

Body Mod Cheat Sheet [Because I Wanted To Edition]

v1.2

by u/King_D25

Welcome to the Body Mod Cheat Sheet made by yours truly. This Body Mod was created as a hub for all possible perks that I'd like to have in nearly any chain. If you're thinking "Why's this perk even here?", my answer would be "Because I wanted to have it.". Keep any complaints about cheaty perks or items to yourself, I don't want to hear them.

Take **1000 Choice Points** to fund your base form.

Character Creation

Age and gender can be freely changed here. You can also design the cosmetics of your body free of choice, as long as you keep realistic human limitations in mind. Go on and create a 2 meter tall amazonian woman ~~with a 12-inch cock!~~

Perks

Everyone gets **two free Perks** and **four discounts** for this section only. Discounted Perks are 50% off.

One Energy Pool [200 CP]

Now your Rasengan, Kamehameha, and Domain Expansion share the same energy source. Any kind of esoteric energies and energy pools you have or will pick up in the future will be seamlessly combined and merged into a single form of energy. Be it Nen, Mana, Prana, Chakra, Heat Gauge, etc. all will functionally work the same and as intended. Your techniques or body won't pick up any detriments, and nobody will pick up or notice anything strange that your energy seems to do. They'll just think that it's the same respective energy source of their setting, and that it's a specific quirk that only your energy seems to have. Furthermore, the local esoteric energy source of each jump you enter will be instantly added to your evergrowing energy pool at the amount for a standard inhabitant.

Peak Human Body [200 CP]

Your body's a work of art and seems to be sculpted by Michelangelo himself, complete with broad shoulders, lean muscles, and curves and slenderness in just the right places. This comes with some benefits, Jumper. You can easily keep up with olympic level athletes in all the divisions and even break a few of their records, your stamina also allows you to compete back to back and even join triathlons to "finish your workout" afterwards. I'm sure your significant other(s) will enjoy this stamina... You're a peak human and essentially even an objectively 10/10 in terms of attractiveness. Your body is also in perfect balance with your strength, speed, and flexibility being linked and in perfect sync with one another. Break powerlifting records, break the 100 meter dash sprint, and then bust some sick moves in ballet. Oh before I forget, of course as part of your body your face is naturally included in the 10/10 scale. You're "hawt", Jumper.

Peak Human Mind [200 CP]

Steven Hawking, Albert Einstein, the guy who decided to stuff cheese into pizza crust. You're of the same ilk as them, Jumper. Maybe not with their questionable sexual behaviors, but definitely with their innovative mind and intelligence. You have an IQ upwards of 200 coupled with an eidetic memory that's also retroactive, and also has perfect recall. Your mind is optimal for multitasking, and your intelligence doesn't hinder you from enjoying even the simple things in life. Peak human mind doesn't only mean peak intelligence, it also means peak peace of mind. No matter what knowledge you possess, you'll always be able to relate to other people even if you're leagues smarter than them. You'll never feel alienated due to your intelligence and you can even feel peace in living life like an ordinary human if you wanted to.

Mind and Soul Defense [200 CP]

Your mind and soul can never be altered or tampered with negatively. Mind control, mind reading, fear auras, soul attacks, etc. all are ineffective against you. Nobody will be able to control you or your soul, your mind and soul hold firm against any detriment and you'll always be yourself. You'll also instinctively know when someone or something tries to tamper with your soul or mind and always know what exactly they tried to do.

Poison and Sickness Immunity [200 CP]

Now your body will always be healthy. You're immune to any kind of sickness, toxin, or poison and you could even ingest spoiled food without getting sick in return. You're the perfect person to have on their team in a zombie apocalypse. You'll also instinctively know when any kind of poison, toxin, or sickness has entered your body and what kind they exactly are and what they would usually do.

Theft Defense [200 CP]

You are immune against any attempts of stealing or even copying your abilities. An energy absorber can't absorb your energy, life force stealers are useless as well, the sharingan can't copy your techniques, etc. you get the gist. You'll always instinctively know if someone or something attempts to steal or copy your abilities, and you'll also know who it was that attempted it.

Body Mutilation Immunity [200 CP]

Your body is immune against any attempts to morph its original shape. Body morphs are loath to discover their futile attempts as your body will always keep its ideal state and shape. Your muscles and fitness also will never stagnate no matter how long you laze around, your ideal state always rings true. Your body is also immune to mutilation and reality sees it fit to protect you against losing body parts. Your bones can break, your organs can rupture, your tendons can snap, but you can heal from that. This protects you against any mutilation an ordinary human couldn't naturally fully heal from. And now you'll never lose an arm, leg, tooth, eye, organ, etc. Not in disasters, accidents, or even planned attacks. You might still be in such situations but you'll never be mutilated. Villains just don't even plan to or think about mutilating you, and disasters and accidents might just harm you in a non-mutilating way.

Unlimited Blatant Copy [400 CP]

Unlimited Blade Works, the Reality Marble of Shirou Emiya. You possess this ability, or rather you possess a version of it. Your eyes and mind scan and analyze any form of weapon and projectile, even weapons of legend and weapons magical in nature can be analyzed by you. You also scan the history of the weapon and the more complex it and its history is, the longer it will take to analyze. A sword might be instantly understood, but a pistol might take a few minutes to be completely analyzed. Once a weapon has been fully analyzed by you, you'll be able to conjure a perfect and permanent copy of it alongside all of its abilities and the fighting skill of its previous wielders. The fighting ability of the previous wielders will be completely cannibalized by you and it'll be seamlessly integrated into your own style. You'll also never cannibalize anything detrimental to your skill level, and only gain what you don't already know yourself. Unlike Shirou, conjuring weapons uses up your stamina instead of prana.

Alongside the above abilities, you gain an infinite mental subspace in the form of a weapon wheel where all of your weapons and their ammunition will be stored. There, nobody but you can gain access to your weapons. Time slows to a crawl while you scroll through your weapon wheel, and weapons that have been already deployed can be instantly summoned back to your hands and stored in your weapon wheel. This ability also combines and integrates any inventory and weapon conjuring abilities like Gate of Babylon, Swordbirth, or the real Unlimited Blade Works.

Cheaty McCheat [400 CP | Can't be the freebie]

Whether it's because you've lived a double life, have been born with a second soul, or because you simply just randomly gained access to this ability, in future worlds you'll be able to pick a second origin for free. This origin comes along with all its discounts, freebies, and stipends.

Cheaty McCheat Cheat [200 CP | Undiscounted]

Oh boy... Now you also gain a 600cp stipend to spend on this origin's perk line and items. You can also use this stipend to gain abilities from power sections and similar sections for this origin.

One For All [400 CP | Can't be the freebie]

Alt forms? Who needs them? You possess an incredible biology which allows you to merge and blend any of your alt forms seamlessly together into a single form. You can also take the appearances of any specific alt form and still use all the different abilities of your other forms. Dinosaurs, Saiyan's, Kryptonians, Cyborg - any race you pick up will be merged into this perk and their abilities will be Fiat-Backed to work in future jumps. How your standard form now looks is up to you. Maybe you still look like a normal human, or a Saiyan with their tail. Furthermore, any scans or checkups will only show you as the specific species you have chosen to present yourself as.

Save Load + [800 CP | Can't be the freebie]

You have 24 save slots, 12 of them autosave periodically each hour, the rest are for personal use. No one is able to detect your use of these saves, and all slots are cleared at the end of your jumps. If you die you'll revert to your latest save and at any time you can load to a specific save slot. Any powers or skills you gain will still be kept in between your saves ala New Game +, meaning you could spend an entire jump duration working out without losing your gains if you load back to the start of a jump.

Barebones System [800 CP | Can't be the freebie]

You now have the famous system of many isekai protagonists along with an 'HP Bar', 'MP Bar', 'XP Bar', Levels, an Inventory Tab, Skills Tab, and 'Stats'. Anytime you learn something new it'll be added to your Skill Tab as a skill and it'll never degrade. You can read books, watch tutorial videos, or take part in a lecture to learn new skills. Opponents you defeat or kill will add XP to your XP Bar, filling it will level you up, increase your HP, MP, and Stats, and give you 6 stat points to increase your Stats. You'll also gain random quests to gain more XP or stat points, and some quests will even increase your Stats. The Stats of your System are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma and they can also be increased by training. Constitution influences your HP Bar, and Intelligence and Wisdom your MP Bar. Your level and stats can infinitely be increased. All perks, abilities, and skills you possess or pick up in the future will be integrated into this system as Skills and will be fiat-backed. Any other systems you possess or pick up will be seamlessly merged with this one as well.

(If taken with One Energy Pool, your MP Bar will act as your energy pool.)

Talents

Everyone gets **two Talents for free, two discounted, and a 400cp stipend** for this section only. Discounted Talents are 50% off.

Martial Talent [400 CP]

You're a natural born fighter. Fighting is instinctive for you and it comes to you as easy as breathing. You pick up and learn all kinds of combat related abilities at an absurd pace, be they unarmed, with firearms, or even with weapons. You also always perfectly know how to use any of your powers for combat, and even know how to integrate them in your fighting style. Alongside that you can cannibalize and integrate different martial arts and even the fighting style of opponents into your own, leaving you with a perfect blend.

Social Talent [400 CP]

You're a natural born social butterfly. Any kind of social situation comes naturally to you. You can perfectly read the room, understand social cues, read between the lines, spot lies and deceit, and even cold read people. You're a perfect public speaker, can effortlessly lie, know what to say in any situation, and even know when to shut up. You're the perfect politician, Jumper... How scary... Your ability with words might also land you a few dates.

Esoteric Talent [400 CP]

You're a natural born magician. Mystic arts and the usage of esoteric energies like ki or chakra come naturally to you. You understand the soul and your energy pools will grow massively the more you use your powers. Magic and similar skills are instinctive to you. You rapidly learn any mystic arts you encounter, and your abilities will improve at the same absurd pace.

Mental Talent [400 CP]

You're a natural born egghead. Studying and furthering your education comes naturally to you and you never grow bored of it. You can speed read and instantly process any information you've read. You instinctively form new and pick up already existing context clues, you passively pick up information from your surroundings, and your brain processes information at least twice as fast as the average human. The rate at which you learn new skills has also been boosted, this includes the learning boosters of the other talents.

Immortal Talent [400 CP]

You're a natural born immortal. The unaging kind. You never age past your physical prime once you've reached it, you can live for millennia and never grow bored of it, you know how to hide your immortality from the public and government and know how to forge and get the right form of identification. Love and marriage comes easy to you if you actively seek it out, and you'll never be hindered to find new love due to past lovers. You'll always be able to move on in life.

Mount Talent [400 CP]

You're a natural born rider. No, not *that* kind. Your talent for riding/driving/flying any kind of vehicle comes naturally to you. You can ride horses, bikes, drive cars, or even fly planes or space shuttles, once you have the reins you just *know* how to operate your vehicle or mount. You can drive cars like the best racers, operate stunt planes like the best pilots, safely sail your boat through a maze of icebergs, race your bike down the busiest streets of Downtown Manhattan without colliding with anyone, and guide your horse even through the roughest of terrains. You can also perform crazy stunts like the best of them. You wouldn't be a rider/driver/whatever without operating your dangerous vehicles for thrilling stunts, right? The rate at which you pick up new mount abilities and improve your old ones is absurd.

Ghost Talent [400 CP]

You're a natural born stealth artist. Your talent for remaining unseen, pickpocketing, lock picking, theft, parkour, and espionage are exceptional. You can assassinate a target inside the sparsest crowd without anyone noticing, before vanishing in the same. You can parkour across the rooftops of a busy city, drop down from a three story building to assassinate your target from above, make away with their body, and stash its corpse in an alleyway without anyone noticing in the same time span as someone else might buy a coffee from Starbucks. You're *the* perfect actor and easily slip into new disguises, and you have an almost unnatural ability to alter the pitch of your voice and speak in different dialects and with different fluctuations. You lie, bluff, intimidate and spout deceit as easily as you breathe, and frankly your speed at learning new ghost abilities and improving your old ones is absurd.

Fox Talent [400 CP]

You're a natural born fox with a perfect hand for seduction. Sex and romance comes instinctively to you. You can have your preferred sex eating out of your palm and have them worshipping your feet in just a couple conversations and meetings. Both your voice and touch are alluring and send shivers down their skin, your voice and touch literally enticing them. They'll always be left craving more and more. You instinctively pick up what your targets want you to say or do, both inside and outside the bedroom, and know how to twist their desires if it's something you'd rather not do. Your partners in the bedroom will never be left unsatisfied, no matter how many parties were involved, and they'll definitely never be able to forget you. You always find room to improve, and the rate at which you pick up new fox abilities and improve your old ones is absurd.

Items

*Everyone gets **one item for free**, the rest are undiscounted. Items return to you the next day if they are lost or destroyed before you can use it. These items will also regenerate two times after they're used in such a way that you can use each item you bought 3 different times for 3 different Jumps.*

Elixir [600 CP]

This red elixir comes in a glass bottle and it has mystical effects when drunk that cures anyone of any ailments they have, be they mental, bodily, or even an ailment affecting their soul. Everyone who drinks this elixir will change into the prime version of themselves. They'll become more healthy, smarter, their body morphs into its ideal form, and they become as beautiful as humanly possible for them. This elixir doesn't work on anyone that has already died, although strangely it works on the undead and even cures them of their affliction.

Golden Chain [600 CP]

This golden chain necklace is enchanted with mystical powers which will revive its wearer in cases of unnatural death that come from an outside-source. If such a situation is triggered, then the necklace will break and unleash its power by reviving the wearer. It even affects fate in a way that the same case of death can't happen immediately afterwards, effectively defusing the situation. You can also transfer ownership of this necklace to somebody else.

28-Star Orb [600 CP]

This orange orb seems to be made out of a crystal of some sorts, and inside the sphere lay 28 stars that speak of its mystical properties. You can use this orb to revive one single person, and after this wish is fulfilled the orb will shatter. This isn't mere revival though, the orb rewrites reality in a way to make it so that that person never died in the first place and someone insignificant died in their place instead. We all know how impactful some deaths are to a setting, so use this item wisely.

Companions

Everyone gets 8 companions for free if they want them.

Same Old, Same Old [Free - 50 CP Per]

You can import or create up to 8 companions. They'll get 800cp and gain the same freebies and discounts as you, but they won't be able to pick up any additional companions themselves. After the initial 8, any additional Companion costs 50cp.

Last Word

You can use the choice points gained at the start of each new Jump for purchases in this Body Mod. The conversion rate will be **1:1 → 100cp:100cp**

Drawbacks

These Drawbacks affect your entire chain and the points gained here only affect this Body Mod Supplement, so think carefully before adding them.

Supplement Mode [+0 CP]

You can use this as a Supplement for another Body Mod if you'd like to.

Extended Stay [+100 CP → +1000 CP]

For each purchase of this, your time in each Jump is extended by another 10 years. You can gain points up to 10 times maximum. At max, you'll have to stay another 100 years in each jump for your chain.

Nemesis [+200 CP]

You have an enemy Jumper, and they took this supplement together with you. They'll have the same amount of points as you, and will follow you into your first jump. They'll do everything they can to kill you in your first jump, of course you'll chain-fail if they succeed. But you also fail your chain if you don't kill your nemesis during your Jump.

Unusual [+400 CP]

Don't expect to make any sort of friends in future Jumps, Jumper. You know what? Don't expect to make any friends, instead. Now you are exempt from purchasing companions during your chain. Furthermore, you exude some kind of aura or pheromones or whatever, which gives you an unusual vibe and makes Setting Inhabitants naturally dislike you.

Body Mod Only [+600 CP]

Except for the freebies, during your entire chain you'll only be able to use what you pick up in this supplement. You'll be exempt from gaining any kind of choice points in future Jumps. Good luck, Jumper.

Change Log

v1.0

Initial Body Mod Creation.

v1.1

Added Fox Talent, Ghost Talent, Mount Talent in the Talent Section.

Added Theft Defense and Body Mutilation Defense in the Perks Section.

Increased the discounts and stipend in both the Perk Section and Talent Section.

Clarified the respawning of the Items.

Corrected some of my iffy spelling mistakes.

Added the Last Word Section.

v1.2

Added One For All, Save Load +, and Barebones System.

Notes

1. Regarding the items, you have effectively only 3 of any item you've purchased and can use one of each item type per jump.
2. Decided against adding more Drawbacks, the current ones seem to be enough.
3. I repeat, don't bother complaining about "cheaty" perks. **I don't want to hear them.**
4. Extended Stay is intended to work alongside future Extended Stay Drawbacks. If you purchased the 100 year version here and picked up another 100 year version in Jump A, then you'd have to stay 200 years in Jump A. If you afterwards didn't purchase Extended Stay in Jump B, then you'd only spent another 100 years in Jump B.
5. Yeah, with Barebones System any Drawbacks which revert you back to your Body Mod will be essentially non-issues. You can play this however you want, though.