

- Ultra Body Mod

Sometimes you just want to build the best body possible and you don't want to visit 100 jumps to get a single perk. Well then this supplement is for you then. I'll Start you out with **(+1000BP)** to customize your form. If you go to a gauntlet then no matter what you are you will be reduced to about human levels with only being as strong as your mass normally allows with the only other things you keep are cosmetic things and any extra senses you might have such as thermal vision or echolocation.

First choose your base **Gender**: Male, female, or futanari for **(-free)** how this works depends on later choices such as a centaur could have pussies on both the horse and human parts.

Next choose your **Base Body Type/Species**:

Pick only one!

Some of these options might overlap any free option is assumed about human level strength relative to its size. If you want it to be more powerful than choose the similar option for a higher price. You will be an average of your kind so while a hydra might have 9 heads normally, dragons usually have only one so you will have to buy the extras at full price.

**Humanoid/Human** **(-free)** This is your basic human or near human species. Could be an elf, an android, almost human aliens, etc. Nothing more drastic was added to the form except animal ears/tail. Has to be near human levels of abilities.

**Near Human** **(-free)** This covers anything close to human in shape but obviously not when close by such as angels, orcs, harpies, giants, goblins, fairies, demons, near humanoid aliens etc. If it's significantly bigger, wider, smaller, or has an extra pair of limbs it would fit here. It also won't have very large magical potential.

**Undead** **(-free)** An unalive body such as a ghost, vampire, zombie, dullahan or possessed doll.

**Mundane Animal Form** **(-free)** Hey we don't judge here maybe you want to be a lazy dog or me the wise cat mentor. Either way pick any mundane land animal, meaning something that doesn't live full time in the water an alligator would be fine a shark wouldn't. Dinosaurs and non magical alien pets also count.

**Half-human** **(-100BP)** Anything that has half a human body on it counts here such as Arachnes, centaurs, lamias, mermaids, etc. You could instead choose any kind of mundane animal that you could attach the bottom half to a human torso if you enlarged it if you can't think of one.

**Mythical Creature** **(-200BP)** Want to be a mythical creature such as a dragon or a thunderbird this is the option for you. Any kind of magical, supernatural, or non humanoid alien beings would fit in here. It could also be one of the above options but way more powerful than a human.

**Non-organic Being** **(-200BP)** This covers stuff such as a virtual A.I., crystalline, slimes, elemental, Items, or energy beings.

**Other** **(-varies)** This final option covers anything else I might have missed with your best guess on how it fits within the above species as a guide for how much you pay. Alternatively you could instead use this to

combine some of the above options and in that case add the price of both together. So be that catgirl-centaur fusion or that lava-xenomorph you always wanted to be.

### **Body Parts:**

This section is added to your base body type/species. By default all limbs/appendages are human. Anything that it already had is free, such as a unicorn having a horn or succubus having wings, a tail, and either horns or small bat wings on head. You can also discount a purchase if you have it replace something else such as wings or fins replacing arms. A 50BP discounted is free. You can forgo a part for a refund of the BP it would have cost. Be warned this is your body from here on out so if you get rid of lets say your arms then unless you get more from a jump then you will always start without them.

**Copycat** (-free/Optional) Instead of making a clunky build with the part below. You can take the Appearance of <insert character name here> instead, adjusted for whatever gender you picked. You cans still pick body parts if want.

**Fur/Scales/Skin/Ect.** (-free) basically your outer layer can be any combination of skin, scales, fur, hair, feathers, chitlin, element (if you are made of it) that you want.

**Colorful** (-free) you can make any body part any color in the visible spectrum.

**Hands/Feet** (-50BP each) gives you a pair of hands/feet anywhere you want on the body. Maybe you want hands for feet or feet in place of hands. They can be of any type such as claws, hooves, pinchers, webbed, etc.

**Larger/Smaller Body** (-50BP) Make your body huge up to 10 stories tall or down to 6 inches small.

**Wings/Fins** (-100BP each) This gives you a pair of wings or fins with each purchase. You can decide both where on your body they go and how big they are. Each purchase gives you 2 wings or fins.

**Tail** (-50BP each) This gives you a single tail with each purchase. This tail can look scaled, furry or whatever fits with your body. It can be up to twice your body length. It can have something at the end such as a stinger, heart/spade tip, penis etc.

**Horn** (-50BP each) This could be a single horn in the middle of your head or one on each side though you'd have to buy 2 in that case. Your horn can be straight, curved, spiraled, etc.

**Ears** (-100BP) A set of ears on your head of any type. Can buy more than once.

**A Nose** (-50BP) Gives a single nose that could be standard human, something like a muzzle, a beak or any other kind of nose you can think of.

**A Torso** (-100BP each) This gives you a torso of any type.

**Normal Limbs** (-100BP each) Basically a set of legs/arms of your base type. Gives 2 limbs per purchase so be that 6 legged horse, or 4 armed giant if you want.

**Abnormal Limbs** (-100BP each) This covers tentacle or other such odd limbs such as water fins gives 2 limbs per purchase.

**A Head (-50BP each)** gives a head and neck of any type with each purchase. Become a hydra or a twin headed dragon. Anything added to one head can get added to the others at no cost. They all share your consciousness and won't normally get in each other's way.

**Eye(s) (-50BP each)** This gives a single eye per purchase. You can place these anywhere on your body such as now having a third eye in your forehead or buying literal eyes in the back of your head. You have them look normal or give them a unique look such as console symbols or completely white.

**Mouth (-50BP each)** Gives a single mouth wherever you want on your body everything else in a mouth can be included.

**Abnormal Part (-100BP each)** This is any strange part not really covered by the above such as a dragon heart, slime core, angel halo, lich phylactery, an avatars digital core, etc.

**Boobs (-100BP each)** One free purchase for females or futanari. You can choose the size now each purchase gives you a set of 2. This is normally attached to the torso, though you can put them elsewhere.

**Penis (-50BP each)** One free purchase for male or futanari. You get one per purchase of any kind, such as an equine or knotted cock. Set of balls is optional. Can be placed in the normal spot or added to certain limbs, if added to a limb can either be attached to the end or just give it the same capabilities.

**Pussy (-50BP each)** One free purchase for females and futanari. Can be standard or some other type. Can be placed in unusual spots if you so choose though good luck figuring how to eat if it replaces your mouth.

**Detached Parts (-150BP)** This can affect as many parts as you want. This can work in different ways such as having a head completely detached from the body, something invisibly attached with magic or some other thing but still moves with the body such as an angel's halo or a rock elemental's limbs. Finally it could be a part that once separated will still be a part of you but no longer grow with the body such as the dragon hearts from eragon. One purchase covers all limbs affected.

**Elemental Body (-200BP)** your body is made out of an element such as water, wind, light, pure mana, or metal. Be warned the opposing elements will have an easier time damaging you.

**Digital Body (-200BP)** this makes your body something either virtual, digital or holographic. This makes interaction with electronics easier though a weakness from EMPs and high voltage/magnets attacks depending on what you choose.

**Item Body (-200BP)** Pick an Item it could be something as mundane as a sword or complex as a firetruck. You can either set this as your true form and shift into whatever form you built above, set the item form as a disguise, the form above is bound to the item form as something like a projection, spirit, ect.

### **Body perks:**

**Destiny Mark(s) / Body Tattoos (-free/optional)** If you so wish you may have a mark somewhere on your body that symbolizes you or your destiny. This can be placed on a centralized location such as your forehead or over your womb, or you could have it mirrored on two sides of your body. This mark will persist no matter what form you take. This could be something as simple as the geass symbol or as complicated as a succubus womb tattoo. Alternatively you could have tribal markings or tattoos anywhere on your body.

**Reverse Import** (-free/-500BP) In future jumps any race that is the same as your bodymods is auto reverse imported into your body mod and any race specific perks purchased that would be a part of that race also are added. Before you think that just picking human gets you almost everything in most jumps it only works on human specific perks. Also you still need to purchase the race from the jump and the perks as well. The only work around is if you buy a perk that says specifically it makes your race/species have an ability/stronger in a category, or give it more abilities. An example would be the Tough perk from Rosario + Vampire or a perk such as crystal cross in the MLP:FIM jump that could be applied to any race. This is more for making you only have a single kitsune or vampire form. Though this is optional if you want separate forms if it would make you weaker or some other reason. If you are a hybrid then either race that was part of your form could be used. For (-500BP) if there are multiple choices in a jump that would count such as a jump with multiple elf forms or a jump with both forms if you are a hybrid; then you can buy the other races with only the very first one bought counting for discounts where that would be applicable.

**An Aura Of** (-50BP each) This perk gives you an aura of your choice that shrouds your body. This could be of an element such as light, fire, darkness etc. or something more exotic such as lust, purity, beauty, nature, etc. This makes you more favorable to those that align towards whichever aura(s) you have active when you first meet them. Your aura won't damage those of the opposite of its elements such as having a fire aura won't hurt an ice elemental or a holy aura hurting a demon if you don't want it to. You can toggle each aura on and off at will and combine them together. The more that they compliment each other the better it might help winning over people in a faction though the more contradictory they are the more muddled your impression would be till it might be a detriment. Such as having ice, fire, water, lightning, wind, earth, light, darkness would make you seem neutral to everyone. Having light, holy, purity would make you very favorable to angels. Whereas darkness, unholy/infernal, lust would be more favorable to a demon.

**Endless Secretions** (-100BP each) Pick something your body can produce such as sweat, tears, breast milk, semen, blood, fire breath, slime, more of your body's elements, etc. You can now produce this endlessly at will, this is toggleable if you don't want to lactate at the time.

**Dial Traits** (-100BP) This is a dial on what traits you can pass down to all your children. This can be anything from intelligence, hair color, innate magic powers to species or in the case of you being a hybrid which species to pass down or even that none do so that they are your spouse's species. You can also put a cap on any traits that can be measured, this will also be the cap of all their descendants.

**Asexual Reproduction** (-200BP) You can reproduce asexually. How this works depends on you. If you're an elemental you might shape a bunch of your element together and imbue it with your energy, if something like an a.i. you might do the same with data. If organic you might split part of yourself off if a slime, give a live birth after 9 months, or, perhaps lay eggs. If an undead you might just awaken a dead body. You can still reproduce normally. If male then any of those methods would be applied to a woman you sleep with. Any children reproduced asexually will always be like a clone of you if organic. If inorganic you can customize what they will look like. If undead they will look the same as they did in life but they are now your race and without memories of their previous life unless you want them to. You can use this as much as resources allow, with elementals and digital forms having the easiest time in the right environment, organics being the most varied. If you split off part of your body you still need to regenerate the lost body part. If you lay eggs then it will be either a large egg once an hour that hatches a day later or several small eggs an hour that take a week to grow to full size before hatching. You also can control how long it takes for them to grow with the faster they are made the faster they grow. Undead need to have a dead body whether finding one or making one depending on the type.

**Adaptive Absorption (-100BP)** Sometimes you come across a species of monster/animal/being that has better fur, scales, chitlin, hair or feathers than you do. Well now you can have it too. Whether you just want softer fur, heat resistant scales, or waterproof feathers, all you have to do is gather enough of the same type of material as your body has, then start putting it near the area. You can do this all at once or slowly one at a time. How you gather these is up to you. This can give you small advantages like taking a fire dragon scales for some heat resistance might help in a desert or around a volcano, this will never give complete immunity because even if your whole body is covered in scales your insides aren't. This also only gives you the positives of what you absorb such as taking tree bark into your skin won't make you more flammable, but will make it more resistant to damage. If something like a robot or an elemental and you have metal or fire for skin you can use this to absorb properties of other similar metals or flames.

**Hidden Appendages (-100BP)** Perhaps you wish to hide among the masses or maybe just want your extra limbs to be your trump card. This won't help disguise you if you are a centaur or a dragon but what this does is allow you such any appendages into your body works best to make you look human, give tentacle monsters a hidden edge, or just have your claws retractable. Regardless this will make you appear human if you have a similar enough shape, though certain traits like hair color would stay the same.

**Ageless Immortality (-free/200BP)** This gives you eternal youth at an age of your choice. In the case of rolling a younger age in future jumps you will age till that point and then stop if you rolled a higher age then just stop aging for the rest of the jump. This is free for any Body Type/Species that cost 200BP.

**Mental Castle (-200BP)** This gives you a mental realm that holds your memories and such. It appears like a castle with sections dedicated to parts of your personality. A library for your knowledge, fears might be in a dungeon, etc. This won't stop people from entering/reading your mind, but it will make them have to be obvious about it. Any perks/powers/items/etc that give you mental abilities, extra personalities, inner worlds, or similar things get added to this.

**Import Body Part (-100BP each)** This is probably what you came here for. Pick any body part such as blood, eyes, skin, etc. You can buy things from other jumps to import into your body right here. Can be purchased multiple times for each body part. If what you buy would change the body part you can optionally exclude it, now nobody can tell when you are using your Sharingan.

**Import Extra Body Part (-100BP)** Has mostly the same rules as above but this is more for buying non standard internal organs such as a magic core or circuits. This can be used to buy an internal/metaphysical organ from a jump setting even if it's not specifically something bought in the jump such as a magical container from fairy tail with all the benefits and negatives of it. If it comes as a set like Magic Circuits do then you get the minimum default the jump would give you. Must be part of an actual setting, a magic core isn't canon Harry Potter but might be in a generic fanfic setting.

### **Drawbacks:**

If you really want to customize your form more you can take some of these however be warned they won't go away on their own as these are part of your base form. They can disappear at the end of your chain if you wish, or if you get something from a jump that would negate the specific drawback.

**Mental Problems (+0BP/+100BP/+200BP)** From now on every origin/alt-form you take gives you an extra personality based on the you in that world inserted into your mind. For zero points they won't annoy you but still advise you when things are calm. For 100BP they will instead constantly annoy you at critical times and

when you're not alone, though never in battle or doing something dangerous. For 200BP they will never leave you alone except to sleep and they will try and drive you nuts thinking it will let one of them take over your body.

**Elemental Weakness (+100BP each)** Pick an element. Now you are very weak against this element such that it does 3x damage than normal to you if hit. Can take multiple times and can take twice for each element. In the case you took it twice for an element then even being near such elements will slowly damage you while being hit by it might kill you out right. Good luck bathing if you took water as your weakness twice.

**Base Instincts (+100BP)** *Incompatible with reverse instincts.* Take one of the most ridiculous stereotypes of whatever species you are and that is now how you will act. A harpy might be forgetful, a succubus sex happy, an elf might be completely a stoic asshole, etc.

**Reverse Instincts (+200BP)** *Incompatible with base instincts.* Take the average stereotype about your species such as an angel being chaste or a vampire acting like a noble and make it the opposite. That is now part of your personality that gives more points because it will cause friction around others of your species as well as letting down the rest of the world when they meet you.

**Racial Weakness (+100BP/200BP each)** you have one of your races well known weakness for the first tier this could be something like not being able to cross a threshold without permission, a succubus tail making her orgasm if grabbed, senses easily overwhelmed such as smell or hearing or just being weaker in sunlight. For the second tier this could be something crippling like bursting into flame in sunlight, a common metal like iron or silver that can poison/burn if it touches you, a tail so sensitive that your body can't move if grabbed like a saiyen, or an angel falling if they ever have sex. You can buy this multiple times for more weaknesses but they must be in line with what might be normal for your race such as say a fairy being unable to directly lie.

**No Limbs (+200BP)** You have no limbs, perhaps you are a slime, or an elemental this won't be so bad but as regular organic you will freak people out. Shape shifting perks can help temporarily but you will spend twice as long in your "default" state as your shifted one to compensate.

**Tied to the Moon (+200BP/400BP/600BP)** Your body mod is tied to the phase of the moon. At the first tier you have a specific phase of the moon when you lose your powers and revert to a normal human. At the second tier you instead are at full power on the full moon and the less moon there is out at night the less power you have. With the new moon being back to a normal human. At the final tier you instead are a normal human most of the time and only have access to your body mod form on the full moon. If a world has more than one moon then it only counts when all moons are full.

**Notes:** Some of these are worded vaguely on purpose so use your best judgment. This might help with gauntlets but won't let you steamroll them, example would be a dragon in the purge. Yes your mass may give you a tougher body but without fight and most dragons couldn't fly without supernatural abilities you are a sitting duck for grenades and piercing rounds. Yes Import Body Part can be OP however unless you are also using Creative then this only goes so far, also if you take something like the Sharingan you must take something like *Import Extra Body Part - Chakra Coils* in order to use them.

**Changelog 1.0** created body Mod

**Changelog 1.5** Did some grammar corrections, added Copycat, Body Tattoos, and Item body. Changed import body part to be able to not be exclusively perks and able to buy multiple times for each body part.