

Quest Supremacy (Questism) Jump/Supplement v1.3

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After Johan Seong dissolved Dog God, Gangbuk was divided into four territories, North Gangbuk High, East Gangbuk High, South Gangbuk High, and West Gangbuk High. Every Gangbuk High has a gang and a leader whose goal is to take over the other's territory. Follow Suhyeon Kim, a Korean high schooler from West Gangbuk who one day got a magical system. Completing quests gives him cards that he can use to activate special abilities. After defeating the leader of West Gangbuk high school, he plans to unite Gangbuk once more. You arrive near the story's start, right before Suhyeon Kim discovers his system.

You start with 1000 CP if you're using this as a Jump. If you're using this as a supplement you get 500 CP instead, on top of whatever Jump you are using.

Locations:

For +50 CP, roll a 1d4. You appear in the destination that corresponds with the number you rolled. Optionally you may choose the location for free.
Ignore this if you are using this as a supplement.

1. **West Gangbuk High:**
   Home to the main character Suhyeon Kim, and the side characters Gukja Yang, Hajun Gu, Hyeongdong Lee, and Suhyeon's sister Dahyeon Kim.

2. **East Gangbuk High:**
   Jaeha Han, Daeseong Hwang, Geon Park, Ryu Sikyung, and Jihyeon go here. Jae Han is the leader of East Gangbuk High.

3. **South Gangbuk High:**
   Yugyeo Na and Beomsang Jeong Lee go here, with Seok Kang being the leader.

4. **North Gangbuk High:**
   North Gangbuk High is the top dog of Gangbuk. They hold the most territory and currently have the strongest and most numerous fighters. The current leader of North Gangbuk is unknown.

Origin:

There are no origins. Instead, you may decide your background yourself. If you're using this as a Jump, choose any age between 14-18. Sex and gender are up to your discretion.

General Perks:

The Friend Maker (Free):
It's theorized that a person can only have 150 connections at a time. With only a small percentage of those being close friends. Meaning that the more people you recruit, the less time you have to spend on making meaningful relationships.
With this perk, it's something you'll have to worry less about. The amount of connections you can keep at a time is increased to 1,500. On top of that, friendships degrade at about a tenth of what they normally would, which means that not being in a friend's life for a while wouldn't affect you as harshly as it normally would.

An Interesting Life (Free):
It wouldn't do if the only quests you acquired were easy due to a boring life. Your life is now much more interesting, but still with plenty of time to relax. Opportunities for unique quests are now more likely to happen. Togglable in case you want a peaceful life.

El Diablo (50/100/200 CP):
Choose a mastery of any one martial art. For 50 CP the martial art is a sports-based one, without much effectiveness for actual fighting. Examples would be Karate, Taekwondo, etc frequently taught in your local shopping mall.
For 100 CP the martial art is an actual martial art like Taekwondo, Boxing, Muay Thai, etc.
For 200 CP you can learn a martial art unique to Lookism like Yamazaki Style: Extreme Karate.

Bagman (100 CP):
Wearing something as basic as a paper bag over your head can protect your identity. Even using moves associated with you will leave others scratching their head.

Recruiter (100 CP):
The weaker someone is compared to you, the easier it is to recruit them. Defeating them increases the chance of them joining you immensely.

Sore Loser (200 CP):
Defeating an opponent will stop them from rising against you as long as you don't provoke them further.

Immunity (300/500 CP):
You're immune to harmless supernatural effects. Things like reading your status, copying you, copying your powers, seeing your future, etc.
For 500 CP this extends to "hax" things that can instantly kill you or defeat you with no chance of fighting back. Things like an instant kill spell, one-hit disintegration, soul destruction, turning you into an animal, etc. A punch from a superpowered being that can hit you hard enough to kill you doesn't count. It needs to be an effect that can bypass protections regardless of power.

Quest Card System (1000 CP):
You have a Card Quest System identical to Suhyeon Kim. Completing quests will reward you with cards ranging from special abilities to upgrades applicable to yourself or others. With a gang management ability, you can give rewards and abilities to loyal underlings. Learning and mastering new martial arts can be done in a sliver of the time it would normally take.
With time and a bit of luck, very few things can't be accomplished with this system.
Due to paying for this with CP, your system cannot be taken away from you under any circumstance, even if you decline a quest. And if this system is revealed later to be not limitless, it is now.

Stats:

Everyone has five stats. Strength, Speed, Potential, Intelligence, and Endurance. You start with a C in every stat. If your abilities were already above average then simply add these stats on top of your pre-existing ones.

Strength **C**
Speed **C**

Potential **C**
Intelligence **C**
Endurance **C**

Quest Card Abilities:

Quest Card Abilities can be purchased regardless of whether or not you bought the "Quest Card System" Perk or not. More information about this section can be found in the ***Notes****.*

Gang Management Inc (100 CP):
Recruiting characters into your crew gives you information about them pertaining to their stats, wellness level, loyalty, and general location. Recruiting someone does not guarantee their loyalty, that must be earned. Unless of course, you bought one with CP.

Awakening/Ascension (300/400 CP):
You come pre-awakened. On top of that your awakening resets either every 10 years or every Jump (whichever comes sooner). You still keep the stat increase, but you must now awaken naturally.
For an extra 100 CP, you can Ascend once every 10 years or every jump (whichever comes sooner). You can still Ascend in this jump without this perk.

Card Collection (50/100/150/200/300/400 CP):
For 50 CP, select or create any Bronze Attack card, Summon card, Trigger card, or One-Time Use card. For 100 CP, you can buy a Silver card. For 150 CP you instead get a gold card. 200 CP gets you a Platinum card. 300 CP nets you a Diamond card. And finally, for 400 CP you get a Master card.

Growth Card (25 CP):
Every purchase gives you one Nurturing Card. A Nurturing card allows you to increase any one stat by one rank (for example: C -> C+, C+ -> B, etc.). Any purchases can be saved and given to an ally. Potential and Intelligence max out at SSS. All other stats can go over SSS.

Companions:

Any character can join you on your Jumpchain as a Companion as long as they agree.

Gang Creation (100 CP):
Import or create however many allies you are willing to spend CP on. They all start with a C in four stats, and an A in one. They also gain 200 CP to spend on anything in this Jump/Supplement excluding any options from the Companion section.

Taylor Choi (150 CP):
Taylor comes from a strict family that forces them to study 24/7. They wish that could just kick back and relax for once in their life. However, they are too scared to rebel against their family and come out to them as non-binary. Taylor isn't very sporty, however, they love to play grand strategy wargames while pretending they are "studying" history.
If you succeed in awakening them and helping them to rebel against their family, they gain the following ability.
Deus Ex Machina - During trying times the user's mind goes into overdrive, dishing out amazingly unorthodox plans that only a psychic could predict.
Stats: Normal/[Awakened]
Strength C+
Speed B
Potential C+
Intelligence S+ [SSS]
Endurance C+ [B+]

Kyle Martin (150 CP):
Kyle Martin is a transfer student from North America. He's only been in Korea for a few months but he's already gotten a big head due to his foreign charms being popular with the ladies. Kyle has a secret though, he's all talk and no bite. He avoids asking women out due to his fear of rejection. Besides that, he misses playing American football with his old friends.
If you succeed in awakening him and getting rid of his fear of rejection then he will gain the following ability.
Quarterback - Quarterback is a unique fighting style specialized towards tanking hits and plowing through opponents. The user is given complete mastery over the martial art.
Stats: Normal/[Awakened]

Strength S [SS]
Speed B [B+]
Potential C
Intelligence D
Endurance S [SS]

Rabbit Joe (150 CP):
Rabbit Joe used to be a man just like you or me. He'd go slog through the day, completing work his boss assigned to him. That was until he was hit by a train. He woke up a week later in the body of a white rabbit. Despite that, he was able to keep the same endurance, intelligence, and strength that he had as a human.
Joe is stuck in a predicament. He doesn't want to be a rabbit, but he also doesn't want his old life back. Convince him to stay a rabbit or help him become a human, and he will Awaken.
Lucky Rabbits Foot - Life conspires to keep you alive. Any attack that has the chance to kill you now has a 75% chance to miss.
Stats: Normal/[Awakened]
Strength C+ [S]
Speed A+ [S+]
Potential A
Intelligence B
Endurance C [B]

Pyeon Kim (200 CP):
Pyeon Kim is the female cousin of Joon Goo. She constantly practices Kendo at her house. She also specializes in the use of weapons, however, she lacks in hand-to-hand combat and lacks confidence in her actions. If you succeed in Awakening her and getting rid of her confidence issues then she will gain the following abilities.
By The Sword - The user's Strength and Speed are massively enhanced while using their weapon of choice (Katana). Adds +2 tiers to Strength and +4 tiers to Speed.
Sadist Spirit - The user gains a sadistic smile on their face. Depending on the amount of damage you inflict on others, you drain a certain amount of their stats and temporarily add it to your own.
Stats: Normal/[Awakened]
Strength D+ [A]
Speed S [SSS]
Potential S
Intelligence B+
Endurance B+ [A+]

Seomun Yongsun (200 CP):
Seomun Yongsun is a reclusive young man with an unfortunate start. Seomun was born with a

weak heart, meaning he couldn't exert himself without potentially having a heart attack.
One day while running away from bullies he met a man who taught him the perfect fighting technique for someone with his condition. Since then he's trained his speed so that he'd never have to be in a fight for more than a few seconds.
For Seomun to awaken, you simply have to be important enough to him for him to put his life on the line to protect you. He already has Speed King unlocked, however, once you awaken him he will gain a second ability.
Speed King - The user is able to use a special technique that increases the speed of their attack and targets the blindspots of their opponent. Only those with overwhelming speed and or reaction time can overcome this attack.
Sacrificial Lamb - The user may temporarily sacrifice their strength and or endurance stat and put it into their speed stat at a 2:1 ratio. This ability only lasts for a minute, after which the user will fall unconscious.
Stats: Normal/[Awakened]
Strength C [A]
Speed SR [SSR+]
Potential S
Intelligence B
Endurance F+ [C+]

Quests:

Quests cannot be taken if using this Jump as a Supplement.

Gangbuk Blues (+200 CP):
You replace Suhyeon Kim as the main character. All out of Jump powers, perks, abilities, items, etc. are disabled for this scenario. You must unite Gangbuk once more under your banner, and become an official Major Crew.
Reward: If you are to succeed in this task, you gain a few special cards. You are given 4 Master cards and one Challenger card. On top of that you may bring the entirety of Gangbuk and its residents as your property and followers. And if you didn't have the "Quest Card System" perk before, you do now.

Gangbuk Reds (Free):
Similar to Gangbuk Blues except it's the complete opposite. You do not replace Suhyeon Kim,

and you keep access to your abilities, instead, you must disband all four gangs.
Reward: You are given 4 Master cards and one Challenger card. And if you didn't have the "The Console of Wrath" item before, you do now.
The item can be found in the Desire Diary Supplement (doc link in Drawback, pdf link in Notes).

A Leader In The Industry (Free):
This task is a bit more doable. You only have to take over South, East, or West Gangbuk High School. You don't even need to keep your status for that long, only about a month.
Reward: Upon replacing one of the leaders you gain a Platinum card. Taking over West Gangbuk only nets you 2 Gold cards, unless Suhyeon Kim was the leader at the time. Which in that case gives you a Platinum card.

Drawbacks:

Desire Diary (0/+1000 CP):
For the small price of absolutely nothing, you may enter. And for +1000 CP you can turn your life into a living hell. You are now the protagonist of your own Desire Diary story. Pray that your ending is a good one. Your only saving grace is that your stay here is cut down to 1 year instead of 10.

Old Face (+100 CP):
You look 30 years older than you are. Bouncers will still check your ID no matter how old you look.

Hopeless Romantic (+100 CP):
You can't help but crush on any mildly attractive person of your favored sex.
Alternatively, you're in love with a singular person the same way Gukja Yang is in love with Jihyeon Lee.

Fentanyl (+200 CP):
You'd better start checking your food and drinks constantly. There's a 60% chance that every

food and drink you handle has Fentanyl in it. This type of Fentanyl bypasses any immunity or resistance you may have to drugs.

Growing Pains (+200 CP):
You randomly experience cramps in your arms and legs. Not enough to make you lose a fight, but you might hesitate at a crucial moment.

Stay Away From My Kids (+400 CP):
Imagine that I am one of your enemies. You're currently assaulting my territory. I'm backed into a corner, and you're minutes away from breaking into my compound. Suddenly, I've come up with a brilliant idea! I'm going to target the vulnerable people in your group and hold them hostage! This is the mindset of every enemy you face that has underlings.

Error 404 (+400 CP):
No magic system for you! For the duration of this jump, you cannot become a crew member of anyone with a system. If you bought The "Quest Card System", or "The Console of Wrath", they are disabled for the duration of this jump. On a side note, your stats cannot be read, and instead give an error message.

Gang War (+600 CP):
Every gang in Gangbuk is gunning for you. They will stop at nothing until you are dead. Luckily they don't know where you are currently staying, nor do they know which school you go to.

The Wrath of Johan (+600 CP):
Johan thinks you are partly responsible for the drugs that screwed up his Mother. In One month he will tear his way through Gangbuk to kill you. The only way to stop his advance through non-violent means is to find evidence directly contradicting his belief in your involvement.

Final Decision:

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

Notes:

It was revealed that Choyun is the “leader” of North Gangbuk however, many suspect that he is only pretending and that the real leader’s name and face have yet to be revealed.

There are a lot of members in East, North, and South High Gangbuk. Not all of them are revealed, and there are too many of them to count.

I’m not gonna lie, trying to make this system was headache-inducing. There are no easy-to-reach sources about Quest Supremacy besides its source material, which has 90+ chapters at the moment. So there may be things I have missed.
On top of that, it’s very confusing. The system has a bunch of stuff that hasn’t been shown yet, plus a lot of abilities are deus ex machinas that the author purposely hides from the viewers to create an artificial sense of danger.

If your Jumper is FTL or can lift planets, don’t ask me to translate that to stats.

Link to Desire Diary Supplement for PDF users:

https://drive.google.com/file/d/1jVy1b3AyHirRyqZi9u5A_GSQohyMWbbN/view?usp=sharing

Quest Supremacy (Questism) is a webtoon written by YuNuni, illustrated by TAEWAN, and owned by PTJ.

More In-Depth workings of the card system:

Card Types:
There are several different cards you can gain from quests. Attack cards, One-time use cards, Trigger cards, Summoning cards, Nurturing cards, Normal cards, Bronze cards, Silver cards, Gold cards, Platinum cards, Diamond cards, Master cards, and Challenger cards.

Normal Cards (Attack and Trigger):
Attack cards and trigger cards fall under normal cards. Attack cards are attacks you can use against an opponent, and trigger cards are temporary abilities you can activate either manually or through a specific condition. Trigger cards usually have a time limit or a limit to how many times you can use them within a set timespan.

One-Time Use Cards:
One-time use cards are cards that can only be used one time but give you permanent effects.

Summoning Cards:
Summoning cards are cards that can be used to summon something. One example we've seen so far in the story has been a card called Copy Cloud. Copy Cloud is a Diamond card that can copy any person and their stats. Summoning cards are invisible to others besides yourself and other summons. One exception is Copy Cloud when it is copying people.
Seems to not work on people who have resistance to the supernatural, and/or are significantly stronger than the user.

Nurturing/Special Attack Cards:
Nurturing cards are cards that permanently boost your base stats, usually only by one category (B -> B+ -> A, etc.). They can be used on allies also.
Sometimes you may gain attack cards from Ally-based quests. These can be given to either you or an ally. These cards give complete mastery over a martial art.

Card Quality:
All cards besides Nurturing cards have a rank attached to them. The higher the rank, the harder it would be to get them. Quests give rewards appropriate to their difficulty. Higher-quality cards are not always guaranteed to be immediately helpful.
Bronze (common), Silver (common), and Gold (uncommon) cards generally aren't that rare. Platinum cards are fairly rare and Diamond cards are very rare.

Master Cards:

Master cards are said to by themselves, allow someone to single-handedly take over all of Gangbuk. Master cards are extremely useful at almost any power stage in a Jumper's life, and are extremely rare. The only examples of someone getting a master card were through uniting three of the Gangbuk territories (East, South, and West Gangbuk) and then defying a bigger and stronger threat (North Gangbuk).

Challenger Cards:
Challenger cards are different from the rest. Challenger cards are extremely strong sentient cards that can answer questions, get you in contact with the creator of the system, and upgrade one card to its maximum level.
It is also unknown what each individual Challenger card can do. All that is known about them is that they are the highest-tiered card.

Card Upgrades:
Cards can be upgraded through repeated use. If it is an attack card then the attack will become a little bit stronger and faster. Trigger cards can also be upgraded, but can gain new characteristics to it instead of a straight improvement to their existing abilities.
Upgrades may also happen through completing quests.

Combing/Dismantling:
Cards can be disassembled and combined. Combining two cards of the same type gives you a random card belonging to a tier above the cards. For example, two silver cards would become a single gold card. Usually, there's a chance that the card you gain would be very situational and or not useful. Due to you paying CP for the system, the card would have at minimum the same amount of usefulness as the previous cards used.
Cards you've combined can be dismantled, giving back one of the cards used to make the card.

Explaining Stats:

Stats range from F to UR.

Having an **F** in something usually means you are crippled in some way.

D is slightly below average, someone who is weak.

C is average.

B is above average, probably someone who has been in a few fights and works out.

A is the start of peak human. They can fight off multiple people ranked C, or possibly B. Jing Jang who was the ex-boss of Dog God had A+ in strength, speed, and endurance.

S is bonafide top dog status. You'd most likely be able to defeat an entire school by yourself if they were filled with B and C fighters. Taking on multiple A-class fighters is possible. Jin Jang

has an S in intelligence and is one of the smartest people in Lookism. He can use his intelligence to help predict the movements and counter the fighting styles of others.

SS is the start of becoming Superhuman. Pre-Timeskip Vasco more than likely had an SS in strength and speed. He was able to beat Jin Jang single-handedly after taking damage from a previous fight.

Vasco feats:

- Cracked concrete in a single punch.
- Bent steel bars apart.
- Transonic speed, possibly almost Mach 1 (not travel speed).
- Able to take hits from Johan who at the time was as physically strong as Vasco, or possibly slightly weaker (please note that characters have much higher resistance towards blunt damage than they do to slashing or piercing).
- Carried a barbell while running around a block. This is after he had worked out.

SSS is the third-highest stat shown so far. No real good feats yet, however, someone with SSS in physical stats could take on two people with SS stats. Vasco more than likely had SSS endurance.

SR is the second-highest stat shown so far. Not many feats have been shown, but someone with SR+ speed (Ryu Siikyung) has been shown to be fast enough to effortlessly dodge around a room filled with multiple individuals whose physical stats ranged from S+ to SSS+.

Three people with stats ranging from SS+ and SSS had to hold him down just to get a clean hit in.

SSR is a decently high stat. Ryu Siikyung has SSR Strength and Endurance. He was so strong that he needed Three people with stats ranging from SS+ and SSS to hold him down just so they could get one clean hit on him.

The attack didn't phase him despite the fact that the person who hit him had the strongest attack in the group.

Another example is Kang Seok, who had the strength to rip an entire basketball hoop out of concrete.

UR is one of the higher stats in Quest Supremacy. Kim Soohyun who had UR stats across the board was able to speed blitz and knock to the ground someone who has an SSR in speed, and an SR+ in Endurance.

A person with UR strength can embed a person into asphalt in one hit.

LR strength can effortlessly put indents into concrete just by running.

MR strength was enough to one-hit someone with UR+ Endurance.

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XXX makes you an absolute powerhouse. The combined force of a group of people consisting of UR, LR+, UR, LR, and MR strength can't even put a scratch into someone with XXX endurance.

Pluses and Minuses:
In between every stat are a plus and a minus. Jumper and any companions can ignore minuses when awakening and buying stat increases with CP. So instead of having to go from C to C+ to B- to B, you can just go from C to C+ to B without spending any extra points.
Buying the system with CP just removes the minus function altogether.
Sometimes a card will have the ability to increase a stat by 0.5, or 1. 0.5 just means adding a + to whichever stat it corresponds with (A -> A+), and a 1 is a full letter grade (A -> S).

Martial Arts vs Pure Stats:
Martial arts usually trump pure physical stats up to a point. Mastery of a martial art seems to increase attack speed and potency.

Strength:
Dictates how much someone can lift and striking power. Weight can dramatically increase the strength stat.

Speed:
How fast someone can move and attack. Primarily affects short-burst movement, but still increases travel speed slightly.

Potential:
This stat is very different compared to the others. Potential determines how far training can take you. Someone with a C in potential would have to train much harder and longer to gain the same results as someone with an S in Potential. And more than likely they have a cap stopping them from ever becoming as strong as them.
The highest amount of potential anyone in the verse has more than likely maxes out at SSS.

Intelligence:
Simply how smart you are. Generals and planners in Quest Supremacy are generally shown to have a higher level of intelligence. Intelligence is similar to Potential in that it's also capped at SSS.

Endurance:
Affects how much damage you can take, and how much stamina one has.

Awakening:
Awakening is something that's been recently happening to people in Gangbuk.
Awakening is a once-in-a-lifetime event that happens when you hit a major roadblock in your life. Something like a strong opponent that you have to win against no matter what.
Anyone who undergoes an awakening receives an increase in their Strength, Speed, and Endurance stat.
How much your stats increase depends entirely on how much potential you have. Having an F in potential would only increase a single stat by one or two tiers.

Ascension:
Ascension is in essence a second Awakening that requires training and then once again hitting a wall. The "wall" in this case is losing an important battle or failing to protect those close to you. All in all the requirements are the same for Awakening except for the fact that you must train beforehand.

Crew Member Awakening:
Awakening while in a crew whose leader has a Quest Card System carries some extra perks. When awakening you gain a unique attack or trigger card exclusive to you, on top of the stat increase. Someone with an S in potential would receive two cards instead of one.
(**Example**: Tooling - The user gains the ability to handle all tools with ease. Increases the user's strength, the degree to which depends on the tool being used.
Example: Terabyte Low Kick - By gathering all of your strength you are able to inflict a powerful low kick. With critical damage three times the norm.
Example: Self-Hatred - All of the pent-up emotions of inferiority in this individual, will make this person temporarily insane and increase their stats.
Example: Overlord's Return - Every time this individual attacks, a clone will appear and double the blows on an opponent.)

Crew Member Ascending:
Crew members who ascend gain an increase to their physical stats that are slightly better than the ones gained from awakening, potentially once or more tier(s) higher. On top of that, they gain an exclusive attack or trigger card related to the exclusive card(s) they gain from awakening. However, this card is significantly more powerful than its Awakened counterpart.
(**Example:** Terabyte Spearkick - An extremely powerful push kick made by squeezing out every ounce of speed in this individual, temporarily paralyzing the opponent.
*The speed of the individual will directly correlate to the duration of the paralysis.
*Usable once per day.)
Example: Thunder Throw - Get a hold of your opponent and jump upwards to throw them on the ground.
*The opponent will receive critical damage if their endurance is lower than this individual.)

Jumper Awakening:
Stat increases gained from awakening for the Jumper and Companions depend on their

potential stat. You gain an extra tier up in any physical stat for any tier above F. If you had an F you'd only get one stat tier increase (**example**: Strength C -> C+). Once again, ignore minuses. Someone with an S in potential would get 11 stat increases instead (**example**: Strength C -> SSS, Speed C -> C+).
S potential = 2 exclusive cards, SS = 3 exclusive cards, SSS = 4 exclusive cards/max.

Jumper Ascending:
Stat increases are largely the same as "Jumper Awakening", except you gain an extra 5 tiers to increase your stats. So for example, if you had an S in potential you would have 11 plus the extra 5, so in total 16.
Exclusive cards aren't as plentiful as before. Instead, you only gain one, regardless of your potential. Instead, the power of that card increases depending on your potential, giving it a power equivalent to a colored card.
F-B Potential = 1 exclusive card **[Silver]**, A Potential = 1 exclusive card **[Gold]**, S-SS Potential = exclusive card **[Platinum]**, SSS Potential = exclusive card **[Diamond]**.

Card Examples:
Card: Hit Those High Notes [Bronze]
You are able to produce high-pitched sounds.

Card: Weak Elixir of Power [Bronze]
Increases strength by 0.5, but decreases intelligence by 3.
*Disappears when used!
Card: Boxing - Jab [Silver]
You are able to throw a jab (a type of punch used in boxing).
*Probability of a critical hit is increased.
Card: Boxing - Hook [Silver]
You are able to throw a hook (a type of punch used in boxing).
*Current skill rank: F.
Card: Red Straight Punch [Silver]
You are able to throw a straight punch (a type of punch used in boxing).
*Probability of a critical hit is increased.
Card: Boxing - Weaving [Silver]
You are able to weave (a defensive technique used in boxing).
*Current skill rank: F.
Card: Healing Bean [Silver]
You're fully healed and your stamina is restored.
*Can only be used once per day.
Card: To The Moon [Silver]
Able to perform a high-standing vertical vault.
Card: Silver Tongue [Silver]
Increases the user's probability of persuading the other party.
Card: Boomer [Silver]
The chance of this individual persuading another person rises.
*Card
Card: Boxing - Dempsey Roll [Gold]
You are able to do a Dempsey roll (an offensive technique used in boxing).
*Current skill rank: F.
Card: Maximum Capacity [Gold]
Increases your maximum by 220 pounds for 7 seconds.
Card festival effect: Effect duration increased by 2 seconds.
Card: Master! Please! [Gold]
Getting hit 5 times will increase a random stat for a short period of time.
Card: Grow 1.2 Inches [Gold]
A one-time use card that makes you grow 1.2 inches.
Card: I've Seen The Light [Gold]
A one-time use card that gives you 20/20 vision.
Card: Berserker [Gold]
Transforms the user into a berserker who cannot feel pain for two minutes.
*User is rendered unconscious after two minutes.
Card: Ch-Ch-Changes [Gold]
Allows the user to switch two crew members' stats for 2 minutes. Can only be used once per day.
*Card festival effect: Effect duration increased by 1 minute.

Card: Bargaining Fog [Gold]
The vicinity of this individual will be filled with grey fog in which the individuals will be unable to attack each other. For 5 minutes, the current location will be turned into a friendly zone, I.E. neutral territory.
*Unable to be used on an extremely powerful opponent.
*Every bargaining and convincing type of card will have its chance of triggering to increase.
*Every individual outside of this fog will be unable to see the people inside this fog.
Card: Strong Elixir of Power [Gold]
Increases strength by 0.5.
*Disappears when used!
Card: Mirror Call [Platinum]
When all crew members are unable to battle, restores their health and stamina, and increases some stats for one minute.
*Can only be used once a month.
Card: Peek at You [Platinum]
Can see another person's stats.
Starts off just showing a person's stats and name, and eventually shows weight and height after repeated use. People who are significantly stronger than you have their stats hidden from you.
Card: Guard Fist [Platinum]
This individual will be able to fully block any one attack.
*This card can only be used once a day.
Card: Fortune Punch [Platinum]
When used, one of your stats will randomly be raised.
*Intelligence and potential included.
*Disappears when used!
Card: Deal [Platinum]
Exchange a crew member's potential and intelligence for an explosive boost in their combative power.
*The crew member's potential and intelligence will never be returned.
*This care will be destroyed on use!
Card: Nulify [Platinum]
This individual may choose a target to nullify any status effect.
*This card may be used once a day.
Card: Brainwashing Cord [Platinum]
Tie a brainwashing cord to a maximum of 10 people to afflict the status effect: [Brainwashed].
*When one person is released from the brainwashing cord, all other individuals with the cord will be released from the status effect.
Card: Copy Cloud [Diamond]
Summons a cloud that can transform into people. Being near a person allows the cloud to turn into them. While transformed the cloud has the same stats and skills as the person it copied. It is unknown if Copy Cloud can also replicate the supernatural abilities of the creature it copies. People resistant to supernatural abilities are potentially immune.
Card: Slime [Diamond]

Allows the user to summon a slime that can be used for infinite storage.

Card: Card Chapter [Diamond]

This individual will have all of their capabilities buffed.

*This card effect directly correlates to the amount of cards this individual possesses.

Card: Loading [Diamond]

You may load one of your crew member's cards onto you so that this individual may use their card.

*This card may be used once a day.

*Able to load up to 3 cards.

Card: Stun Fist [Diamond]

The moment this individual lands a punch on their opponent, their opponent will be fully paralyzed for 3 seconds.

Card: Top-Tier Enhancement [Diamond]

At random, this individual may temporarily increase a crew member's stats.

*This card may be used 5 times a day.

*This card may not be repeatedly used on a target.

*The intelligence and potential stats will not be increased.

Card Rice of Recovery [Diamond]

This card is able to recover any and all lost stamina.

*This card may be used twice a day.

*This card may be used on a crew member.

Card: Mana Drain [Master]

You are able to drain an opponent's stats and permanently raise yours.

*This card cannot be used on very strong opponents.

Mana Drain requires physical contact with the opponent. Even brief contact can drain a single tier from an opponent.

"*This card cannot be used on very strong opponents" most likely refers to their strength compared to yours. If you can use the Peek at You card on them, then you more than likely can drain their stats.

Changelogue v1.1:

-Small fixes

-Changed the effects of the Perk "The Friend Maker".

-Renamed Scenario to Quests.

-Added the Quest “A Leader In The Industry”.
-Added the Quest “Gangbuk Reds”.
-Clarified Stats (description under stats category).
-Added Pre-made Companions.

Changelogue v1.2:
-Minor Fixes
-Master Cards are now purchasable.
-Lowered price for the Perk “Immunity” and the Quest Card Ability “Card Collection”.
-“Growth Card” now costs 25 cp instead of 50 cp.
-Added more examples for Exclusive cards.
-Added more Card examples.
-Updated a few Notes.
-Added SR and SSR tiers to Notes.
-Buffed the stats of custom Companions.
-Added a new Companion “Seomun Yongsun”.

Changelogue v1.3:
-Minor Fixes.
-Added the Perk “Ascension”.
-Added more card examples.
-Added more exclusive card examples.
-Added the UR-XXX tiers.
-Added more to “Explaining Stats”.
-Added “Ascension”, “Crew Member Ascending”, and “Jumper Ascending” to ***Notes***.
-Changed ”Gangbuk Reds” so it no longer gives 200 CP.
-Added the Drawback “Hopeless Romantic”.
-Added the Drawback “Growing Pains”.
-Added the Drawback “Error 404”.
-Added the Drawback “The Wrath of Johan”.
-Nerfed “By The Sword” and “Sacrificial Lamb”.
-Added the Companion “Rabbit Joe”.