Body Mod Supplement

v1.1

by Insertrandomnickname and TangledLion

You gain **1000 CP**.

Base-Form

Each option for adjusting your Base-Form includes the benefits of the preceding, cheaper Levels for the price of only that Level.

After finishing this Section you cannot re-adjust your Base-Form, unless you have specifically paid for the relevant options of the Variability power.

Any Perks, Skills, Powers or other improvements gained while in one of your Base-Forms apply to all Alt-Forms.

When gaining an Alt-Form, such as being assigned a different race by a Jump or option you've taken, you are free to adjust it within the parameters set by the free options provided below, substituting that Alt-Form's species in place of a human when determining limits.

Sex

- **[Free]** Choose to be male or female, physically.
- **[50 CP]** Choose to be any one non-standard sex you can come up with. Futanari/Hermaphrodite, non-viviparous, no genitals at all, go wild.

Proportions

- **[Free]** Adjust proportions within the scale of what is possible for a human naturally.
- **[50 CP]** Adjust proportions within the scale of what is possible for modern surgical body-modification. Additionally includes some cosmetic modifications like split tongues, Elf- or Animal-Ears etc.
- **[100 CP]** Freely adjust proportions so long the end result is biologically viable. Allows to become inhumanly tall or tiny, as well as replacing anatomical features with that of animals. Do note that any potential changes that are listed under the Extra Bits section have to be bought there separately.

Hair

- **[Free]** Choose any naturally occurring type of hair, such as straight or curly. Adjust how visible body hair is.
- **[50 CP]** Adjust how hairy you are from no hair at all to completely fur-covered.
- **[100 CP]** Instead of hair, grow scales, feathers, or a shell (or mix and match).

Color

- **[Free]** Change hair and eye color to any naturally existing one, change skin color to any one existing in the human range. Additionally you can create birth or beauty marks or cause your form to have freckles.
- **[50 CP]** Change hair, eye and skin color to any color. You are also able to create patterns or markings on your skin and/or hair. (including ultraviolet markings, etc.)
- **[100 CP]** You can do like a Chameleon or Cuttlefish and change the patterns on your skin with only a minor effort of concentration, or have changes in color tied to your mood.

Extra Bits

- **[Free]** Limb Conversion: If you wish you can give up your original limbs to have the next purchase of Prehensile Limb or Wings discounted by 50 CP per limb lost.
- **[50 CP]** Actuated Limb: Add a limb following the conventional plan of having longer rigid sections connected by joints.
- **[50 CP]** Prehensile Limb: Add a limb with either a spine-like bone structure, or without bones. Examples for such limbs would include tails, trunks and tentacles. This also can be used to enlarge and make prehensile an already existing part of your body, like, for example, the tongue. Altered parts will still be able to fulfill their original function.
- **[100 CP]** Wings: Gain a proportional set of wings allowing for gliding. For an additional 100 CP instead you are able to fly under your own power.
- **[100 CP]** Mimicry: Your body plan in general is geared towards concealing any limbs exceeding the number you naturally are supposed to have and you can generally pass as a member of whatever species is closest to you in looks, unless under close scrutiny. Note that choosing increasingly outlandish forms diminishes this effect.
- **[50 CP]** Natural Weapons: Be it horns, fangs, talons, (non-poisonous) stingers or even thagomizers, you are equipped with ways to seriously injure someone. If purchased in conjunction with Poison Glands and/or Bio-capacitor you can freely toggle if your natural weapons carry the effect provided by that option.
- **[50 CP]** Bioluminescence: You have the capability to emit a weak light of the color of your choice from either your entire body or a patch of skin of your choice. Taking this option together with the higher levels of Color allows you to incorporate your bioluminescence in the patterns you create and choose the colors of your light.
- **[100 CP]** Bio-capacitor: Allows you to deliver a single shock comparable to a stun gun by touching your opponent with two predetermined parts of your body. Requires some time to recharge after that.
- **[100 CP]** Gills: Adds Gills at the sides of the neck or on the abdomen, allowing you to breathe underwater.
- **[100 CP]** Poison Glands: You naturally produce a single organic type of poison and can use it to augment attacks on your opponents. Alternatively you can also choose to have the gland produce another organic compound, like adrenaline, and gain the capability to inject yourself with a dose of that substance with the flick of a mental switch. Can be bought multiple times, allowing for multiple different substances.

- **[100 CP]** Spinnerets: You have the capability to produce and spin your own silk, producing strands capable of supporting your own weight. Choose one or multiple places on your body you spin your silk from.

Anomalous: CP gained here may only be spent in the Base-Form section. As with all sub-sections only one option may be taken, and it encompasses the lesser ones. It does not count as a drawback and is an inherent property of this form.

- **[+100 CP]** You stand out. This isn't necessarily a bad thing, but you will attract much more attention, positive and negative alike.
- **[+200 CP]** You are extraordinary enough to elicit a sense of unease for at least some of the people you are bound to interact with.
- **[+300 CP]** You are abnormal enough to have problems in a world predominantly designed for human convenience, be it getting stuck in doors because of your bulk, lacking hands or other fine manipulators or being too small to operate human tools.

Affinity

If you wish, you may purchase a single Affinity for your body, granting you discounts on certain augments.

BODY ~~**Matter**~~ **[100 CP]:** This is called a **Body** Mod for a Reason Scrub. You can think really really hard and stuff all day long, but if yer **Bod** Sucks, then none of that's gonna help when someone takes a baseball bat upside your Dumb Smart Head. And don't get me started on heart, Heart is A Stupid Power. Having an Affinimawatzit for **BODY** Helps you Git Gud, giving you more *Strength* To Punch People Hard With! Less important, but Body also Improves *Endurance*, so you don't wimp out on me during a workout, *Speed*, If you wanna run away and cry or some Garbage like that, and *Resilience*, so you don't pass out like a Wimp when you Get hit by that Baseball Bat(Ha! Brought it around, Full circle!). Huh? Yeah I GUESS you get *Reflex* too, which could help you become a one of those Martial Artists, but why the hell would yuo want to call yourself any kind of artist? That's Just Dumb.

Mind [100 CP]: The **Mind** is the thing that gave your species a fighting chance at survival on your planet, and it will serve you most faithfully here. An affinity for **The Mind** makes it easier to comprehend the intricacies of *Logic*. It improves your *Memory*, lest you forget the lessons you have learned along the way, and likewise does the same to your *Resolve*, to prevent you from forgetting yourself. It allows for greater control over your Body, enhancing your *Coordination*, **Mind** over **Matter** and all that. And finally, what good is a Mind that has no way of observing the World around it? Thus, your *Perception* is enhanced.

Heart [100 CP]: Whoever said that "Heart is A Stupid Power" Should probably have taken an affinity for **Mind**, **Heart** is Awesome! An Affinity for **Heart** improves your *Charisma*, because we could all be a bit better at talking to others. Your *Appeal* is also increased, since while looks aren't everything, they are still something people think about. Your *Empathy* increases, your *Flexibility* is increased because, well, reasons(͡° ͜ʖ ͡°). And Finally, you gain enhanced control over your *Fertility* - You know, to avoid unwanted consequences.

Augments

Each level of an Augment includes the benefits of the preceding, cheaper Levels for the price of only that Level. They are independent from the Base-Form gained in the previous Section. When buying an Augment you immediately are able to operate on the level described. Discounts Make Augments free at the 50 CP level, and 50% off at higher levels.

Strength

- **[50 CP]** You are as strong as a dedicated and strictly maintained training regimen can make you. Note that there will be a trade off between slow-twitch muscles (lifting strength) and fast-twitch muscles (explosivity, striking power).
- **[100 CP]** You combine the physical strength of a strongman with the striking speed of a top martial artist.
- **[200 CP]** You perform on the level of a comic-book peak-human. Bench press up to two tons and shatter concrete or dent steel with your punches.

Endurance

- **[50 CP]** If you were to put all your effort into running 5 kilometers as fast as you can, only by the end would you even begin to feel fatigued. You can function on just 6 hours of sleep per night as well as an average human adult could on 9 hours.
- **[100 CP]** If you were to put all your effort into running 42 kilometers as fast as you can, only by the end would you even begin to feel fatigued. You can function on 3 hours of sleep per night as well as an average human adult could on 9 hours.
- **[200 CP]** You never grow tired or fatigued from exerting yourself, and could go an entire week without sleeping before beginning to feel any effects from sleep deprivation.

Speed

- **[50 CP]** Perform at the peak of human capability in both long and short distance running.
- **[100 CP]** Instead perform at the peak capability of the animals topping the scales for long and short distance running.
- **[200 CP]** Run at top speeds of roughly 250 Km/h or 155 mph.

Resilience

- **[50 CP]** You can take a beating and possess an impressive immune system. Furthermore you can power through most pain.
- **[100 CP]** What martial artists can do in a carefully controlled setting you can do in real life, like blocking a wooden quarterstaff and having it break against your limb. Should you get injured your recovery, while no faster than usual, will go as smoothly as external circumstances will permit.
- **[200 CP]** You have the toughness comparable to that of an action hero. You can walk off shots to ‘non-critical’ parts of your body, ignore all but the most excruciating of pain and recover from injuries twice as fast.

Reflex

- **[50 CP]** You have a wide range of situational reflexes on par with the level of professionals, allowing you to weather most non-supernatural situations requiring quick action without difficulty.
- **[100 CP]** Whenever you are truly surprised you still will reflexively react as if you had had a few seconds to think over what just happened. This does not make you react faster, but rather ascertains that the correct reflex for that particular situation fires. You won't, for example, accidentally punch a person you'd rather not punch even if they startle you.
- **[200 CP]** Your reflexes are quick and precise enough for you to parry a bullet. More bullets, however, as well as high velocity rounds will still overwhelm you.

Logic

- **[50 CP]** You can easily comprehend difficult topics and concepts, comparable to some of the smartest people today.
- **[100 CP]** You have a talent for structuring data in the most accessible ways, helping to quickly and effectively communicate it to an invested audience. Teaching such an audience will be met with easier success.
- **[200 CP]** You can follow the smallest details to the most obscure solutions, are a prodigy at mental arithmetics and there is no concept you can't grasp eventually so long as you have at least some evidence to help you define it. Furthermore you are capable of visualizing images as easily as if you were seeing them with your physical eyes. You are still required to follow a proper chain of logic, however, and taking leaps of logic can lead to erroneous results.

Memory

- **[50 CP]** Your memory is excellent and you rarely forget things.
- **[100 CP]** Your mind is like a steel trap; once you learn something, you never forget it, and you learn things twice as quickly.
- **[200 CP]** You are able to perfectly recall everything that has ever happened to you, before and after taking this and your mind is altered in a way as to be able to manage an effectively unlimited amount of memories to no ill effect. Should you need it you can repress memories so that you only remember that they are there and why you repressed them. Furthermore you are capable of spotting if your memory has been altered and retrieving the unaltered memories.

Resolve

- **[50 CP]** You are always able to easily motivate yourself to do any task you would at least be willing to do at some point. From now on, if you're gonna put off till tomorrow what could be done today, it's gonna be because you decided to do something else today.
- **[100 CP]** Now you're able to ignore instinct and push on toward the action you want to take, regardless of how bad you feel. Furthermore you are easily able to resist non-supernatural compulsions, such as addictions or social conditioning.
- **[200 CP]** You resist and are able to overcome even supernatural influences on your actions and attempts to outright control them require roughly twice the investment, be it time, effort and/or resources, to succeed. Furthermore you are able to spot

alterations forced upon your mind as well as to work to slowly revert them. And lastly, at the end of every Jump, directly before getting the choice to go home, stay or move on, all such external influences that might affect your choice are dispelled.

Coordination

- **[50 CP]** You have control over your body comparable to an olympic acrobat or circus artist.
- **[100 CP]** You have perfect control over individual muscle groups; you can work them against each other, or direct them to assist each other with little or no conflict of energy.
- **[200 CP]** You can perform feats like running up or along walls and cushioning improbably high falls.

Perception

- **[50 CP]** All your senses operate at peak human efficiency.
- **[100 CP]** The effectiveness of all your standard senses increase until they rival those of animals known for their sharp senses. Track someone by smell like a dog, navigate a dark room by interpreting echoes like a bat etc.
- **[200 CP]** Additionally gain nonstandard senses not usually possessed by a human, including perceiving a broader spectrum of colors, such as ultraviolet and infrared, heat vision, etc.

Charisma

- **[50 CP]** Be it instinctual or learned, you possess knowledge of basic psychology and can use it to subtly manipulate your audience, enhancing the effect of whatever you have to say.
- **[100 CP]** You have conscious control over your own body-language and tone of voice, able to set up mental presets and instantly switch between them at a moment's notice.
- **[200 CP]** You always know what choice of words, tone of voice, and body-language will be most effective in getting the desired result just by looking at your target audience, though obviously the more people you try to appeal to at once, the more vague this effect will become.

Appeal

- **[50 CP]** Unless you actually exert yourself, or come into contact with contaminants, your body will not grow dirty or develop body odor. Furthermore you will find it easy to maintain your figure with even a modicum of discipline.
- **[100 CP]** Even the most sticky of mud can instantly be removed by simply wiping it from your body or clothes and will slough off you without a trace in a matter of minutes or seconds otherwise. You also will find sickness and injuries will only leave lasting marks on you in the most severe of cases. Scars will fade over time, unless you choose to keep them.
- **[200 CP]** Anything capable of having an opinion on the matter will find your form aesthetically pleasing. Your fragrance will at worst be perceived as unobtrusive and

will usually be seen as quite attractive. Quite a few will at least consider going against their sexuality to be with you.

Empathy

- **[50 CP]** You are an expert at reading the subconscious cues of the human body, allowing you to get a good read on the emotional state of whomever you are talking to.
- **[100 CP]** You have the capability to pick up on, and correctly interpret, even nonstandard cues your conversation partners may exhibit and are exceptional at picking up the subtext of any communication.
- **[200 CP]** Your ability to divine another's current emotional state extends past the need for visual or auditory cues, to the point of never misinterpreting your conversation partner's emotional state or missing any subtext without supernatural means obfuscating them in place.

Flexibility

- **[50 CP]** Become as flexible as a professional gymnast or ballet dancer.
- **[100 CP]** Gain the capabilities of a professional contortionist.
- **[200 CP]** You now are capable to squeeze through any opening big enough to fit the biggest bone in your body.

Fertility

- **[50 CP]** Control your own fertility from making yourself completely infertile to being extremely virile or being able consciously cause yourself to ovulate. Your own pregnancies, should you be able to get pregnant, won't encounter complications. Should you have a menstrual cycle you now are able to choose its length or even suppress it entirely without negative consequences.
- **[100 CP]** Any offspring you sire or conceive will be guaranteed to not suffer from any genetic disorders or inheritable maladies. This also extends to supernatural problems like generational curses. This doesn't protect your offspring from Inheriting negative traits bound to their race or physiology, or prevent curses that would afflict them because they belong to a certain race, not because they are your offspring.
- **[200 CP]** You can choose to have your offspring inherit any number of Augments you possess. Furthermore you are able to pick and choose which of your other inheritable perks and powers get passed on.

Powers

Options in this Section have to be bought separately and do not grant access to the functionality of any other listed option.

Shapeshifting

- **Alt-Form Shift [Free] -** You gain the ability to change into Alt-Forms during a jump with a minor effort of will and a minute to spare and will, no matter how outlandish your form gets, never suffer from Body Dysphoria. Base-Forms, additionally to being treated as completely separate Alt-Forms, can be applied to any Alt-Form as a modifier, causing you to appear as the closest equivalent in build and sex that makes sense with that Alt-Form. Using a Base form in that manner isn't a permanent change and, should it become relevant, you still count as being in the Alt-Form you modified. While restricted to the Body Mod you are locked in a Base-Form of your choice and may not use this ability to change forms.
- **Additional Base-Form [50 CP] -** Create a single Alt-Form from the Base-Form part of this supplement, using the same amount of CP you invested in there the first time around. Can be purchased multiple times.
- **Combat Shifting [200 CP] -** You cannot be prevented from Changing your form by anything outside of Jump fiat and change between forms quickly enough for Shape-Shifting to be combat viable.
- **Independent Forms [300 CP] -** Any Alt-Forms you possess deteriorate independently of each other, meaning that age, starvation, sickness and injuries will not transfer over when changing forms, but will be restored once you change back to that form. Furthermore you can choose to retire an Alt-Form that has reached senescence and replace it with a new, youthful form of that species or kind of being, with all the perks and abilities tied to the old form now bound to the new one.

Variability

- **Variable Form [300 CP] -** Gain the capability to, at any point in time you would be able to change Alt-Forms, adjust your Base-Form, or Base-Forms, should you have bought additional Base-Forms, on the fly, going as far as redistributing CP you have invested into it and re-choosing which level of Anomalous applies to your form. Note that this only makes the Base-Forms you possess variable and doesn't let you create new, alternative Base-Forms.
- **Coalescence [300 CP] -** You are allowed to use any number of Alt-Forms simultaneously, temporarily merging them together to form a consistent whole. This allows you to access the combined abilities, special traits and Perks of all of them, but you also count as being in every single one of them, should it become relevant.

Permanence

- **Singular Form [Free] -** Your Base-Form will supercede any form a Jump would force on you, always appearing as you have chosen to appear, at worst adjusting your size to fit your new surroundings. Note that this prevents you from changing forms at all until you pick up a Perk, spell or ability explicitly allowing you to do so somewhere. Taking this power precludes you from taking any Shapeshifting or Variability powers from this document.

- **Agelessness [100 CP] -** You will not age beyond your prime biologically and, if already past it, slowly rejuvenate until you effectively are in your prime once more.
- **Regeneration [100 CP]** You gain the ability to slowly regrow lost limbs and organs over time. This does not increase the rate of healing, prevent you from bleeding out after losing a limb if you don't get immediate attention, or help you to survive until a regrowing organ can fulfill its task again.
- **Resistance [300 CP] -** Your form resists detrimental changes directly caused by supernatural means. The more detrimental an effect would be, the easier it is to resist them. A spell just causing you to fall asleep will affect you as if this power provided no resistance at all, but a spell ripping the soul from your body, a reality warper trying to will you from existence or killing your past self will achieve nothing more than causing you phantom pains and fatigue that will fade over time.

Adaptability

- **Ascension [Free] -** Gain the fiat-backed capability to improve your Body Mod Alt-Form up to the top level Augments through training and take that improved form into Gauntlets and other Jumps that restrict you to your Body Mod. Doing so will take dedication, requiring you to spend a significant amount of time on self improvement. Choosing not to take this power grants a discount on all Augments.
- **Universal Donor [100 CP] -** Your organs and blood can be introduced into other's bodies without having to take immune rejections into consideration.
- **Universal Recipient [200 CP] -** You take to prosthetics, cybernetics and transplants exceptionally well, avoiding complications like immune rejections so long at least basic medical hygiene has been adhered to.
    - **Ship Of Theseus [50 CP] -** Your Brain - and only your Brain - is biologically immortal. As long as you replace the rest of your body from time to time you can live forever. Requires Universal Recipient.

Quality of Life

- **Life Skills [50 CP] -** You now have excellent skill in cooking, cleaning, and basic repair, granting you the combined skills of an Chef, Butler, and Handyman from a mundane world.
- **Survival Skills [50 CP] -** You have extensive knowledge on how to survive in all manner of natural terrain, on how to hunt and forage and on how to process and conserve your take.
- **Waste Not [50 CP] -** Your body's digestive system now safely deals with any and all waste products completely internally by the time anything would leave your stomach. From now on, the only thing you could ever need to use the washroom for is, well, washing yourself.
- **Want Not [50 CP] -** The quality of the food you eat no longer matters, as long as it is at least edible. You can survive on drastically reduced amounts of food and water, and it is virtually impossible for you to suffer from malnutrition.

Gag Powers and Incentives

- **The Shirt [Free, requires the Body Mod Supplement to have been taken after at least one Jump] -** You gain the capability to summon high-quality, comfortable, but

mundane shirts with a Chest print along the lines of ‘I waited taking Body Mod, and all I got was this shirt!’ that will fit the Alt-Form you currently are in. When summoned the shirt will, at your choice, appear either on your body, or neatly folded in your hands or on a flat surface nearby.

- **School Of Hard Knocks [Free] -** For every Gauntlet you have bested before taking the Body Mod you may max out a single Augment for free.
- **A Solid Foundation [Free, requires the Jumper to have invested at least 500 CP into obtaining Augments] -** Any training and mental exercises done by the Jumper are twice as effective.

Notes

- Thank you to everyone who helped with balancing, options and fine-tuning!
- If you have constructive criticism or Ideas you think might fit this document consider dropping by the Google-Doc and leaving a comment.
- The 'Base-Form'-part expands on the supposed use of the Body Mod Supplement: letting the Jumper create a new and improved avatar of themselves. Also there's options for Furries and additional 'biologically possible' augmentations.
- 'Augmenting your attacks with poison' as allowed in the Poison Gland option includes coating equipment (such as melee or throwing weapons) or natural weapons in poison, as well as just spitting or throwing the poison at the enemy.
- Any and all Extra Bits come with a form of Required Secondary Powers(Read: They operate on Comic Book Logic) in order to ensure they do exactly what they say they do without any adverse unintended side effects to you, but not conferring any advantages not explicitly mentioned either.
- Should you already be able to perform on the level a level of an Augment provides, you may take that level of Augment for free. Buying a better level will still cost the full amount of CP.
- Resolve does not allow you to overpower e.g. outright mind control or psychic puppeteering, and also can't protect you from getting your brain chemistry interfered with by outside sources, those are cases where only the increased resistance applies.
- The second level of Appeal is supposed to replace the 'Evercleansed' option. If being able to simply wipe off dirt is not enough, feel free to rule that dirt will not stick to you in the first place.
- You can only pick one of the Perks Alt-Form Shift and Singular Form.
- It is permissible to take differing levels of Anomalous for each Alt-Form.
- When merging Alt-Forms with contradicting strengths and weaknesses using Coalescence you may choose which applies.
- Ascension references a ruling that the Body Mod can be improved through training I found on the Jumpchain Wikia. You can assume training a single augment from zero to its maximum level to take roughly 50 Years, initial gains coming faster. Or Fanwank something else.
- I won't try to balance Ascension interacting with training modifiers from other documents, just do what feels right in that regard.
- Ascension does not allow you to manipulate your Base-Form directly (such as gaining additional Extra Bits), or attain extra Powers (such as attaining agelessness).
- Ship Of Theseus: As long as it maintains the function of the perk you may use any 'in Jump Lore' you can come up with, e.g. replacing your 'Brain' with some sort of Phylactery you have to carry with you in your body etc.
- A Solid Foundation counts actual CP spent, so discounted options only count for their discounted cost. Buying an Affinity counts towards the minimum.
- The "yuo" in the body affinity is entirely intentional.
- Changelog for v1.1:
    - Spelling corrections
    - Removed redundancies in Base-Form options

- Lowered cost of the second stage of the sex change option
- Reworked Color options
- Added Limb Conversion
- Added Mimicry
- Rename Inhuman to Anomalous
- Added Reflex, Resolve and Empathy
- Reworked the Powers-section
- Removed purely anecdotal Notes