Front-Load Forge



A Bodymod Supplement

This is a Bodymod intended to be used at the start of your Chain.

Your benefactor has graciously provided you with these **1000 Forge Power** and limited access to the Celestial Forge. Allowing the creation of a new physical vessel for your mind and soul, as well as the selection of blessings to empower it.

Vessel Forge

Though you may have been denied the chance the first time around. Here you can design your new body to your specifications.

Hatched Egg

[Free]

No soul should be forced to inhabit a shell that it abhors. So you may freely choose the sex/gender of your new body.

This also applies in Jumps where the option is not present.

Flower of Youth

[Free]

Some Jumps lack the option to select age, so you may choose a default age for your new body and any other forms. This could range from ‘young adult’ to ‘wizened elder’ or anything else.

Imagined Ideal

[Free or 100 FP]

For free you may select up to five images to inspire the design of your new body, with your appearance, figure, physique, hair, voice, etc, being based upon them. Drawing from each in order to fit your preferences, and becoming an ideal composite of them all.

Alternatively you can pay, and instead choose as many images as you desire.

Any acquired Alt-Forms will draw from this where possible.

Spirit Touched

[4 Free and 50 FP Each]

If your chosen images contain non-human features such as elf ears, animal tails, dragon horns, angel wings, an extra set of arms or legs, etc, then you may pay for them here if you desire to have them as a part of your form. Relevant features can give you slightly superhuman capabilities, such as animal features improving your senses for example.

Divine Bloodline

[4 Free and 50 FP Each]

If your chosen images contain superhuman features such as glowing eyes or tattoos, sparkling skin, shining hair, etc, then you may pay for them here if you desire to have them as a part of your form. These are simply extremely striking appearance traits, and will not directly improve your physical capabilities.

Forge of Blessings

The vast majority of the Forge Power made available to you is intended for blessings. As your Benefactor is tired of seeing Jumpers falter in the beginning steps of their Chains, dying early and failing to accomplish anything of note or even to provide much entertainment. Your purchases here will hopefully allow you to avoid such a fate, and form the backbone of your build going forward.

Ascendant Boon

[400 FP]

This can only be taken once, and may be used to add a Perk, Power, or Item from any Jump, worth up to 1000 CP, to your Bodymod.

Grand Boon

[300 FP Each]

This can be taken as many times as you can afford, and may be used to add a Perk, Power, or Item from any Jump, worth up to 600 CP, to your Bodymod.

Greater Boon

[200 FP Each]

This can be taken as many times as you can afford, and may be used to add a Perk, Power, or Item from any Jump, worth up to 400 CP, to your Bodymod.

Lesser Boon

[100 FP Each]

This can be taken as many times as you can afford, and may be used to add a Perk, Power, or Item from any Jump, worth up to 200 CP, to your Bodymod.

Forge of Refinement

Though your vessel has been created and your blessings assigned, there is still some use left in the Forge for further refinements. You begin with **200 Refinement Power**, and gain more at the end of each Jump in your Chain. Accumulating at a rate of 50 RP for the completion of each Jump, with an additional 1 RP per year spent in the Jump.

Blessing Refinement

[100/200/300/400 RP Each]

As you accumulate Refinement Power along your Chain, you can use it to improve the Perks, Powers, and Items that are part of your Bodymod. Each purchase of this allows you to select something and raise its tier, with the cost corresponding to its current tier. This can be applied to each thing multiple times, until it reaches Ascendant, and then only once more, raising it to an otherwise unavailable Transcendent tier. Each additional increase represents a significant and compounding enhancement to its base capabilities in all aspects that can be meaningfully and beneficially improved.

Vessel Refinement

[1000 RP]

In many ways the first Jump in your Chain will be the most important. It lays the foundation for your success and survival during your journeys.

With this you can set that foundation firmly. Allowing you to add the Race, Perks, Powers, and Items purchased in your first Jump to your Bodymod. This includes the purchases from any Supplemental Jumps that may have been attached, though each Supplement used this way increases the price of this by an additional 200 RP.

Forge of Sacrifices

Did you run out of Forge Power before you could get everything you were hoping for? If you're willing to apply restrictions to yourself, your benefactor will give you a little more time in the Forge.

Traditional Forge

[+300 FP]

Classically the Celestial Forge offers abilities related to crafting, so whether magical, technological, or otherwise, your chosen boons must be crafting focused.

Less Is More

[+300 FP]

It seems the Forge of Blessings is currently operating strictly for mass production, and is limiting you to lesser boons only.

Shopping Spree

[+300 FP]

Who needs immense personal power when you can have immaculate drip? You may only choose Items for your boons.

Five Boon Plan

[+300 FP]

Perhaps you believe that quality is superior to quantity, that a solid and synergistic build can outperform anything else. This is your opportunity to prove it, as you are limited to a total of five boons.

Scenic Route

[+300 FP]

No longer will you gain RP for completion of Jumps, instead receiving only your yearly points at the end of each Jump.

Notes

A JumpChain Supplement by ComradeChairmanKGB.

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Cover image by Brandon Moore.

Bodymod Points

Any Bodymod points gained before your first Jump, such as from the Universal Drawbacks Supplement or a similar source, will be paid out in FP. And any points gained once your Chain has started, such as from Scenario or Gauntlet rewards, will be paid out in RP.

Bodymod Additions

For the purposes of using Blessing Refinement, anything added to your Bodymod will have its base tier determined by its undiscounted CP cost.