Inhuman Body Mod Supplement

An Alternate Jumpchain Body Mod Supplement
V2.2.8 By Stormageddon01

<Supplement Intro>

Some people just don't want to take a dozen Jumps to create their ideal Alt-Form. If you are one of these people, this document is for you; You may choose to abridge that entire multi-Jump process by using this Supplement.

Please take **+1000BP** for your instance of this document.

<What Is A Body Mod?>

While most of you will know what this documents is about already, this is what's called a Body Mod Supplement. Body Mods are here to allow you to produce the new you, and are immune to being blocked, de-powered, or otherwise suppressed by Power Loss Drawbacks and Gauntlet Jumps. However, unlike a traditional Body Mod Supplement, this Body Mod is more focused on customizing your chosen form than simply powering you up. Notably, everything you purchase here, and everything imported into this Supplement from the outside, will be granted the standard immunity for Body Mods.

<Companion / Follower Extension>

Anyone with a copy of this Supplement who is a member of the Jumpchain "party", counting the Jumper, their Companions, and their various Followers, may grant a copy of this Supplement to any other member of the Jumpchain "party", which is *again*, the Jumper, their Companions, and their various Followers.

<The Mulligan Rule>

Anyone with a copy of this Supplement may choose to redo their entire build for this document once per Base Jump, or every 10 years Post-Chain, replacing their current Body Mod with a new version created through re-applying this Supplement.
In doing so, anything brought into this Supplement will either be returned to wherever it came from, or re-imported into the new version of this Supplement if applicable.

<Base Form Or Alt-Form?>

You may choose if your Body Mod overrides your Base Form, or if is added to your selection of Alt-Forms. Obviously, you may not take your Body Mod as an Alt-Form if you do not have access to the Alt-Forms mechanic, but otherwise, feel free. In the case of Gauntlet Jumps and power loss Drawbacks, you will retain access to your Body Mod if it is considered an Alt-Form, *as* an Alt-Form you can switch into.

<Age, Sex, & Gender>

You may pick your Age freely, to any *physical* and *mental* age(s) plausible according to the other options you pick in this document.

You may pick your Sex freely, with the default options being “Male”, “Female”, “Gynomorph”, “Andromorph”, “Maleherm”, “Herm”, “Futanari”, “Androgynous”, and “Sexless”. Alternatively, you may freely design your own version of “Other”, to your exact specifications. As this is an aspect of your *body* and *biology*, you should not expect it necessarily decide your next choice, your Gender.

You may pick your Gender freely, with the default options being “Masculine” and “Feminine”, and the umbrella label “Other”. You are free to decide the specifics of how your gender is expressed, as it is a facet of your *mind* and *identity*.

<Base Form Construction>

This section of for creating your Base Form. While your Physical and Mental Statistics will be determined in their own sections of this document, please note that your Base Form, however it was created, may express innate powers and supernatural abilities, which may adjust your stats respectively.

<Template OR Price Tier?>

You must choose to either start building your Base Form through purchasing a Template, or by designing a custom form through picking a Price Tier. You may not do both.

<Template Categories>

Please pick (1) of the below Templates. Some of these Templates will call for picking other Templates. Some of these Templates may express innate powers and supernatural abilities of their own.

[Animal (Free)]:
A mundane animal, probably from our Earth. However, fictional ones count, too.
Valid examples include everything from a rabbit, fox, or eagle, all the way out to a dinosaur of some kind, and that's before we get into *fictional* examples.

[Humanoid (Free)]:
Humans, or something approximately on their level. Most "Fantasy Races" belong in this Category.
Valid examples include everything from well, *humans*, halflings, lizard-folk & dwarves, all the way out to the differently-balanced variants of long-lived elves, and so on.

[Near Human (50BP)]:
Humans, but with some advantages that make them better. From elves that are just long lived and better, to many forms of warrior-race humanoids, to some weaker demons, and so on.

[Minor Supernatural (50BP)]:
A likely-magical creature from some culture's mythology, or just fiction in general. However, this is for the weaker examples, including everything from slimes, the more grounded and realistic sorts of dragons, hellhounds, the weaker sorts of Witches, and even a few minor limited shapeshifters…

[Undead (50BP + Price Of Other Template)]:
The dead risen back to life! You probably don't need to eat, or are sustained by magic.
Valid examples include, but are not limited to... Well, pretty much any other template that could be undead, and be (im)properly risen back to life through foul magics or such.

[Half-Humanoid (50BP + Price Of Other Template)]:
Part of a humanoid body connected to and/or blended with another Template. Not much to say here, but a Minotaur and Mermaid are both valid examples.
Valid examples include, but are not limited to, a cat-woman on a lizard-body, a lizard-man on a dragon-body, a humanoid dolphin attached onto an orca body, and a man long since *built into* a life-support wheel-chair for *some reason.*

[Construct (100BP)]:
An engineered being. An intelligent robot, a GMO creature, or an engineered sapient life-form, would all be examples of this Template Category. You are more than likely to be objectively superior to normal life in some major way.
Valid examples include, but are not limited to, a generic "Fully Optimized Human", some sort of GMO lizard-like hunter-killer monstrosity, a weaker and more fragile nanotech robot, or really, just an intelligent robot.

[Mythical Supernatural (200BP)]:
A likely-magical creature from some culture's mythology, or just fiction in general. This is a broad category, covering everything from Eastern Dragons to Dwarves, Fae, and potentially even the more powerful sort of Witches.
Valid examples include, but are not limited to, *yes*, dragons, wyverns, kitsune, wendigos, dwarves true to mythology as supernatural craftsman spirits, witches, and all sorts of fae.

[Inorganic (200BP)]:
A living creature not made out of hydrocarbons. A powerful self-aware robot, a crystalline being, and a fluid body of fragile nanomachines would all fit into this category.
Valid examples include, but are not limited to, a generic gem-like animal, an exceptional AI forever bound to their unique hardware, a "Nanoform" that can reshape their nanomachine swarm at the drop of a hat, and many other things.

[Spirit Being (200BP)]:
A spirit without a true physical form, such as an Elemental that can bend an element, or a "Digital Ghost" that can possess any sort of electronic device, but otherwise only has weak telekinesis.
Valid examples include, but are not limited to, most Elementals, ghosts, wraiths, and phantoms, a true AI with an unbound spirit form (a spiritual body is required), and a digital life-form that can manifest a body made of physicalized data into the real world.

[Hybrid (Combined Price)]:
Pick two or more other Templates, and combine their prices. In doing so, you may combine the multiple templates into a new template in any way you desire.
Valid examples include, but are not limited to... Pretty much everything, mind you. There are no real limits in what you can create, but not all combinations are liable to make sense. Or, *despite* a guarantee that this form will be *fully* biologically viable, to work all that well. Pick carefully.

<Price Tiers>

Please pick (1) of the below Price Tiers. Feel free to design your own custom form with your own custom innate powers and supernatural abilities according to your chosen Price Tier.
However, please note that this method of building your Base Form is intentionally less efficient.

[T0) Human Minus (Free)]:
An actual animal, or generally inferior to humanity in some way. You might be lacking something important, like opposable thumbs.

[T1) Human Equal (Free)]:
An equal to humanity, if potentially different in some major ways.

[T2) Human Plus (100BP)]:
An equal to the peak of humanity, or something slightly beyond. You likely have some sort of blatantly superhuman and/or supernatural abilities, but nothing that wouldn't belong in a street-level story.

[T3) Superhuman (250BP)]:
Beyond humanity in some way. You might have something on the level of an actual superpower, or at least a superpower that *wouldn't* catapult you to national relevance.

[T4) Beyond Humanity (500BP)]:
Absolutely above and beyond humanity... And potentially even beyond *normal mortality.* Forms with National-level powers belong here, and thus you are likely to make a splash in a Jump just by existing.

<Base Form Additions>

Unfortunately, not everything can be covered through your Base Form Template. Or perhaps you just want to customize a bit more? Regardless, feel free to purchase from the below Additions.
Some Additions may recursively include other Additions with themselves, and multiple purchases of each Addition are implicitly allowed.
You may choose to *refund* parts of your Base Form using this section as a price guide. *Replacing* parts of your Base Form are also permitted, and is treated as refunding the original and purchasing the new version.
Additionally, you may choose to duplicate anything you purchase here across your plane(s), line(s), and other (subdivided) areas of symmetry, at no additional cost.
Your Additions will not cause physical and/or mental problems both when active and/or when switching to other Alt-Forms.

[Customize Surface (Free / 50BP)]:
Your outer surface may be comprised of any combination of furs, scales, skins, chitin, elements, and/or anything else that you want. However, the effects of this Addition are purely aesthetic, unless you pay an **additional 50BP.**

[Customize Coloration (Free)]:
Your body may be comprised by any combination of surface and internal colors.

[(Re)Size Base Form (Free / 50BP)]:
Your body may be resized anywhere from 2 centimeters tall to 250 meters tall, assuming you are humanoid. If you are not humanoid, these limits will vary in a manner that makes sense for your form. Your biology will be adjusted in order to properly hold itself together, although that also means you cannot assume a size that your biology cannot be adjusted into supporting.
However, **For an additional 50BP,** you may resize your body for any size you wish, with your body somehow holding itself together and working properly despite the impossibility.

[Decorative Part (Free)]:
We can’t list everything here, and no doubt, you likely have some things you want on your Body Mod that don’t serve much of a purpose beyond looking good.
In practical terms, if the part you’d like to add has no practical purpose, such as in the case of horns, whiskers, non-functional wings, and so on, you may get it here **for Free.**
Plus, *no doubt,* you can probably imagine how the other Additions here could be made less functional in order to get them through this option.

[Mundane Body Mods (Free, 50BP To Upgrade All Purchases)]:
Logically speaking, it might seem odd to have a dedicated option for tattoos, piercings, body jewelry, and other similar things, in a Body Mod document. However, you might be surprised how hard it might get these things on your own, at least not without awkward questions popping up and potentially causing serious problems. And thus, that's why this Addition exists.
For each Free purchase of this Addition, you may install one instance of a mundane body mod, such as a tattoo, piercing, and other body jewelry, or similar; So long as it's not designed to be removed, you can get it here. All instances of this Addition are guaranteed to remain clean and hygienic, self-maintaining, self-repairing and respawning, and to be strictly non-problematic under all situations. Additionally, these are all things that other people will be unconsciously aware of, and that will quickly discover if you would find it beneficial.
However, **for an additional 50BP,** you may toggle each of your mundane modifications at will, making them vanish and/or reappear in any combination. In addition, any modifications you acquire for you Body Mod in the future through mundane methods will inherit these fiat-backed properties, as well this upgrade. Finally, you may 'redo' your set of mundane body mods once per Jump, replacing all Free purchases of this Addition with a new set of Free Additions, at any time.

[Walking Limb (50BP)]:
A leg, in simple language. However, that understates the full breadth of what this could be.
Valid examples include, but are not limited to, a human leg, a rabbits leg, a lizard-like leg that adheres to surfaces much like a gecko's, or a dragon-like leg tipped with sharp talons.

[Grasping Limb (50BP)]:
An arm, in simple language. However, that understates the full breadth of what this could be.
Valid examples include, but are not limited to, a human's arms, a lizard-like monster's grasping claw, a non-functional wing with feathery fingers, and a tentacle that can stick to an object.

[Flight Limb (50BP)]:
A wing, in simple language. However, that understates the full breadth of what this could be.
Valid examples include, but are not limited to, an eagle's wings, a dragon's wings, an angel's wings, and many, many more fictional examples.

[Swimming Limb (50BP)]:
A flipper or fin, in simple language. However, that understates the full breadth of what this could be.
Valid examples include, but are not limited to, a penguin's flipper, a sea monster's giant fins, or a dolphin's swimming limbs.

[Hybrid Limb (Combined Price)]:
Two or more of the above Limb types, combined into a single limb with all the functionality of all the chosen Limb types combined.
Valid examples include, but are not limited to, how a Wyvern can usually walk with the help of their wing arms, how most penguins in media are shown grasping with their flippers, and how some fictional "beastfolk" are shown as being able to run around on two and four limbs.

[Tail (50BP)]:
A tail. You may freely choose how this tail looks, and decide how it functions.
Valid examples include, but are not limited to, a cat or monkey tail, a lizard-like tail, a dragon-like tail with a spade on the end, a pig's tail, and other far more exotic options.

[Ear (50BP)]:
An ear. You may freely choose how this ear looks, and decide how it functions.
Valid examples include, but are not limited to, human-like ears, dog-like ears, lizard-like ear fins, and even fully internal ears, or even something more exotic, like a sort of "Tremorsense" organ.

[Nose (50BP)]:
A nose. You may freely choose how this nose looks, and decide how it functions.
Valid examples include, but are not limited to, human-like, dog-like, cat-like, noses or even something more exotic, such as dragon-like or serpent-like noses.

[Eye (50BP)]:
An eye. You may freely choose how this eye looks, and decide how it functions.
Valid examples include, but are not limited to, human-like eyes, cat-like eyes, large eyes with rifled pupils, and even crystalline eyes that almost look fake, but are actually real.

[Mouth (50BP)]:
A mouth. You may freely choose how this mouth looks, and decide how it functions.
Valid examples include, but are not limited to, a human-like mouth, a worm's mouth, the nested mouths out of Alien, and the "mouth" of snail.

[Head (50BP)]:
A head. You may freely choose how this head is attached to your body, and how it looks.
Additionally, you may copy any parts attached to any other head onto this head at no additional cost.
Valid examples include, but are not limited to, a Hydra's dragon-like head, a more generically human-like head such as in the case of a 2-headed ogre or such, as well as many odder things.

[Torso (100BP)]:
Weird to pick this up here, but go ahead. You may freely choose how this torso looks, and where this torso is attached to / inserted into your body, and may freely copy any parts attached to any other torso at no additional cost.
Valid examples include... *Well*, this one doesn't come up often. Perhaps you are a double-taur, where a centaur's body was placed on top of a dragon's body? Or are you something far weirder?

[Penis (First Free, 50BP)]:
A penis. You may freely choose how this penis looks, and decide how it functions.
Additionally, you may choose whether your balls are external or internal, and may freely choose how they look, and decide how they function.
Valid examples include, but are not limited to, everything from human-like and canine genitalia, to some sort of knotted tapered penis, to even more exotic examples that I won't list here.

[Vagina (First Free, 50BP)]:
A vagina. You may freely choose how this vagina looks, and decide how it functions.
Additionally, you may decide on how the attached “womb” looks, is attached, and how it functions.
Valid examples include, but are not limited to, everything from human-like and canine genitalia, to some sort of equine hole, to even more exotic examples that I won’t list here.

[Breast (First Free, 50BP)]:
A breast. You may freely choose how this breast looks, and decide how it functions.
Valid examples include, but are not limited to, everything from human-like breasts, to a cow’s udders, to many more exotic examples that I won’t list here.

[Abnormal Part (100BP)]:
A likely unusual Addition of your design and description. This could be anything from a dragon’s magically empowering Arcane Heart, to an Angel’s Halo of heavenly purity, to even a Lich’s Phylactery that provides them their infinite life, or something even more exotic, such as a 4th brain layer that dramatically boosts your intellect.

[Detached Part (100BP)]:
You may detach some parts of yours and leave them floating in reasonable proximity to your body. One purchase of this Addition will cover one detached part, although this Addition may be subject to Symmetry rules; *Your call!*

[Elemental Nature (200BP / 100BP Downgraded)]:
Your body is partially made out of an element, granting you the strengths and resistances of that element. **For a +100BP refund,** your element may also have mental effects.
Additionally, you may conjure and control your element out to a decent range, depending on your size. A human would have a 50-meter range, while a titanic dragon might have a range exceeding the horizon. Your elemental powers start out almost uncontrolled, minus your ability to not use them, but can be trained and honed in terms of output and control, seemingly without any other limits.

<Statistics>

NOTE: Each stat may be **upgraded for 50BP per tier,** or **downgraded for +50BP per tier.**

<Physical Statistics>

The physical statistics of your Body Mod. These will not be applied to any of your other Alt-Forms, if you possess them. However, you may assume that each of your physical statistics are at least tier 1, unless your Form Template empowers your physicality, as this is a relative scale.

Strength:

Your ability to lift weights, push objects, & generally manipulate the environment with your body.

[Tier 0) Weak]:
You are weak, no way around it. Your ideal opponent is still recovering from a *coma*. Ironies inside, are you sure you want to deal with this?

[Tier 1) Functional]:
Your strength is… *Sufficient*. You are not trained, nor are you particularly strong. *You are average.*

[Tier 2) Strong]:
Your strength is decidedly above average. You have the strength of a dedicated bodybuilder, with your muscles trained, honed and grown into an impressive figure… Or at least, you're whatever counts as rather impressive for your species.

[Tier 3) Peak]:
Your strength is almost impossibly far above the average person. Muscles literally at the peak of your species, with a body that is basically unachievable for normal members of your species.

[Tier 4) Supernatural]:
Your level of strength actually isn't possible; Your strength is actually a mild superpower, with a subtle degree of tactile telekinesis being blended into what's already an incredible figure, allowing you to lift objects that you really shouldn't be able to lift, on surfaces that probably can't handle the ground pressure of what your lifting, all without any of the realistic issues you'd expect popping up.

Toughness:

Your ability to take hits, resist poisons, & tank other damage sources.

[Tier 0) Frail]:
You are fragile, perhaps as much as glass, to put it one way. One part of your breaking tends to risk bringing down the rest of you, and that's a serious problem.

[Tier 1) Functional]:
You are average in terms of durability. A broken leg and a broken hand are things you'd *maybe* live through, if you can get medical attention soon.

[Tier 2) Tough]:
You are rather tough. A sprained ankle is inconvenient, sure, but its not life-threatening for you. Plus, you'll bounce back from most injuries, given time.

[Tier 3) Survivor]:
You are insanely durable. Your body is action movie tough, to the point where you can legitimately call most wounds non-threatening, with even serious injuries only forcing you to rest to recover; Overall, you'll most likely keep in going until your very end, when the lights go out.

[Tier 4) Made Of Iron]:
Survive? Nah, you won't be taking the injury in the first place. Your body is seemingly indestructible, almost anticipating what it should do as it seemingly selects between acting diamond-tough and flubber-flexible depending on the situation and type of harm. And *yes*, this *does* push you into zany cartoon levels of durability.

Agility:

Your ability to move, not get hit, and to maneuver effectively in various situations.

[Tier 0) Clumsy]:
You are not agile. You roll, you fumble, you faceplant. Not much to say here, beyond that you should seriously try to stay firmly on the ground.

[Tier 1) Functional]:
You are decent enough at movement, with enough agility to move through a tight-knit warehouse full of antiques without knocking anything over.

[Tier 2) Agile]:
Your excel at movement, and are trained, honed, and definitively far above average. Perhaps you're an actual gymnasts, or whatever equivalent exists for your species?

[Tier 3) Acrobat]:
You have complete mundane mastery over movement, to the point where calling you a *mere* acrobat is seriously underselling things. You're *far* better than that, almost impossibly so.

[Tier 4) Ninja]:
You are the impossible TV ninja, able to vanish out of an empty room without people noticing in the moment, with an equal implicit mastery of stealth. However, you do have the skills to deliberately tone down your antics, so that you don't *move* like a tactical weapon at all times.

Endurance:

Your ability to keep going without rest, avoid sleep, and resist mundane exhaustion.

[Tier 0) Mouth Breather]:
You tire very easily, and might actually suffer from some sort of physical condition. Running 100 meters is a questionable prospect, and staying up all day might very well require a nap.

[Tier 1) Functional]:
You tire easily, but can walk the distance if need be. You could work through your average person's day with reasonable breaks and minimal issue.

[Tier 2) Fit]:
You don't tire easily, and could run a good marathon, so long as you properly pace yourself, or properly manage your break periods otherwise.

[Tier 3) Tireless]:
You just don't tire. Sprint a marathon at your own peril, as you can still run out *fuel*, and you'll still need your nightly sleep to keep your mind running on all cylinders, but you can handle extreme exertion over long timelines.

[Tier 4) Perpetual]:
You don't tire. *At all.* Sleep is something you engage in because it's comfortable, passes the time, and lets you dream. Even so, you'll still need to *fuel* yourself, and can still get headaches if you push your brain a bit too hard; But even then, you do know how to maintain yourself, right?

<Mental Statistics>

The mental statistics of your Body Mod. As these are directly attached to your mind, it doesn't make sense for them to not follow you into other alt-forms. You may choose to assume Tier 1 in each mental stat, or use your pre-Body-Mod stats in each category, unless part of your power-set from your Form Template puts you on a higher level. Regardless, these stats are broadly relative to your average human.

Intuition:

Your literal innate intelligence. This covers your ability to intuit information given a bunch of related information and extraneous information. However, this does not help with retaining said information.

[Tier 0) Dim]:
Your intelligence is akin to a flashlight in a dark room, where you can point it around to make sense of things, but most of the room remains dark.

[Tier 1) Average]:
Your intelligence is decent, and pretty moderate; Like a tall lamp lighting up a hallway, you can rely on it to see where you are going.

[Tier 2) Bright]:
Your intellect is focused, but also highlights the surrounding environment; Much like a spotlight, you can see where you are pointed perfectly, and can see the rest of the room in how the light washes off.

[Tier 3) Genius]:
Your intellect is highly focused, but also floods the surrounding environment; Much like some sort of sodium lamp, you are so utterly bright that the light risks washing out the scene.

[Tier 4) Alien]:
Your intellect is transcendent, bright like the sun is on an overcast day; You can see it all, almost to the point where you can end up blinding those around you with your brilliance.

Memory:

Your quality and speed of encoding, cross-referencing, and retrieval. After all, it can be pretty hard to intuit the answer to a problem if you keep forgetting the details.

[Tier 0) Forgetful]:
You tend to forget most things, and repeatedly fail to keep important details in your head.

[Tier 1) Average]:
You tend to remember most of the important details, but you'll still need to offload your memory onto paper in order to engage in long term aspirations or focused work.

[Tier 2) Honed]:
You usually remember all the details you deem important, as well as many that you feel might become important, as well as a bit more that your subconscious deems relevant.

[Tier 3) Eiditic]:
Your memory is functionally perfect in terms of *recall*, without any of the normal downsides. However, you still aren't guaranteed to remember things you weren't focusing on, as you wouldn't *encode* that.

[Tier 4) Unforgotten]:
You flatly won't forget, as your memory is a perfect recording of your moment-to-moment experience, all the way down to the smallest detail. However, you may choose to consciously forget portions of your past experiences, and will do so automatically if your run into 'infohazards' without the capacity to safely handle such information.

Charisma:

Your appearance, charm and/or social skills, including the less obvious and more sophisticated portions therein, covering your ability to make friends and influence people.

[Tier 0) Blunted]:
Your social skills are lacking, and you tend to make more problems for yourself without knowing how you did so, nor having a good idea how to fix it.

[Tier 1) Average]:
You are perfectly functional in the social sphere, but aren't anything noteworthy or special. Charitably, your personality could be called *plain*.

[Tier 2) Smooth]:
Your social skills are impressive, and you are both talented and experienced in the arts of talking with other people. You even possess a subtle 'charm' of your own, no matter how slippery that might be.

[Tier 3) Magnetic]:
You are practically magnetic in the social sphere, and could make friends with just about anyone no matter what differences might split you apart into different worlds; Plus, you possess a definite charm, more than capable causing people to double-take at their own reactions if you deliberately push it to the front, and that will also subconsciously assist with your goals, albeit at a lower level.

[Tier 4) Supernatural]:
Your social skills are flatly impossible! Want to smooth talk somebody into your service? You'll win them over in your first sentence, and get a discount and their loyalty in another two. Plus, this isn't *actively* supernatural, but more of a matter of supernal charm and skill. Just know that you'll have to live with your actions, Jumper…

Integrity:

Your mental ability to resist the effects of cravings, suppress impulses, stoke your motivation, direct your willpower, and generally control you mind to your own ends.

[Tier 0) Spineless]:
There's no good way of putting this; You lack any backbone. You'll quickly fold under minor pains and inconveniences, and good luck living anything like a normal working life with this.

[Tier 1) Average]:
You have enough of a backbone to get through a normal working life without issue, and to not inherently cause problems with your social or professional lives.

[Tier 2) Disciplined]:
You have a strong will. Not quite *stubborn*, but you certainly have the ability to commit to a course of action, and stay committed, until you are convinced otherwise.

[Tier 3) Mental Mechanic]:
You don't just have a strong will; You have a level of spiritual skill that would make most monks stare onward with awe. You are a mechanic of your mind, with a complete mastery over the subjectivity contained within, able to completely rewrite your desires and thought processes with but a few hours of meditation, repeated daily, after about a week. Only somebody who was completely sure of themselves could match you in terms of will.

[Tier 4) Heroic Willpower]:
Your mastery over your mind is transcendent. Resisting a sort of mind control that should directly override your entire nervous system and overwrite your brain? That's just you. Save the world at all costs? That… *Might* be you.

<Mental Mod>

A small section for the more mental portion of your Body Mod, just in case you want to customize yourself a bit more.

[Sanity Guarantee (Free / 100BP)]:
There's a lot of things that can go wrong with the mind. However, you won't have to deal with any of that; You will be presented with a mental "clipboard" containing a list of all mental conditions you currently posses, and will given the chance to "strike out" and thus remove any condition you possess from the list.
For Free, you may still acquire more mental conditions in the future. However, you may pay an **additional 100BP** to have a guarantee that you will not acquire more mental conditions in the future.

[Alignment (Free / 50BP)]:
Good and Evil. Lawful and Chaotic. Selfless and Selfish.
There are many ways of defining and comparing a person's morality, but you are solidly aligned in a direction of your choice, by a metric and/or standards of your choice.
By default, this is **Free.** However, **For an additional 50BP,** you may "lock in" you alignment, ensuring that you will never lose your way, either through sheer force of coincidence, or by this mod creating events that are geared to cause you to restore your Alignment by your own choice, without actually engaging in any form of coercion to force you to keep your Alignment. If need be, you may choose to toggle this "lock in" of your alignment at any time, and may choose to keep the changes to your alignment that happened while the "lock in" was disabled.

[Sexuality (Free / 50BP)]:
Dominant, Submissive, and Switch. Straight, Gay, Lesbian, Asexual, and Bisexual. The common Fetishes that turn on most people, the rare Fetishes that scare away most people. A complex set of preferences and desires, unique to everyone as much as a fingerprint is to a body.
You may freely choose to change everything about your Sexuality. For an **additional 50BP**, you may choose to change your Sexuality once per Base Jump, or once every 10 years post-Chain.

[Default Disposition (50BP)]:
When the mind wanders, we all think differently. You may choose your default state of mind, the one that only pops up when you have nothing pressing to think about, or when you deliberately focus to call if forth. In either case, you will find this state of mind oddly comfortable.

[Natural Temperament (50BP)]:
When the mind is at work, we all think differently. You may choose your normal attitude towards the world, one that would have to be pushed aside by choice or circumstance in order for you to think differently.

[Education (50BP / 100BP)]:
Congratulations, you are properly educated! Hell, you'll get the appropriate documentation whenever possible, and this education will update once per Base Jump, to reflect your current Jump.
Plus, you will perfectly retain your education for each Jump that you have completed, but you will have an intuitive sense for which education from each of your Jumps, all to ensure that you won't get yourself confused and reference the education from past Jumps / the wrong Jumps.
For 50BP, this education is equivalent to having completed the Jump-local equivalent to High School, and having overall lived a normal life in the setting, but **for 100BP,** this education is deeper and more comprehensive, such as in the case of a College or University degree, and potentially comes with some (emulated) work experience from your life after higher education.
However, if you are somehow too young in your local Alt-Form (if applicable) to have your chosen level of education, you will possess whatever fraction of your education that would be achieved by a person pursuing education at your local Alt-Form's age. *Thankfully*, you will retain the level of education you achieve in all Jumps that you complete, even if that's a level higher than what is normally provided by this Mod.

[Transcendent Empathy (100BP)]:
Other people think differently, and this could be a problem for *other* people.
However, you have this impossible talent, where you can choose to perfectly emulate how another person thinks, easily having the insight to determine how they came to their own conclusions, and determine how they might be swayed on subjects they are inflexible with.
Notably, this impossible talent is absolute, and perfectly protects you from all forms of perspective-based insanity, such as in the case of attempting to empathize with eldritch abominations, and acquiring forbidden knowledge through them, although *thankfully*, this also grants you a good sense for when the knowledge you have acquired would be dangerous to share, either with someone specific, with the world in general, or with some group you are aware of.
Finally, you have a good sense for which perspective(s) you are are currently emulating, so that you flatly cannot get confused about which part of yourself holds your own personal opinions.

<Character Mod>

A small section for the more Perk-like portions of your Body Mod, which contains a lot of possible stuff for your Body Mod that really don't fit anywhere else.

[Body Mod Import Integration (Free)]:
Any part of your Jumpchain Build that specifically empowers a Race, Species, and/or Origin similar to your Body Mod, may be imported into your Body Mod at no additional cost, *as if* they were meant to empower *both* your Body Mod *and* their original intended target.
Additionally, you may import any a part of your Jumpchain Build generally empowers all Races and/or Species into your Body Mod, so long as it works *though* your Race and/or Species.
You may freely use both import methods as you see fit.

[Needless Body (Free / 50BP / 100BP)]:
For Free, your Body Mod has the theoretical minimums for the material needs for your biology. In practical terms, We'll say that's the amount of energy required for you to move at a comfortable walking speed as a baseline, plus 25% for your internal biological functions.
For 50BP, your Body Mod has *at most* the biological needs of your average human, if not less, as this tier of the Mod also reduces your biological needs much like in the **Free tier.**
For 100BP, your Body Mod has no biological needs at all. While you can still eat, breathe, and sleep, you'll be doing so because it's familiar and comfortable, and not because it is required by your biology. However, do note that not needing to sleep does not equal a lack of need for rest, as you can still physically tire yourself out, ache from your sheer exertion, or even acquire one hell of a headache from thinking hard on a subject for hours on end.

[Aura Of… (50BP, Multiple Purchases Allowed)]:
Pick an Element, by whatever definition of "Element" you wish.
You have an Aura of this element, that you may toggle at any time. Other people can see and feel this aura, which may optionally have a slight mental effect, and they will be mentally predisposed to you depending on their subconscious take on your current Elemental Aura. You may freely toggle your Elemental Aura(s) at any time.
However, the effects of a multiple-Element aura are less predictable, but you may choose to temporarily fuse multiple of your Auras together to create a combined impression of the resulting Element, such as in the case of "Fire" and "Lust" creating a "Passion" Element, or in the case "Holy" and "Unholy" giving the impression of transcendent power. You may freely control which element results from fusing multiple of your Elemental Auras together.
Unfortunately, you do not get to control the reactions of other people through this Mod, as their opinions on your elements will remain their own.

[Biological Productivity (50BP, Multiple Purchases Allowed)]:
Choose something that your Body Produces, such as Sweat, Fire Breath, Blood, Slime… *Literally anything*, and you may now casually produce a practically endless amount of it.
In case you are concerned, this bonus production will not increase your bodily needs, nor will it cause any unwanted problems. You may toggle the effects of each purchase of this Mod at any time.

[True Bred Hybrid (100BP)]:
Got a bit of Dragon Blood in you? Are you a shapeshifter of some kind? Are you some sort of universally-compatible alien race? *No…?* Well, any of that might have explained this.
You can successfully have a hybrid child with just about anything, so long as you can insert Tab A into Slot B, or otherwise something more specific to the species involved. In doing so, you may decide on what precisely they inherit from their parents, and may choose to place an artificial cap on any trait they might possess. Plus, your children also guaranteed to be able to have children of their own, as if they also (somehow) possessed this Character Mod.
What's more, if any part(s) of your Jumpchain build might be inherited, you may choose to either guarantee or deny the passing on of each part of their inheritance.

[Humanshifter / Anthroshifter (100BP / Conditional Free)]:
Your Body Mod may assume a more humanoid and human-like form, so that your Body Mod may function in a typical human world. The precise details of how this works are up to you, but by default this counts is a special sort of Alt-Form, available anywhere in Jumpchain your Body Mod is.
However, if you have no access to Alt-Forms as a mechanic, you are instead a limited shifter of some kind, who can assume the form provided by this method without changing out of your Base Form.
Plus, As a consolation prize, you may take this Mod for **Free** if you choose to take this document without having access to the Alt-Forms mechanic. Otherwise, this Mod costs **100BP.**

[Ageless Jumper (200BP)]:
Your Body Mod is Ageless with an age cap of your choice. Your other Alt-Forms may have different age caps set, if you wish, and the concept of age is applicable. Plus, so long as you wish for it to, your Body Mod and all of your Alt-Forms will slowly regenerate over all injuries, over a period of at most 2.5 years, taking time in proportion to how much damage each of your Forms has to heal from.

[Jumper Is Normal (200BP)]:
You likely aren't normal, but you wouldn't be able to tell from the reactions of everyone else.
While people can take into account your unusual body, powers, and other capabilities, including those from the rest of Jumpchain, and can even discuss them between themselves through direct and indirect means, somehow, they simply cannot see your unusual features as abnormal or noteworthy, seeing you as if you're a perfectly average human while still being aware of your what-do-you-mean-its-not-normal abilities. Broadly speaking, this protection functions in whatever way your would find favorable, even if that means it doesn't behave in an internally consistent manner.
Alternatively, once Per Base Jump, you may choose to reduce this Mod into any custom inferior form you desire, so long as your custom form of this Mod functions according to a defined theme, and/or has a defined set of mechanics that you have chosen. In either case, you may choose to restore this Mod back into its true form, *again*, once Per Base Jump.