



Lookism Jump v1.2

By OkLetter1173 (Donovan) and Reddit

Welcome to the amazing world of Lookism. A story set in Korea, Seoul for specification, it's a nation where teachers are negligent, the bullies and gangsters are roaming about, and the police are rarely helpful. This story follows the story of the protagonist, Daniel Park, a poor, overweight, bully victim who finally found the courage to move from his 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, it would also be depending on your background, at about the same time as Daniel Park wakes up in his new body. What will you do?

The greatest amount of starting points that I can give is 1000 CP, which in this jump stands for cool points! Now go to Seoul and show those teenagers who's the strongest..

LOCATIONS

You can't choose your location in this jump, instead, you need to Roll a 1d10 dice. Whatever you roll you end up with will decide your starting location, don't worry though, as long as you didn't take any drawback, no matter what place you end up in, it's still at the same time frame as when Daniel Park wakes up in his second body.

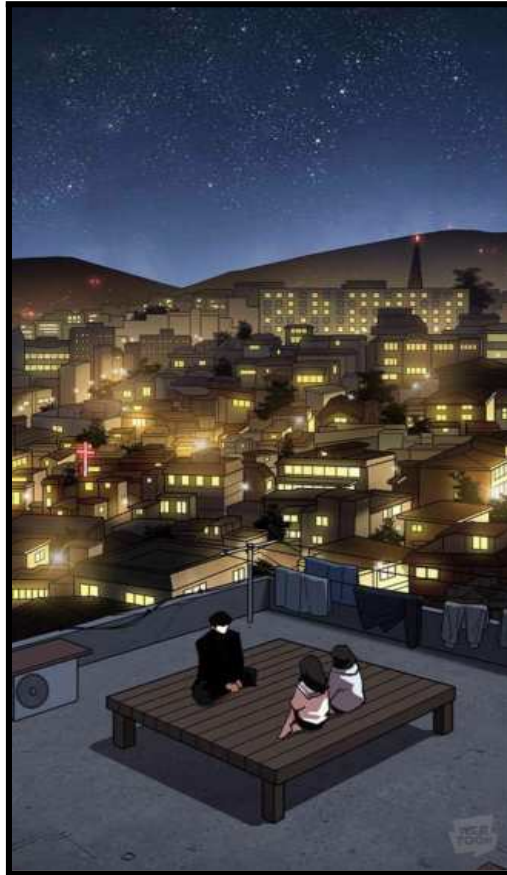
1. J High School:

You appear on the campus of J High School. Old Gen that get this location can optionally choose to be a teacher. Make sure not to get caught if you aren't supposed to be there.



2. The Streets of Gangdong A:

You find yourself on a random street in Gangdong. Members of the runaway fam (owned by Hostel A) are nearby recruiting teens that have run away from home. New recruits are forced to complete illegal tasks for money, more than likely against their will.



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

You find yourself near an abandoned looking store front. This is the home of the original Hostel, also known at the time as Hostel B. Sally Park and Warren Chae are inside.



4. **Gangseo:**

Ahhhh... Gangseo, one of the places where the 4 Major Crew located, home to Jake Kim and his crew, Big Deal, it seems you have found yourself stranded into one of the streets that's under the protection of the wholesome Jake, you are quite lucky ain't you? Jake was quite famous for his charisma, if you are looking for a friend, Big Deal is your go-to crew, don't tell the police that Big Deal is dealing with illegal online gambling though, otherwise, Gun will dissolve Big Deal, throwing Jake into prison in the process, ruining Jake's plan to save his friend from slavery.



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:**

When you opened up your eyes, the sight of a scarred man huddling together was the first thing that you saw. After some quick intel gathering, you realized that all of them are criminals, who were smuggled from different countries to play a death game. If you can't fight your way out, perhaps you can prove yourself to 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 kidnapping.



8. **Streaming Room:**

You find yourself locked inside a room, something that looks oddly similar to what a normal civilian would have if they are working as a streamer, and when your mind starts to catch up with your new memory, you realize that you are being forced to stream against your will. This is great if you don't mind being locked inside of a room and someone watching your every move.



9. **Club ViVi:**

When you open your eyes, the bright flash of light and the booming loud music assaults your ears, making your face scrunched 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. Oh, and one last thing. DON'T ACCEPT ANY COOKIES!



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 off in a department of your choice and gain the necessary skills to be pretty good at your chosen club. J High Schoolers may choose to start in J High School.

Criminal

Age: 1d4+14 or 1d6+18

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

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

Old Gen

Age: 1d6+18 (For 1st 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 King (Gen 1) then you were there to see the rise of the kings, and their falls as James Lee ended the war between gen 1 and gen 0. If you were gen 1.5 then you are most likely to have met or fought against Gun, Goo, and Sinu Han.

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. 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 skill that makes you equal to what Daniel Park in his original body can do before being trained by Gun.

- C class (100 CP):

Buying this class will give you power 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 make Gun pause for a few seconds.

- B class (200 CP):

Buying this class will give you the strength and fighting 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, since by buying this option, you are already toe-to-toe with most national athletes.

- A class (300 CP):

Choosing this option will make you have equal strength and fighting skill with Zack Lee 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 reaches the territory of the supernatural, such as having each one of your punch bending metals and shattering stone. At this stage you would have to be careful going against the average person.

- SSS class (500 CP):

Buying this option will truly place your strength in the supernatural realm now. After purchasing this option, you will be as strong as Vin Jin after he takes off his sunglasses, you need to start watching where your hand lands in a fight now, since at this stage, you can uproot a huge ass tree using your arms in a single motion, and that ripping power grasping a man flesh? They would be lucky if they are out when you literally rip them apart.

Examples of people at 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? This option is your chance. By taking this class, your might and skill are rivaling those of the 1st Generation King, such as

Taesoo Ma, Ji Gongseob, and Seokdu Wang, the second generation have several fighter at this level too, such as the Big 3 (Daniel Park, Vasco, and Zack) and Eli Jang, if you want to know how strong a fighter at this level at, here is a few feat, if you purchase this, you can shatter a wrecking ball made of steel with a single kick, lifting a 30ish ton (27.2155 tonnes) statue on your back 24/7, lifting a motorcycle alongside it's rider using one arm, and other supernatural thing.

Examples of people with King Class fighting power are Taesoo Ma, whose single punch causes a crack spread quite evenly across a 112 Ton (101.605 tonnes) iron bell, other example are Sundeok Wang, who can literally crush cars using his headbut, the 3 main characters and Sinu Han, whom many called God of Combat.



- Old Class (800 CP):

Forget fighting, after taking this, whoever is facing you will be call it a slaughter instead, your strength are rivaling those Old Monster from the 0 Gen, your finger flick alone can shatter concrete wall, a mere graze from your fist is enough to kill a grown man, you can throw a car using one arm, not even a shotgun is enough to faze you!

Examples of people with Old Class fighting power are Tom Lee, Manager Kim, James Lee, and Jinyoung.



[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 Garpyoung Kim. In simple terms, you can hold your ground against the legendary Garpyong Kim himself, whether or not you can win against him is up to you.



Free/100cp - Fighting Style:

This perk allows you to have the necessary amount of skill in any individual known martial art up to your choosing (that exists in real life), you can even choose those that only exist in theory or have been lost due to the lack of known practitioner. 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 points.

200cp - Originator:

You've left a mark in martial art 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 own art is however, determined by your class.

200cp - Fighting Potential:

After purchasing this option, your potential in combat has skyrocketed to the extreme. Your potential in fighting is equal to those such as Vasco, Zack Lee, and Warren Chae. With only a single year of self-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.

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 to one of your abilities. All of them either change one, or both of your eyes.

- Madness increases your durability and the amount of damage you can take.

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

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

- Wildness makes you more unpredictable to all who face you. Even precogs would find themselves making small mistakes in the predictions about 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 that will greatly boost your ability 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 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 from. If you're knocked unconscious, your body will automatically fight using Ultra Instinct.



600cp - *VVIP: [Capstone Booster]

You've just become a very important person. You're given a black badge that holds enough money to start your own multi-billion dollar business quite easily. 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 make some people who know better suspicious, and potentially aggressive.

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 standing around you or interacting with you. No matter how bad your looks are, even if you are literally the ugliest creature around the world, many people would stick together with you due to thinking that you guys are going to be great friends.

Most people will be more trusting towards you and likely value your opinion and words than towards other people. 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 will 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 too? 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.

200cp - Recruitment:

There's something about you that makes people want to recruit you. Either 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 of their disciple age; most Sensei's can't help but make you their star pupil. This perk makes people more likely to accept

you as their disciple, regardless whatever background you may have. This does not stop you dying from whatever hellish training you must go through to gain their approval.

200cp - Drug PSA:

No more will eating cookies make you trip balls. You become immune to anything trying to influence your mind or body. Unless of course that thing is trying to kill you, that still works against you.

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 a jump ends.

[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 also your new body is always two times as strong as your body. Training your new body also makes your original body stronger so long as it's two times or more weaker.

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 could 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 real point of this perk however isn't for getting a rude 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 big enough threat to the 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 other booster perks). 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 letting them go, but 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 you just get better at becoming better, any training that you do will give you a 5 times benefit than it would normally do, after choosing this option, becoming weaker is something that you actively need to do now.

[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, actually training gives you a 5 times training multiplier on top of what you would normally gain by doing nothing.

600cp - Mystic Arts:

No, it's not actually 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 be able to punch through an object, and hurt someone touching it on the opposite side.

[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 a 11/10. Vain people are sure to love you.

100cp - Honor:

There are so many scumbags 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 get rid of this effect, however this does allow you to get atleast one suckerpunch 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. Optional choice to be one of Charles Choi's genius children.

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 could have grip strength so hard 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 towards anything you're extremely passionate about that doesn't revolve around punching someone.

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 actually heal from this. VERY slowly. Having every bone broken in your body will probably require a few years recovery without regeneration perks.

600cp - Prodigy:

You have an extremely rare skill. You can copy the moves of others perfectly just by seeing it once.

[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 dress maker sew and become a master seamstress, etc. Actually 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.

600cp - Changing Tides:

Most fights are never as straightforward as you think. Even one small change 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 however, it's not enough. Being able to read their moves doesn't matter if they are too fast to react to. So you must become strong, 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 you gained that injury 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 resistances 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 it only being a 50% resistance.

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 does heat and cold temperatures hamper you. This allows you to endure both until you die from it. 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're 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 to 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:

Choose any weapon. Your skill in using your chosen weapon now rivals the likes of Xiaolong.

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

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 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 easy as pie. Your feet are agile, and your weight is light. No matter how big and heavy you are, you make no 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 actually hiding. Sneak attacks are still much more effective, but are not 100% fool proof 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 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 so intense that it feels as if your body is burning up.

200cp - Greatest Teacher:

Not only do you become a great teacher, 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 - Destroy The Child:

Don't you hate it when your student accidentally dies in the middle of a spar? Well that's no longer possible. Any attack you use can optionally be made non-lethal.

400cp - CEO:

You're the next Charlies Cho. You instinctively find those who are useful to you, and have a knack for recruiting them. You know how to build, and maintain a massively successful business.

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

You're a leader alright. You alone could find a way to unite all four crews under your banner. In a year you could make one of the most successful businesses in the world. And that's if you started out as a homeless nobody. With some proper backing and a little money you could become the world's first trillionaire.

400cp - One True Art:

The hardest part about martial arts 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, 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 intolerance is 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 become even better.

600cp - Master Geneticist:

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

GENERAL ITEMS

One discount per price tier. Discounted 50/100 prices become free.

Free - 5000 Won:

A gift from a caring mother to her loving son.

Free - Rundown Apartment:

Just as the name suggests, you own a shoddy apartment the size of a studio. It contains every basic necessity, and every bill is covered.

50cp - A Phone:

You find a phone with every piece of media made by PTJverse downloaded onto it.

50cp - Rice Cooker:

You're given a rice cooker with 50\$ inside. Purchasing this a second time increases the amount to 500\$, and so forth. If there is too much money to fit inside of the pot, then a debit card will be sitting inside instead.

All of the money is completely legal and can't be taxed.

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 300mph (482.803kmh). The motorcycle achieves max 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 destroyed. Damaged versions simply 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 as 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.

400cp - Dojo:

This dojo not only attracts promising students to it, 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. 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 pierce through the armor. The armor regenerates any damage taken over the course of an hour.

600cp - Big Business:

You own a new multi-billionaire dollar business. What the business sells is up to you. Optionally your name may be common knowledge among the locals.

600cp - Ancient Weapon:

This ancient weapon is one of a kind. Nothing in existence can break it, and it's light. 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.

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.

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 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 are able to 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 have them be united 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 Four Crews: *(Incompatible with The Wrath of Charles Choi)*

Charles Choi has tasked you with the destruction of the Four 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 time of 0 generation kings and it's now time for you to assert your dominance again and show those upstarts what a true monster looks like. Become the strongest fighter and remain as such for as long as you're here.

Reward: a 2x boost to your body mod in all aspects.

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 someone superior.

You must take his place. Post videos on Newtube and teach at least 100 weaklings to defend themselves against bullies. Your subscriber amount must also reach 1 million. 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 onto others, through the power of the internet. You may also set prerequisites for who gets what.

DRAWBACKS

Free - In The Beginning:

You start around the same time as the 0 generation, the generation of fists, where legendary figures such as Garpyong Kim, Tom Lee, and Charles Choi are still 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 city. 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 now muddle into one. You are much more likely to encounter characters rarely shown in Lookism. It is unknown how this will affect continuity.

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

Rather than Lookism character, after taking this drawback, you will more likely end up meeting with the cast of the Quest Supremacy story, take this drawback if you want to have an easy time in this jump, since even their very best character is not even in the top 10 best fighter of a 4 Major crew member.

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.

+50cp - Sequel:

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

+100cp - 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.

+100cp - Battle Lust:

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

+100cp - Mostly 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.

+200cp - Bully:

Just like Zach Lee used to be. 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 is 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 have 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 is 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. 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 in Seoul you have a bad rap. People around you generally treat you like dirt. It rarely devolves into violence, 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 nail results in the entire house 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 - Maidenless:

Companions from previous jumps are no longer allowed to come with you into this jump.

+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 find you. Every time you come face to face with your bully, you seem to freeze up in fear. Giving 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.

+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.

Taking the 1000cp version of this drawback gains you the attention of both Gun and Goo. They want you to fight them. 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.

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 it 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.

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.

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 introduction.

Discounts now apply to items.

Bad Vibes's 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 description toward 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**.