms in a single motion, which is easily enough to rip the flesh of those weaker than you.

Some examples of people in this class are Vin Jin without his glasses and Eli Jang before joining the Workers.



- King Class (600 CP):

Now we're talking, you want to truly rule over others? Be their king? King class is a good start. By taking this, your might and skill rival those of the 1st Generation King, such as Taesoo Ma, Ji Gongseob, and Seokdu Wang.

The second generation has several fighters at this level too, such as the Big 3 (1A Daniel Park, 1A Vasco, and 1A Zack) and 1A Eli Jang. Some feats those at this level are capable of are shattering a wrecking ball made of steel with a single kick, lifting a 30-ish ton (27.2155 tonnes) statue on their back, and lifting a motorcycle alongside its rider using one arm.

More examples of people with King Class fighting power are Taesoo Ma, whose punch caused a crack to spread quite evenly across a 112 Ton (101.605 tonnes) iron bell, other examples are Sundeok Wang, who can crush cars with a headbutt, and Sinu Han, whom many called "The God of Combat".

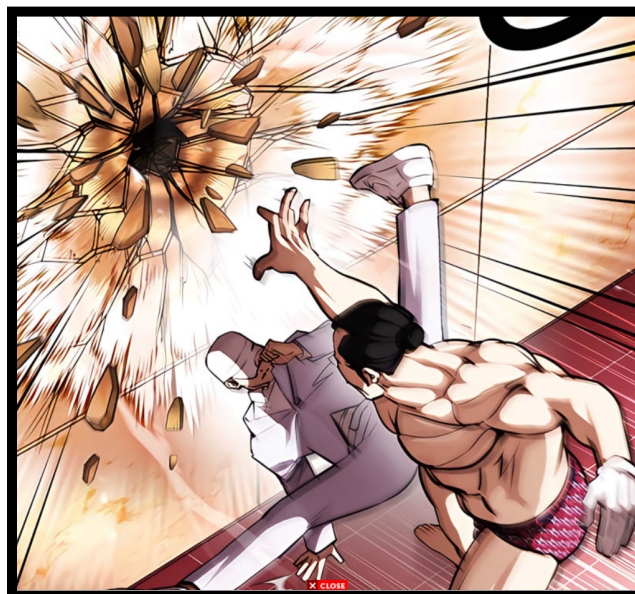


- Old Class (800 CP):

Forget fighting, you slaughter most who stand in your way. Your strength rivals those from Gen 0, the air from a flick of your finger alone can shatter a basketball-sized hole in a solid stone wall. A mere graze from your fist is enough to kill a grown man, you can toss a car using one arm, and your resistance to blunt force is significant.

Being proficient with a weapon would allow you to cut a stone room in half.

Examples of people with Old Class fighting power are Tom Lee, Jinyoung, 1A Gun, and 1A Goo.



[The Next Fist]: *(You gain this for free if you own the VVIP Perk, but require Old class to be purchased first)*

After purchasing this perk, you have become one of the top 3 most skilled fighters in the entirety of Lookism. Even Charles Choi would consider you the second coming of James Lee. In simple terms, you can hold your ground against the legendary Gapryong Kim, who was able to overcome invisible attacks. Ignoring otherworldly beings in the PTJverse, you'd be the current strongest person in Lookism.

The only people who you could say are your equals are James Lee, The King of Seoul, and Gapryong Kim.



Free/100cp - Fighting Style:

This perk allows you to have the necessary skill in any one known martial art to your choosing (that exists in real life), you can even choose those that only exist in theory or have been lost due to a lack of known practitioners. The mastery of your chosen martial art(s) is determined by what tier of combat power you purchased.

The first purchase of this perk is free, while each additional Martial Art after that will cost you 100 cp. Being extremely powerful, but opting to choose no fighting style will make you similar to Yuseong, in that you haven't trained to fight, but are instead just a naturally talented fighter.

100cp - Blood Flow:

Through either the use of your muscles or your breathing, you can stop wounds on your body from bleeding. Cannot be used without bleeding, however, if you know you are going to be receiving a wound, you can preemptively activate this ability.

200cp - Originator:

You've left a mark in martial arts history. This isn't a mixture of different martial arts you know like MMA, but the real deal. You can create any martial art your jumper is physically capable of doing, no matter how unorthodox it is. Be it a simple set of punches, dodges, and kicks, or a martial art revolving around using your motorcycle as an extension of yourself.

The development of your martial art is mostly complete regardless of how powerful you are. How effective you are at using your art is, however, determined by your class.

200cp - High Runners:

High Runners (known as runner's high in real life) normally gives you a temporary boost in stamina after a lengthy exercise. This is a little different. Instead, this acts as a one-up or a heal that kicks in when on the brink of collapsing. Either way, your stamina and any other energies you possess will be brought back up to half.

300cp - The Fist of a King:

Choose a single body part and a way of attacking. That body part is now significantly stronger than the rest of your body, so strong in fact that a person from the King class could threaten someone with the Perk '[The Next Fist]'. This could be anything: a punch, a kick, a headbutt, a karate chop, etc.

300cp - Ancient Ancestry:

Unlock the latent powers of your ancestors. Once a day you may temporarily tap into the power once wielded by your ancestors. The further back in your ancestry they are, the less power you gain from them. However, no matter how far back you go, the power boost you receive cannot be smaller than a quarter of their peak strength.

Cannot be used as a base form using "[Even Further Beyond!]".

200/400cp - Fighting Potential/Latent Dragon:

After purchasing this option, your potential in combat has skyrocketed to the extreme. Your potential is equal to those such as Vasco, Zack Lee, and Warren Chae. With only a single year of training, you could go from some no-name nerd, into someone who rivals Vin Jin at his prime, and that's without any outside help such as a teacher to boost your progress. With proper

training and a good teacher, you could easily achieve King class.

Are you related to Gapryong perhaps? Paying an additional 200cp gives you potential equal to Jake Kim's brother, or Gun/Goo depending on who you think has better potential. On top of that during times of hardship, you flourish, giving a significant increase to your abilities without having to train. Training is still recommended due to this rarely happening.

[Child of the Dragon]: *(You gain this for free if you purchased the VVIP Perk, but require Latent Dragon to be purchased first)*

Damn being a Latent Dragon, you want to be a dragon now! Your potential has bloomed into that of a dragon, making you equal to Gapryong Kim himself in growth.

400cp - Ascended:

Daniel really likes his transformations, huh? Now it's time to stack 'em. You are now able to stack 3 transformations on top of each other, as long as they aren't from the same evolutionary line.

[Even Further Beyond!]: *(You gain this for free if you purchased the VVIP Perk, but require Ascended to be purchased first)*

Your stacking has increased to 5 transformations at the same time, additionally, you may stay in one transformation of your choosing permanently, with the same ease as Gun. This new "base" form can be swapped out for any other transformation at any time.

400cp - Eye Motif:

There comes a time when a person is pushed to their limit. This unlocks something inside of them. You now have the ability to enter a state depending on what emotion you are feeling at the time. This state gives you a major increase in one of your abilities. All of them change the appearance of one or both of your eyes.

-Madness massively increases your durability, allowing you to temporarily ignore the damage done to your body.

-Tenacity taps into your subconscious to further perfect your combat skills.

-Killing Intent increases the amount of damage you deal, and allows you to easily find the weak points of your enemies.

-Animal Instinct makes you more unpredictable to all who face you. Even precogs would find themselves making small mistakes in predictions involving you.

-Rage speeds you up to a massive degree. Foes who could before match your speed will find that they see your body as a blurry smudge every time you move.



[Ultra Instinct]: *(You gain this for free if you purchased the VVIP Perk, but require Eye Motif to be purchased first)*

You gain the ability to enter a tranquil state, in which you will gain something called Ultra Instinct. Ultra Instinct greatly boosts your abilities in combat. This version of Ultra Instinct has the combined power of all the different eyes in "Eye Motif", on top of highly increased reaction time, and primal instinct. You also gain a minor danger sense that will alert you when you are about to be attacked and will let you know from which direction the attack will come. If you're knocked unconscious, your body will automatically fight using Ultra Instinct.



400cp - Iron Fortress:

Your body was trained in a similar manner as Gongseob's. Your durability and stamina are one class above the one you purchased. If taken with [The Next Fist], even James Lee would have trouble damaging you.

This ability is not static and will scale with you.

[Steel Fortress]: *(You gain this for free if you own the VVIP Perk, but require Iron Fortress to be purchased first)*

Any damage done to your body is halved. A strike that could dissect your body would instead get stuck halfway.



600cp - *VVIP: [Capstone Booster]

You've just become a very important person. You're given a black badge that holds enough currency to start your own multi-billion dollar business. It works as a kind of chip that can be scanned to complete transactions.

Not only that, but it's also an immense sign of status to certain people, like members of The Workers.

Having a background gives you probable cause for having this, but taking the drop-in origin may have some people suspicious, and potentially aggressive towards you.

Post-jump, this gives you access to important secret organizations and acts as the highest grade keycard that exists within their organization. Anything purchased using the black badge automatically becomes fiat-backed.

This perk acts as a Capstone Booster for certain perks



DROP-IN PERKS

100cp - Friendly Face:

There is something about you, a calming aura perhaps, but most people would feel at ease when they are around you. No matter how bad your looks are, even if you are the ugliest creature in the world, they still wouldn't mind.

Most people will be more trusting towards you and likely value your opinion. Even if you are butt ugly, people still feel that you could make a great friend. Acting, or committing evil actions in front of someone would obviously sour their opinion of you.

100cp - Talking With Fists:

Don't you hate it when a psychopath doesn't stop killing people when you ask them to? Well, now they will. This perk allows you to beat the snot out of people until they come to their senses. This doesn't make them your friend, nor does this make them a good person. It is however a good start and stops them from continuing to commit evil acts, at least long enough for them to consider your words.

200cp - Recruitment:

Maybe it's your aura, the sheer potential that they can feel oozing out from your very existence, or the fact you can already beat the shit out of their best disciple despite being half their disciple's age; most teachers can't help but make you their star pupil. This perk makes others more likely to accept you as their disciple, regardless of whatever background you may have.

This does not stop you from dying from whatever hellish training you must go through to gain their approval.

200cp - Drug PSA:

No more will eating cookies from strangers make you trip balls. You become immune to anything trying to influence your mind or body. Poisons can still harm you though, so be careful.

400cp - Second Body:

You wake up to discover there's another "you" beside you. Your second body gains the same abilities Daniel Park's second body had, on top of them becoming fiat-backed. You also have the same perks/powers as your original body.

However, to be able to use your second body, your original body needs to be asleep. Post-jump you can use both bodies at the same time. Any perks that allow you to return from the dead/regenerate from nothing affect the body. So long as one body remains alive, you won't experience a chain failure. Both bodies appear in peak condition after the end of a jump.

[Perfect You]: *(You gain this for free if you own the VVIP Perk, but require Second Body to be purchased first)*

Not only can you now use both bodies at the same time, but your new body is also always twice as powerful as your original body. Training your new body also makes your original body stronger.

Secondly, you constantly have canon ultra instinct active, and all of the abilities Daniel Park has in that state.

400cp - Eternal Rival:

There's always been this one person who grinds your gears. You've strived to defeat them, however, no matter what you do, neither of you can get the advantage over the other. This is your destined rival.

Once a jump, you may choose one person inside of the jump to become your rival. They grow as you grow, and vice versa. You aren't exactly on friendly terms with each other, but they would hate for you to die. The point of this perk however isn't just getting a companion, it's to give you a massive boost when training together. What would take a normal person a year of study and practice to do, you two can cram in a day. These types of training sessions are rare and require a threat big enough to threaten both of you.

[Fusion-HA!]: *(You gain this for free if you own the VVIP Perk, but require Eternal Rival to be purchased first)*

Turns out it was worse than you thought. When facing off against a threat much too powerful than either of you could hope to face off against (with a reasonable amount of training), there's only one thing you can do. You must fuse and permanently become one. Fusing together increases your stats and powers by at least 100x their norm (not including other perks that multiply your power). At the end of the jump, you may choose to either keep being fused and have them be a (chill) voice in the back of your head or let them go, while still keeping your power increase.

You can choose to take them as a companion, but they are no longer your rival.

600cp - Work Hard:

Buying this multiplier will make become stronger, faster. Any training that you do is 5 times more beneficial than before. Stacking this "Fighting Potential" would increase your potential to Gun and Goo levels.

[Play Hard]: *(You gain this for free if you own the VVIP Perk, but require Work Hard to be purchased first)*

You don't need to work very hard. Not only can you no longer get rusty, but you also grow stronger just by just existing. Doing nothing at all gives you gains as if you were pushing yourself to the limit. On top of the 5 times multiplier "Work Hard" gives you, actual training gives you another 5 times training multiplier on top of what you would normally gain by doing nothing.

600cp - Mystic Arts:

No, it's not magic. Might as well be though. This is essentially an uncapper for your martial arts. This doesn't actually do anything at first, but constant training could eventually allow you to punch an object, leave it unscathed, and hurt someone on the opposite side of the object. Or, for example, you could learn to break physics and double jump.

[Bullshit!]: *(You gain this for free if you own the VVIP Perk, but require Mystic Arts to be purchased first)*

How many times has someone gotten their shit kicked in the webtoon, and then unlock some secret technique? You can do this now. Once a year, when you get your ass kicked by a formidable foe, you unlock a new technique/mindset/transformation that gives you a massive boost to your abilities.

If there aren't any foes who can challenge you, then you just unlock it later that year.

J HIGH SCHOOLER PERKS

100cp - Lookism:

You are beautiful. Your whole body becomes an 11/10. Vain people are sure to love you.

100cp - Honor:

There are scumbags in this world that would do anything to win. They never seem to fight fair. Well no more. As long as you ask for a clean fight, you will get it. Using dirty tactics breaks off this effect, however, this would allow you to get at least one sucker punch before they realize you lied to them.

200cp - The Eleventh Genius:

Choose any skill that doesn't involve fighting. You become a genius in that field of expertise, equal to any of the other ten geniuses. Optionally you could become Charle Choi's eleventh genius.

200cp - Unbreakable Grip:

Sometimes a person is about to do something so heinous that you can't afford to let them go. Your grip strength is highly unproportional to your strength. An A-class combatant would have enough grip strength that it would take someone like Gun to break out of it.

400cp - Burning Heart:

Going against such strong foes has made your heart go into overdrive.

When going against a foe that outmatches you, this activates to give you a major, but temporary boost in strength, speed, reflexes, and endurance. Also gives a minor increase in durability and skill.

[Burning Soul]: *(You gain this for free if you own the VVIP Perk, but require Burning Heart to be purchased first)*

You are no longer required to fight against a stronger opponent. Use this ability against a fly if you want.

You can also apply this ability to anything you're extremely passionate about that doesn't revolve around punching someone, like arts and crafts.

400cp - Determination:

"If you cower, suffer, and cry out, they feel superior. They bully to show off in front of others. If I do as they want me to, that means I lose. I don't wanna lose." - Vasco.

When you lose, the only thing you can do is try harder! You have a massive amount of pure unadulterated willpower. There is nothing you can't power through and nothing you can't overcome when you put your mind to it.

[Zombie]: *(You gain this for free if you own the VVIP Perk, but require Determination to be purchased first)*

You can't give up now. So long as you have a mind, nothing will stop you. Your body doesn't care for things such as blood or organs. Broken and splintered bones just become another weapon at your disposal. Your body still needs to have some connective tissue connecting the rest of your body to your legs to be able to walk.

The amazing part of this is that you can heal from this. VERY slowly. Having every bone broken in your body will probably require a few years of recovery without regeneration perks.

600cp - Prodigy:

You have an extremely rare skill. You can copy the moves of others perfectly just by seeing them once. Even flawed demonstrations are easily corrected.

[Ultimate Prodigy]: *(You gain this for free if you own the VVIP Perk, but require Prodigy to be purchased first)*

Your special skill is no longer limited to martial arts. You could learn a spell just by seeing someone casting it once, or watch a dressmaker sew and become a master seamstress, etc. Going against someone in a battle of some kind (intellectual, martial, etc.) allows you to gain their skill in those areas, even copying things they didn't show to you.

This final ability allows you to take copying to another level. Once a day, you can copy the physique of one person you've seen. This fails if your body's physical capabilities are not able to handle it, or if they are many times stronger than you. Does not work if their physical abilities aren't reliant on their muscles.

600cp - Changing Tides:

Most fights are never as straightforward as you think. Even one small mistake can turn the tide in a battle. You've learned to roll with the punches and quickly adapt. Fighting against someone allows you to read their moves over time. You find their patterns, their weaknesses in their fighting style, and think up plans much more quickly in the heat of the moment.

If you happen to be in another form that is more limited in what you can do, have no worries. You can quickly adapt martial art styles to fit your scrawny little body.

[Ultimate Adaption]: (*You gain this for free if you own the VVIP Perk, but require Changing Tides to be purchased first*)

Sometimes it's not enough, however. Being able to read their moves doesn't matter if they are too fast to react to. So you must become stronger, and learn from the fight. Whenever you are injured from a fight, you learn from it and get stronger for it. You learn the reason why you were injured in that fight and counter it. Taking a massive beating in a fight and recovering from it makes you stronger for it.

CRIMINAL PERKS

100cp - Intimidating:

You are extremely intimidating to people weaker than you, and slightly intimidating to people as strong, or stronger than you.

100cp - Snake Eater:

Medical care isn't exactly cheap ya know. Not every criminal can afford it. In your early years of crime, you developed a lot of scrapes and bruises. This gave you resistance against poisons and diseases. Of every kind somehow. Even the ones that don't exist in this world. Powerful enough poisons and diseases can overcome this due to you only being 50% resistant.

200cp - Dirty Fighting:

You know how to fight dirty (eye gouges, ball kicking, etc.) You also know how to be unpredictable while fighting. So much so that people with the ability to copy your fighting moves no longer can.

200cp - CIPA:

You're one hard mother fucker to put down. You have a modified form of CIPA. You do not feel pain, nor do heat and cold temperatures hamper you. This allows you to endure both until you

die. Unlike Olly Wang, this doesn't make you believe you are invincible. You can sense the amount of damage you are taking, and know how much destruction is too much to recover from. For some reason, you seem to recover faster than others. Your recovery speed is doubled.

400cp - Polycoria:

You gain strength from covering your eyes. The longer your eyes are covered (depending on how well you can see through the covering) increases your skill and abilities once you take them off.

[Daredevil]: *(You gain this for free if you own the VVIP Perk, but require Polycoria to be purchased first)*

Your sunglasses no longer hamper you. The more eyesight you sacrifice, the better your other senses become. And the better your eyesight is, the bigger the boost.

400cp - Debilitation:

If there's one thing you've learned in your long life of being a criminal, it's pain. Your attacks cause much more pain than usual when hitting a target. This has a chance to debilitate them. Using Dirty Fighting with this increases their pain even further.

[Villain]: *(You gain this for free if you own the VVIP Perk, but require Debilitation to be purchased first)*

Nobody is safe from pain. Everybody feels pain when you hit them. Even people with extremely high pain tolerance will falter in their movements. Those who cannot/aren't used to feeling pain are especially vulnerable to this.

Why don't you have some fun while doing this? You can translate hobbies into fighting styles. Use acupuncture needles to pierce pressure points in the middle of battle. Or maybe a tattoo gun is more your style?

600cp - Weapon Expert:

Who would expect that a high schooler can use weapons in this era and age? With such skill nonetheless! Choose any melee weapon. Your skill in using your chosen weapon now rivals the likes of Xiaolong and Jay Hong.

[Weapon Master]: *(You gain this for free if you own the VVIP Perk, but require Weapon Expert to be purchased first)*

Forget about soloing those weak international athletes, now, you can even solo a 1st

Generation King on your own! After taking this perk, you are now as good as Goo is with a sword, as you are with your chosen weapon. Weapon Expert now applies to anything you can swing around and use as a weapon.

600cp - Assassin:

You are a master assassin. You specialize in stealth, tracking, ambush attacks, and spying. Only very well-trained people would be able to spot you. Running away from them is as easy as pie. Your feet are agile, and your weight is light. No matter how big and heavy you are, you no longer produce sound when you so choose to.

[One With The Shadow]: *(You gain this for free if you own the VVIP Perk, but require Assassin to be purchased first)*

You could sneak up to Gun, tap on his back, and blend back into the shadows before he turned around. People with supernatural abilities and senses would be hard-pressed to find you. And when you hide? Nobody can find you.

This only applies when hiding. Sneak attacks are still much more effective but are not 100% foolproof depending on who you are assassinating.

OLD GEN PERKS

100cp - Mysterious:

You have an aura of mystery that surrounds you. Some people may find this even more frightful than the perk "Intimidation".

100cp - Zen Master:

Throughout your years of fighting, you've learned that there are times at which you cannot afford to lose your cool. The masterful way you can control your emotions is second to none. You can keep control of yourself even while feeling intense emotions. Emotions that are so intense that it feels like your body is burning up.

200cp - Greatest Teacher:

Not only do you become a great teacher, but you are also able to pass down perks to your students through intense training. The more intense the training, the faster they will learn. I'm sure Johan would appreciate "[Daredevil]".

200cp - Let Me See Your Dangler:

Don't you hate it when your opponent/student accidentally dies in the middle of a spar or training? Well, after purchasing this option, that's no longer possible. Any strike that you use toward another person can optionally be made non-lethal, but this perk has its limits. Slamming a Road Roller on top of a normal person will still kill them.

400cp - Jumper Cho:

Many people would assume you to be the next Charles Cho. You've got talent in finding geniuses, and for some reason, you also have the necessary charisma and means to recruit those geniuses. Furthermore, you would also find that your business-building ability would be enhanced, enough to make a normal teenager have the skill and knowledge to build a multi-million-dollar company from scratch.

[True Leadership]: *(You gain this for free if you own the VVIP Perk, but require Jumper Choto be purchased first)*

You're a leader alright. Even without any other perk besides this one, it's enough for you alone to find a way to unite all criminal organizations in the location where you currently are under your banner. In a year you could make one of the most successful businesses in the whole world. And that's if you started as a homeless nobody without any backing or support. With some proper backing and a little money, you could become the world's first trillionaire.

400cp - One True Art:

The hardest part about getting into a martial art is choosing the right one. Now you can easily combine them into something new. Combining them refreshes the martial art in a way, allowing you to further improve the art where you couldn't before; ultimately resulting in a superior martial art.

[Duplicate]: *(You gain this for free if you own the VVIP Perk, but require One True Art to be purchased first)*

You were always jealous of them. You spent decades honing your craft. How much blood, sweat, and tears did you shed to get where you are now, only for some genius to instantly reap the benefits of your hard work? I'd love to see them try to copy this.

Any time an attack you make is dodged or blocked, a second attack is made at insane speeds anywhere they are open. The result of the attack is devastating if it connects. The ability is not humanly possible to replicate.

600cp - Dangler:

Your physical strength, durability, and pain tolerance are absurd. Your strength is equal to that of Tom Lee. You can effortlessly pick up the front of a car and stop it from driving away. Metal bars bend with ease when you want them to.

[Monster]: *(You gain this for free if you own the VVIP Perk, but require Dangler to be purchased first)*

You've become Jinyoung Park's greatest creation! Your speed and reflexes surpass those of James Lee, and your strength and durability surpass Tom Lee.

You start off only a bit more powerful than both, but you can train to become even stronger.

600cp - Master Geneticist:

You're the world's greatest geneticist, easily surpassing Jinyoung Park. With enough time, study, and experiments, you could soundly replicate [Monster], and make an army of Martial Masters. You also gain knowledge equivalent to being "Talented" in every field of science.

[Dr. Animo]: *(You gain this for free if you own the VVIP Perk, but require Master Geneticist to be purchased first)*

DNA is a game, and you've perfected it. In future jumps, any DNA-based species/creation you see is easily replicable by you. Even those without DNA can be semi-replicable depending on the knowledge you already have. Forget "[Monster]", you can make a real one.

VETERAN PERKS

100cp - Nerves of Steel

Nothing can phase you. You could land face-first in a pool of blood and not even flinch. Fear is not something that you can feel, it is instead replaced with weariness and caution. Supernatural

effects made to make you feel fear no longer affect you, nor can anything feed off of your fear as it doesn't exist.

200cp - Teamwork:

Working with others is as easy as breathing to you. You know how to lead and perfectly synergize with groups. You instinctively know their strengths and abilities, even if you've never worked with them. Fighting with those who consider you their enemy or rivals will hold off from betraying you until the fight is over.

400cp - Old Pals:

When in your time of need, there are friends who have your back. Once every 10 years you can call upon a group of old friends. Each of them is just as strong as you. All of them have different strengths and weaknesses that are covered by your superb teamwork.

[Friends In High Places]: *(You gain this for free if you own the VVIP Perk, but require Old Pals to be purchased first)*

You're in contact with some powerful people. People powerful enough to shut down all but the most powerful in the universe. In future jumps you know and befriend one of the top 10 most powerful beings in the world, be it physical, political, monetary, or something else.

This person is not your slave, and constantly asking for favors could irritate them. They could also ask for something in return.

600cp - Ambush Tactics:

Your skill and speed in setting up traps and ambushes are comparable to Senior Manager Kim. Enemies seem to notice traps you set up a bit too late. Traps made by you seem to keep their effectiveness, so much so that a Punji Stick trap will stay sharp with years of use.

[Military General]: *(You gain this for free if you own the VVIP Perk, but require Ambush Tactics to be purchased first)*

You are the greatest strategic mind to ever live. Every modern-day military strategy is downloaded straight into your brain; your knowledge of leading soldiers to victory is so great that you could fight and defeat armies over 10 times the size of your army in a straight battle. This is hundreds of times more effective when you are defending locations, and using every advantage you have.

800cp - Full Arsenal:

Impressive, your skill in military weapons of every kind is masterful. Guns, grenades, combat knives, mines, you name it. It would take an elite squad of King class individuals to take you down. If Goo is best with a sword, you're best with weapons of mass destruction.

[Jincheol Park 2.0]: *(You gain this for free if you own the VVIP Perk, but require Full Arsenal to be purchased first)*

Rock and roll mother fucker. You're a one-person army. Forget elite squads, you could single-handedly take out the entirety of Baekdu Mountain (a large infiltration squad that received training so harsh that only 5% of soldiers survive) by yourself.

Injuries to non-vital organs never seem to bother you or slow you down.

And finally, solely having this perk puts you on par with Jincheol in both hand-to-hand fighting and military weapons/equipment.

GENERAL ITEMS

One discount per price tier. Discounted 50/100 prices become free. You can import any item.

Free - 5000 Won:

A gift from a caring mother to her loving son. Simply a little souvenir to keep around.

Free/100cp - Apartment:

This home, located wherever in the world you decide to select, will be the default point of origin you can return to and depart. It will be a fairly mundane (albeit fully furnished) home of middle-class quality for whatever area you pick for it, with at minimum a bedroom, kitchen, and bathroom for yourself. Your companions would also get the same, though you can combine homes (if they're willing) to obtain a single larger house. All bills will be paid in full for the location, which is in your name and deed, and the kitchen/pantry will be fully stocked on your arrival to this Jump. Normally this would just provide a home in this world for the duration of this Jump, but for an additional 100 CP, this Item will replicate itself in every future jump.

50cp - A Phone:

After purchasing this option, when you open your eyes, you will find yourself holding a single phone in your arms, this phone will automatically record whenever you want it to, matching audio/visual with a full-text transcript. The battery will never run out, and the call/recording quality is crystal clear, it also has unlimited internet that you can access from any place, you would also find that both the webtoon and the anime version of Lookism were downloaded into it.

50cp - Rice Cooker:

You're given a rice cooker with 50\$ cash that is free from any tracking and is 100% legal and non-taxable. Purchasing this a second time increases the amount to 500\$ instead, and after every purchase, the amount is multiplied by 10. If there is too much money to fit inside the pot, a credit card will be inside the rice cooker instead.

100cp - Expensive Gifts:

Half a dozen brand-name bags filled with luxurious clothes, shoes, and jewelry fall at your feet. You'll be the talk of school if you come wearing these kicks.

100cp - Cool Glasses:

You gain a pair of sunglasses of any color. You can mentally control their opacity. Throwing them at an enemy has a chance of temporarily blocking their view of you, allowing for a free hit.

200cp - Playground:

A playground filled with everything you'd need to train your body. Have fun while sculpting your body to perfection.

As a bonus progression towards weight loss is increased by 1000%.

200cp - Ultimate Motorcycle:

A somewhat street-legal bike with a max speed of 300 mph (482.803 km/h). The motorcycle achieves maximum acceleration after 3 seconds. On top of this being completely bulletproof, your bike shows up either at your warehouse or the closest thing you have to a garage the day after if completely destroyed. Damaged versions appear brand new the next day.

200/400/600cp - Major Crew:

There's a 5th major crew in town, and you're the leader. For 200cp your crew is around the size of Hostel. For 400cp your crew is as big a Big Deal. And finally, for 600cp your crew is as

powerful as the whole of the Workers. Regardless of price, you gain 4 followers who are extremely close and loyal to you. You gain 2 A class, 1 S class, and 1 SSS class fighter. All four followers have the potential to become King class.

400cp - Dojo:

This dojo not only attracts promising students to it, but time also moves twice as fast inside. Get a year's worth of training in half the time. Only you, and others you tell know about the time dilation will realize that they are in fact, in a time dilation. Everybody else will just assume that they were so focused that their perception of time slowed down.

400cp - Body Armor:

Armor that resembles motorcycle gear. It's just as light but has the protective power of 4 inches of steel. It would take a lot more force than a bullet to pierce through the armor. The armor regenerates any damage taken over the course of an hour.

600cp - Big Business:

You own a new multi-billion dollar business. What the business sells is up to you. Your name may be common knowledge within your home country.

600cp - Ancient Weapon:

This ancient weapon is one of a kind. Nothing in existence can break it, and to you, it's lighter than a feather. If it's a sword, then it is supernaturally sharp. If it's some kind of blunt weapon, then the force behind its blows is similarly enhanced.

The final ability that this weapon possesses is its power to transform. Transformations and powerups you use will also give an upgrade to your weapon when used.

VETERAN ITEMS

Those of the Veteran origin get half-priced discounts on all Veteran items. 100 CP items become free. You can import any item.

100cp - Garrote Wire:

An infinite amount of garrote wire. Comes in a small spool that never runs out.

200cp - Business Briefcase:

You get a briefcase with a hidden compartment containing a handgun, ammo, a silencer, a tactical gun flashlight/laser sight attachment, and multiple magazines.

What type of handgun you get is your choice, and the ammo type matches the gun. The sound the silencer produces is closer to that of silencers depicted in movies.

400cp - Ultimate Humvee:

This car is one hell of a beast. Its top speed is 400 mph (643.74 km/h), with tight steering, making it able to drift around tight corners at high speeds. On top of it being bulletproof, it's also completely airtight and produces its own air.

New experimental technology allows you to change its outside appearance to anything of similar size to a humvee.

600cp - Full Armory:

An armory packed full of military equipment. Guns, knives, canteens, vests, ammo, grenades, attachments, etc. All materials removed from the armory are restocked immediately. The armory can either be attached to a property or your warehouse.

COMPANIONS

Free - Friendship:

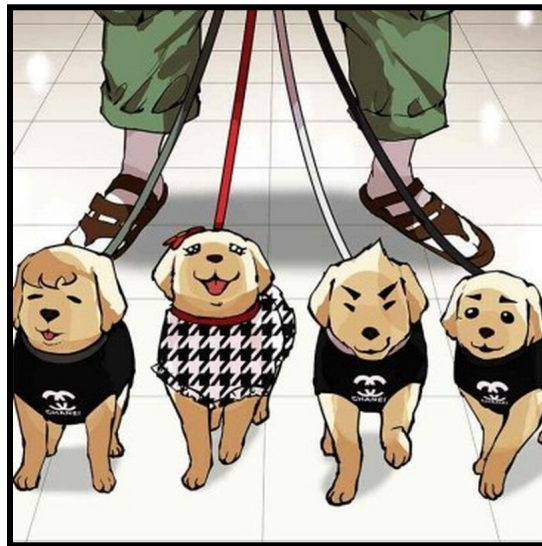
You can recruit anyone from this world for free as long as they agree to go with you.

Free/100cp - Companions:

You can bring as many companions with you into this world as you want. Paying 100 cp per companion allows them to take 500cp worth of perks. They cannot access the Companion section.

100/400cp - God Dog:

For 100cp you get any breed of dog of your choosing. For 400cp you instead get a superdog. This dog has the skills to go toe to toe against someone like 2A Jake Kim. Dog swag comes free with every purchase.

**SCENARIOS****Protagonist:**

You have replaced Daniel Park as the main character of Lookism. All of your perks (including body mod) are temporarily disabled. You gain a second body that looks like you or your jumper before they jumped, but better. Any diseases or injuries that would risk your life are gotten rid of. You are given the same potential as Daniel Park, and your second body gets to keep your body

mod.

If you can make it through the main story without dying, you get a reward.

Reward: Your reward is an upgraded version of [Perfect You]. Your second body is now always 20 times stronger than your original. J High School is now your property, and the inhabitants are your followers.

Unite The Four Crews:

Gun has a task for you. He wants you to gather the four Major Crews together and unite under one banner. You then must either lead them or find someone who can.

If you manage to keep them all united by the end of the jump, you get a reward.

Reward: You get to bring your new crew with you when you jump. You also gain all members of the four crews (living or dead) as followers. All significant locations related to the crews are given to you as properties.

Finally uniting the four crews makes you Gun's successor. If there are local gangs in any jumps you go to, they must pay respects to you and give you offerings.

Destroy the Four Major Crews: *(Incompatible with The Wrath of Charles Choi)*

Charles Choi has tasked you with the destruction of the Four Major Crews. You must make sure that by the end of your 10 years here that all Four Crews must be, and remain destroyed. If you succeed you will be rewarded handsomely.

Reward: Charles Choi has seen you fit to inherit his company. And All of Seoul is yours (minus the crews and J High School). All ten Geniuses become your followers.

Hard Work Beats Talent: *(Second Body, [Perfect You], [Play Hard], Prodigy, and Ultimate Prodigy are temporarily disabled)*

You're either one of Brekdak's friends or his student. He taught you the secret to defeating a copying genius and tasked you with one thing. BEAT. THOSE. CHEATERS. You must defeat every copy genius in Lookism. After doing so you must remain better than them until your 10 years are up.

Reward: Your hard work has paid off. You now ignore all forms of plot armor. Including prophecy, universal constants, plot devices, immortality, 4th wall breakers, reality warping, and protagonist bullshit.

The One True King: *(Requires In The Beginning to be selected)*

You've fought in the generation of kings, and it's time for you to assert your dominance again, and show those upstarts what a true monster looks like. You must once again spark a war in Seoul, and recruit members to join your crew. Your success in this endeavor is dependent on if you manage to crush the opposition. If you manage to create a crew capable of oppressing and or destroying every other gang before your time in this jump is over, you will be rewarded.

Become the strongest fighter and remain as such for as long as you're here.

Reward: All aspects of your body mod are doubled. You may also choose any one perk from this jump doc to add to your body mod.

Become Chicken:

It's a sad thing that almost no one knows of Samdak, also known as Chicken Man. Teaching those who cannot fight, how to defend themselves against superior opponents.

You must take his place. Post videos on Newtube and teach at least 100 weaklings how to defend themselves against bullies. Your subscriber amount must reach at least 1 million subscribers. If you complete both of these tasks before your time here is up, you will be rewarded.

Reward: You may pass on any skill, ability, or perk that you own to others through the power of the internet. You may also set prerequisites for who gets what.

My Life as a Jumper:

You find yourself in the same high school as Jinu Kim and Ancheol, with the body of a random high school kid that didn't exist before. Your goal is to set Ancheol straight and help Jinu. You can choose which timeline to be in, either the original timeline or the good timeline.

Reward: Completing this task now allows you to go back in time once every 10 years to the start of the Jump.

+500cp - Peace In Korea: (*Incompatible with Unite The Four Crews*)

----- It truly is sickening. Crime runs rampant in South Korea. The weak are constantly bullied, and kids are forced to fight for survival every day. -----

You must be the change that Korea needs. Wipe out corruption in the country. Destroy every gang, and force the teachers to stop harassment and bullying in school. Expose corrupt politicians and keep them from continuing to put money in their pockets. Help runaway kids find a safe home. Help and expand the police to better take care of, and respond to crime. Your mission isn't complete until you make South Korea the safest country in the world. If you do succeed, however, you will be rewarded handsomely.

Reward: Both North and South Korea will become one again. You are now the leader of the newly formed country, and it is now your property. Korea is now the closest thing to a utopia, the citizens are happy, crime is effectively 0%, and you gain every named character in Lookism as a follower (can be used as companions too).

By completing this monumental task, you also achieve enlightenment. You gain an upgraded version of [Ultra Instinct]. Power boosts you gain from the ability are increased tenfold. Your danger sense now works more like a spidey sense. So now you not only know what direction is coming from but also how to dodge whatever is coming at you at least 3 seconds ahead of time. And finally, you open your third eye, literally. This eye can see through all forms of deceit, be they lies, contracts, or illusions, it doesn't matter.

DRAWBACKS

Free - In The Beginning:

You start around the same time as the 0 Gen, the Generation of Fists, where legendary figures such as Garpyong Kim, Tom Lee, and Charles Choi are still the top dogs.

If you want this jump to be bloodier, you can start at the same time as the 1st Generation instead, where the First Generation Kings such as Gingseob Ji and Ma Taesoo are fighting for supremacy in their respective area. Your time here is extended to a year after canon officially ends.

Free - How To Fight Crossover:

The stories of Lookism and How To Fight are happening in one universe, and despite the numerous cameras in the area, somehow there is no news about guys with supernatural strength beating the shit out of each other. Rather than hanging with the characters from the Lookism series, you will be more likely to encounter the characters from How to Fight. Take this drawback if you wanna have a generally easier time. In recent chapters, most characters in How To Fight are B class, maybe B+ in skill. Considering in How to Fight, the best feats merely cause cracks to appear on a concrete wall with a punch. Just don't cause trouble too much, since some people are so skilled in their martial art that they can beat King-Class, and possibly even match Old-Class fighters.



Free - Quest Supremacy Crossover: *(Incompatible with Supernatural Removal)*

Rather than Lookism characters, you will more likely end up meeting with the cast of Quest Supremacy. Take this drawback if you want to fight against easier opponents. But do not underestimate the foes you will face, as the card makers hold a mysterious power.



Free - Supernatural Removal:

For those who don't want to deal with mind swapping, time traveling, and curses. You will not encounter anything supernatural besides the physical might of others.

Free - Artistic Interpretation:

Multiple adaptations have been made of Lookism. This drawback acts as a toggle before appearing in the world. You can choose between going to the Webtoons version, the Naver version, the 2019 live-action Chinese version, or the animated Netflix version. Art styles, names, and even the story change depending on the version.

+50cp - Sequel:

Your story in this jump was extended even further than it was initially intended. Every purchase of this drawback extends your time in this jump by an additional 5 years. This drawback can be purchased multiple times, with the maximum number being 10 times.

+100cp - Battle Lust:

You can't turn down a challenge. Fighting is pretty much all you think about 24/7. You just feel bored otherwise.

+100cp - Mostly A Pushover:

You are a pushover when it comes to people bullying you. Those you love being bullied, and physical abuse is the absolute limit before you kick their ass.

+100/500cp - Bad Vibes:

An aura of bad vibes surrounds you. If you're good-looking strangers will assume you're some kind of hooligan. It's a lot worse if you took the "Butterface" drawback. People will instead assume you are either a pervert, a creep, or a murderer.

+100/1000cp - Butterface:

You've suffered one of the worst fates imaginable... being ugly. People tend to trust you a lot less than someone good-looking. You have to go the extra mile to gain the trust of those who are vain.

For an additional 900cp, instead of just being ugly, you are now a... oh no. Your entire body has been burned beyond recognition. There is a clear resemblance between you and the "zombies" that appear in the Worker's second affiliate.

Optionally you may have been given the "True Beauty" treatment by Hangyeoul Baek.

+200cp - Bully:

Just like Logan Lee, you have no problem bullying those who are weaker and of a lower social status than you. You judge books by their cover and rejoice in the harming of others.

+200cp - Shortstack:

You're pretty short. Normally this wouldn't be a problem for some people, but size and reach are important here. You'll most likely have to adapt most fighting styles you learn to fit your stature.

+200cp - Forever Alone:

Much like Vasco, you have no luck in finding a date. There seems to be one such person meant for you somewhere out there, but alas you've had no luck finding them.

+200/400/600cp - Laziness:

Due to your slacking off, you've gained an exorbitant amount of weight. Your speed and stamina are negatively affected until you shed some weight. Getting rid of the extra weight will take some time before you're back in your prime.

For 400cp, you've been affected by the same sort of rustiness as Vin Jin. Your fighting prowess is temporarily reduced to someone in D class. It'll take the same amount of time to reach your prime as it did Vin (3 months). Every level you are above SSS class adds an additional month needed to get back in shape, to a max of two months.

Taking both increases the amount of CP gained to 600cp.

+400cp - Social Pariah:

It seems like you have a bad rap in Seoul. People around you generally treat you like dirt. It rarely devolves into violence, but making friends with anyone but the kindest people will be almost impossible.

+400cp - Shonen Protagonist:

Honestly, the only thing you seem to be good for is fighting. Anything outside fighting and functioning as a human being you fail at. Everything you cook burns, carrying stacks of paper results in you tripping, and one tap of a hammer results in the entire house comedically falling apart.

+400cp - Eye Disease:

A disease similar to that of Johan Seong has come to affect you too. It's a slow-acting disease that will eat at your eyes over the years. Each eye will last about a year, with your final eye going completely blind when 2 years are up.

+400cp - Companionless:

Companions from previous jumps are no longer allowed to come with you into this jump. Companions purchased in jump aren't affected.

+600cp - Pika Pika:

A bully similar to Logan Lee is after you. They jump at any chance to bully and harass you. No matter how much you try to run or hide, they will find you. Every time you come face to face with your bully, you seem to freeze up in fear. You give into whatever the bully demands, up to a certain extent.

+600cp - Old Wound:

You have an old wound that never seems to heal right. This inhibits your combat prowess as much as missing an arm or a leg would. Even finding a way to heal the injury will always make the area feel at least a little stiff.

+600cp - Homeless:

All objects gained from previous jumps are prohibited. You also no longer have access to your warehouse for the duration of this jump.

+600cp - Xiaolong Has It Been Missing?:

Your body parts are no longer all... there. The sexual organ required for reproduction is missing, hence Xiaolong in the title.

+600/1000cp - Body Mod/Gun and Goo Candidate:

Taking this drawback for 600cp disables all perks and powers from previous jumps, leaving you with only your body mod, and what you purchased here. Perks gained from PTJverse jumps are unaffected and still work.

Taking the 1000cp version of this drawback gains the attention of both Gun and Goo, and they both want to fight you. If you are too weak in your current state, they will instead wait one year. After the time is up, you must fight both of them 1v2 style. No one may help you in your fight.

+1000cp - The Wrath of Charles Choi or Eugene:

One of them has decided they want you dead. They will stop at nothing, throwing resource after resource against you until you stop breathing. Your best bet is either overwhelming power or siding with one of their enemies. Killing them will either result in the collapse of their organizations, or a loyal second in command taking over.

+1000cp - In Too Deep:

A powerful group of individuals has you by the balls. They have taken someone close to you hostage, someone you absolutely cannot afford to die on you. A great deal of careful planning is needed to rescue them. Only then can you confront and destroy those who dared to try to control you. But until then, you must follow their orders.

Final Decision

You may stay, return home, or continue onto your next jump.

Notes:

Every drawback can be overcome. But no matter how powerful you are, all drawbacks must have genuine hard work put into them to be solved. Some drawbacks cannot be completely cured, and may still linger (until your 10 years are up of course).

No, I don't think Jinyoung Park makes bodies. He's just the closest thing in the setting to a mad scientist.

It's possible to use Originator to replicate unique techniques in Lookism.

All images used came directly from the Webtoon Lookism. Everything belongs to the creator Park Tae-joon (not me).

Special thanks to **Sordahon**, **Cultivating Reader**, **Fakhri Lukman**, and all of Reddit for helping me make this jump.

Another special thanks to **u/DarkestReunion26** for letting me use their art for the image used for "Eye Motif". I have slightly edited/cut the original image to fit the names.

Link to the original source embedded in the image. PDF users may alternatively use this link:
https://www.reddit.com/r/lookismcomic/comments/rg8omm/eye_motifs_in_lookism/

Changelog:

v1.0 - Finished.

v1.1 - Added: Become Chicken (Scenario), How To Fight Crossover (Drawback), and Sequel (Drawback).

Minor grammar fixes.

Changed criminal and old gen ages from 1d4+18 to 1d6+18.

Slight Alteration to the introduction.

Discounts now apply to items.

Bad Vibes' price increased from 300 cp to 500 cp.
Clarified capstone requirements.

V1.2 - Added: King class, Old class, and The Next Fist class in Fighting Power.

Added the (Perk) Originator.

Added the (Drawback) Laziness.

Added the (Drawback) Quest Supremacy Crossover.

Added the (Drawback) Maidenless.

Added the (Drawback) Mostly Pushover.

Added the (Drawback) Homeless.

Added the (Drawback) Supernatural Remover.

Added the (Item) Ultimate Motorcycles.

Added the (Location) The Streets of Gangdong A.

Added the (Location) The Streets of Gangdong B.

Added the (Location) The Penthouse.

Changed the (Location) The Streets to (Location) The Streets of Gangdong A.

Removed the (Perk) [The Next James Lee].

Removed the (Location) Gym.

Removed the (Location) White Tiger Center.

Clarified some things for (Perk) Second Body.

Added some new things and pictures into this jump, and added some descriptions about the fighting class and starting location.

Expanded the drawback and perk description and explanation.

Added fiat-backed upgrade to (Perk) *VVIP.

Added a ton of images.

The majority of alterations and additions to this update were made by **Fakhri Lukman**.

V1.3 - Manager Kim Edition

Expanded the (Drawback) How to Fight Crossover.

Added the (Origin) Veteran.

Added the (Veteran Perk) Nerves of Steel.

Added the (Veteran Perk) Teamwork.

Added the (Veteran Perk) Old Pals.

Added the (Veteran Perk) [Friends In High Places].

Added the (Veteran Perk) Ambush Tactics.

Added the (Veteran Perk) [Military General].

Added the (Veteran Perk) Full Arsenal.

Added the (Veteran Perk) [Jincheol Park 2.0].

Added the (Veteran Item) Garrote Wire.

Expanded on several items.

Slight alteration to Intro.

Added the (Veteran Item) Business Briefcase.

Added the (Veteran Item) Ultimate Humvee.

Added the (Veteran Item) Full Armory.

Added the (Scenario) Peace In Korea.

Added the (Drawback) Artistic Interpretation.
Added the (Drawback) In Too Deep.
Changed the (Old Gen Perk) Destroy The Child, to Show Me Your Dangler.
Changed the (Old Gen Perk) CEO, to Jumper Cho.
Changed the (Drawback) Maidenless, to Companionless.
Upgraded the reward for the (Scenario) The One True King.
Thanks once again to **Fakhri Lukman** for helping me with version 1.3.

V1.4 - Added:

- Basic grammar correction.
 - Slight changes to the wording of some perks.
 - Allowed Jumper to be similar to Yuseong if powerful, but no Fighting Styles are chosen.
 - Upgraded [Ultimate Prodigy] by giving users a temporary copy of the physique of others.
 - Added more info to the notes.
 - Items can now be imported. I.e. an item from a previous jump can be given the properties of one of the items you bought.
 - Upgraded the Major Crew item to allow for potentially stronger subordinates.
 - Finally added an image for the Eye Motif Perks, shoddily stitched together by yours truly.
- u/DarkestReunion26 both made and gave me permission to use their art.

V1.5 - Dragon Update

- Corrections and updated info for a few Perks, by **Fakhri Lukman**.
- Added Drawback "Xiaolong has it been missing?".
- Added an additional tier to the "Butterface" Drawback.
- Added an additional tier to the Perk "Potential" called "Latent Dragon".
- Added a Capstone to "Latent Dragon" called [Child of the Dragon].
- Added a Capstone to "Ascended" called [Even Further Beyond!]
- Added a Scenario called "My Life as a Jumper".
- Added the Perk "The Fist of a King".

V1.6 - Added:

- Did some corrections and rewrites to certain Perks.
- Fixed some grammatical errors.
- Added the Perk "Blood Flow".
- Added the Perk "High Runners".
- Added the Perk "Ancient Ancestry".
- Added the Perk "Iron Fortress" and the Capstone "[Steel Fortress]".