Your Body & Soul

A Jumpchain Supplement by **SpiritualStill**

Version 1.1



*Well hello there, Soma - and well met! I am…ah, what would you call me in a way you can understand? Yes, I am the **Bringer of Joy** who, in this corner of creation, brings a sense of wonder and sensuality to worlds. For the time being, though, I'm mostly here to help out a wandering soul.*

Do you see that ghostly fellow right here? They are Pneuma - well, at least that's what I'm calling them for the moment. Certain circumstances caused them to be abandoned by their Benefactors in this bodiless state. I suppose you can call them renegades, though I'd never assist those sorts unless certain circumstances compelled me. None of this matters for the moment; all that's needed is that they were in trouble, so I want to help. I've contacted your Benefactor, and they seemed amenable to my idea.

What I want is to, hopefully, have Pneuma here join you on your adventures by twinning your identities, becoming two people in one body. Their Benefactor was quite thorough in its destruction, so they've been burned down thoroughly to the point where they can't reconstitute their material form even if they previously could, and I can't do so either. Therefore, if I find them a body, they can be active once more. Still, would this not be an opportunity for you as well? Two heads are better than one, as they say.

*If you accept, let us begin! Here, take these **+1000 Twinned Points** (TP), and we can get started!*

Pneuma Constitution

I imagine that you are fully aware of your own constitution, Soma? If that is the case, then perhaps it's best to focus on Pneuma for the moment. They've been through a lot, so let's help with this.

Synchronicity

How in sync are you and Pneuma?

Poor Synchronicity [+200 TP]
Okay, you can still work with this, but it's an uphill battle. You and Pneuma start off not being the best at this. The two of you have few likes and interests in common, and your methods of dealing with things are different. However, this is only at the start, and as you grow to understand one another better, this synchronicity will get better.

Standard Synchronicity [Free]
The two of you are different folks from different walks of life, but that doesn't mean that you aren't capable of being friends. Quite the contrary, in fact, as the two of you have similar enough hobbies and personalities that you can get along well enough. There might be one or two big quirks that can cause a bit of friction, but for the most part things work.

Perfect Synchronicity [200 TP]
Did the two of you happen to be interdimensional twins? Because you get along absurdly well, to the point where any distinctions you have from each other will complement one another rather than hinder. Saying the two of you are soulmates is not ridiculous to say, even if platonic.

Jumper Experience

Before Pneuma was bodiless, they were a Jumper with some history. For some TP, I can reconstitute it.

Past Experience [Free & Mandatory; Varies]
For **Free**, Pneuma here has gone through and retained things from at least one Jump. Have Pneuma fill out their old Jumpdoc and purchases, and I'll grant them back (though obviously not with the drawbacks). With Pneuma having them, you have access as well.

If you want more, that will cost you. For **100 TP** each, Pneuma can fill out another previous Jump to regain what they once had. It costs **50 TP** each for any supplement they had before, whether it be a Jump supplementing another one, or supplements such as a Body Mod.

Body Mod Extras

Though that is all that is truly needed, I suppose I can add just a few more things for you to enjoy. These perks are ones that are embedded into your Body Mod, so they can't be taken away from you. I hope you like it!

Switch-Up [100 TP]
In most circumstances, you are the one who operates in the world, and Pneuma exists via your own sensations. However, the two of you are now capable of switching who is piloting things, though the two of you must agree to it, whether it be indefinitely or for a specific amount of time.

Soul Movement [100 TP]
Though Pneuma cannot fight without your assistance, that doesn't mean that they are useless. At will, Pneuma is capable of "moving" away from you, enabling them to observe everything nearby omnidirectionally. It's useful for scouting and finding things. If need be, they can also interact with any fiat-backed items or properties you possess.

Pneuma's range is limited, however. With **Poor Synchronicity**, it's 100 meters; **Standard Synchronicity** is 250 meters, and **Perfect Synchronicity** is 500 meters.

Let's Split Up! [200 TP]
With Pneuma anchored to you now, it is now possible for them to instantiate a new body, even if temporary. Pneuma is now able to create a body for themselves to dwell in, though the two of you share the same mental corridor, therefore letting you share the same thoughts and letting you see what the other sees, like some sort of hivemind.

These bodies are instantiated based on your own energies and connection, shutting off the moment it can grow into an issue. Therefore, how long it lasts depends on synchronicity. **Poor Synchronicity** results in massive energy drain, cutting the time down significantly, along with the inability to communicate mentally with one another. **Standard Synchronicity** results in middling but ever-present energy drain, letting it last for potentially five times longer. With **Perfect Synchronicity**, the energy drain is negligible, and can last indefinitely.

Dual Life [400 TP]
Before this, actually dying is still a pretty significant threat. If Pneuma somehow died, they'd effectively be unconscious until the end of the Jump unless you revived them. And if you died without any revival abilities, that's likely to be a Jump failure based on common

rules. With this, that is no longer an issue, as the two of you and Pneuma are equals. If one of you dies, the other simply takes control, while the other heals up. Unless both of you are killed, death is no longer an issue.

Metaphysical Booster [400 TP]
Well, you already are together, so why not add a little bit extra? Now, whenever you encounter an option where you either become the vessel for a powerful entity, or the powerful entity itself (such as the Tailed Beasts from *Naruto*, or the Soul from *Deltarune*), you and Pneuma can take on those roles. Whatever benefit it would have given you before, now it grants twice as much.

Two-For-One Deal [600 TP; Requires *Perfect Synchronicity*]
Well congratulations! The two of you are now so connected that Pneuma qualifies as a Jumper! What this means is that, while you fill out a Jumpdoc, Pneuma here can fill out another one with you, including even drawbacks. However, as you should be aware, the two of you literally share the same body, so both of you get to use your collective perks together, and any drawbacks you share are redundant and don't become any stronger. Do note that this does mean the two of you experience the same drawbacks.

Conclusion

With that out of the way, I think that we are finished here! I bid you two farewell, and may your adventures be full of joy!

…Hello there, Jumper. I am…Pneuma. I guess we'll be roommates now in your headspace. So I guess we should get going. And, well, I want to thank you for letting me stay with you. I hope we can get along.

Notes

Full disclaimer: this idea was heavily inspired by Deltarune (as seen with the image), and a conversation with u/Delos777, so huge credit to them.

This is something of a sequel to my **Cosmic Sponsor Benefactor Supplement**. Taking it would let you get CP that lets you purchase more without requiring any drawbacks. However, it isn't required to take that supplement to use this one.

Jumper Experience: This is basically just a way for some Jumpers to get rewards from Jumps that have cool stuff that they ultimately don't want to travel to for Free. Is it sort of overpowered? Probably!

Designations: "Soma" and "Pneuma" both just mean "Body" and "Spirit" respectively. Soma is not your actual name, and Pneuma is not their official name either. They can be whatever you want.