Actually Basic Basic Body Mod and Bare Bone Warehouse

So sometimes you just want a vanilla starting point. This is for you.

Barebones Body Mod

You may have any ethnicity, eye and hair color, and other general features you want. You may assume your body was sculpted by an artist of bodies if you wish - this doesn't give you any points/out of ten, because standards of beauty aren't universal. But for people who use the same standards as you, you may safely assume they'll find you highly physically attractive.

First off, you have no 'conditions'. You aren't diabetic, you don't have a bad knee, and so on. You lack any negative health condition. You can choose to either be a universal donor or acceptor. You may have perfect pitch if you want (there are some drawbacks, so you don't have to have it), have tetrachromacy, and so on. You may essentially build yourself out of the best traits people *can* have, and if you're unaware of some exceptional trait that people can have, but you would have wanted it, you may assume you have it.

This can include neurological or hormonal conditions - depression, attention-defect disorder, whatever, though you don't have to accept any such changes.

You can eat worse than you would expect, and still remain healthy - you need protein, vitamins, carbs, and so on... but you need a lot less and a lot worse than would be expected, and on it will still remain healthy and active. If you don't receive this, you will decline at a slower rate than one would expect, and will make a full recovery once you regain access to food and nutrition. You could go for five days without water if you had to, though it would be an *unpleasant* five days, and you couldn't remain very active during it. You won't gain weight/lose muscle by being inactive, unless you would *want* to.

Your body naturally cleans itself - you may count this as the equivalent of a twenty minute shower's worth of cleaning every twelve hours, including a sanitizing effect.

You may set a physique between *disarming*, *lean*, or *built*.

If you pick disarming, you're fit, healthy, but not to such an extent that anyone would comment on it. You have a generally low level body-fat, but it comes across more like someone who controls what they eat. If you want more body fat in specific places, you may have that within the natural human range. You can pick any short-to-tall height, and any slight to average build. You can generally expect to perform at at least a silver medal Olympic level at any physical activity, with adjustment for your height and build - you will be weaker and have less reach if you're shorter, but you'll also have less weight and may look less threatening.

If you pick lean, you're fit to the point where it's one of the first things anyone will notice about you. You have the kinds of levels of body fat that body builders get down to right before

performing. Your muscles are obvious, lean, corded things, and without baggy clothing people will naturally pick up on the fact that you are extremely physically fit. You may pick any average to tall height, and any build. You can generally expect to perform a bit beyond the human range at any physical activity, though not to an extent that it's obviously superhuman, with adjustment for your height and build - you will be weaker and have less reach if you're shorter, but you'll also be less obviously threatening and can ride in an airplane without getting crushed.

If you pick built, you're a physical titan to the point where you'll probably stick out in peoples memories. Not in any unnatural kind of way, just that you're probably the most overwhelmingly fit person they met that year.. You have the kinds of levels of body fat that body builders get down to right before performing. Your muscles are exaggerated, sculpted, solid things, and you probably have to get your clothes at a specialty store. You may pick any tall to giant height - as in, the kinds of heights that people normally only get with gigantism, though you won't suffer the normal medical downsides of such a size. You have a very solid build. You can generally expect to perform at significantly beyond the human range at any physical activity - while the specifics vary, you're usually at least twice what a pinnacle athlete could achieve, with adjustment for your height and build - you will be weaker and have less reach if you're shorter, but you'll also be less obviously unnatural, and less likely to be seen as... well, a literal giant in a more superstitious setting, and there starts to be actual notable physical downsides and costs of such sizes, though the mass has its' own upsides.

At the start of each jump, you may freely pick what sex you'll enter as - your two forms will be similiar enough to be twins, and someone who knows one form probably will think 'sibling' if they see the other, though this is not a supernatural effect. Simply that both forms are about as similiar as they can be while remaining gender-appropriate, with identical heights, similiar if gender adjusted builds, and so on.

At any point in your chain, you may buy these perks as part of your body-mod.

Ever cleaner (50 cp)
You may increase the level of cleaning to 'constant and perfect'. You could wade through sewers, and so long as you didn't swallow anything or have an open wound, be fine. You will never have body odor (Unless you want to - for example, a lack of body odor might freak out a werewolf). Your hands will always be sanitized. And so on.

For a second purchase, this extends to your clothes and any small items you're carrying.

For a third purchase, it will become an aura, gradually cleaning things within arms reach.

Flexible attribute (50 cp)
Some traits have trade-offs. If you have perfect pitch, there are melodies you can't hear. High levels of flexibility in you joints is correlated with a certain weakness in the tendons making them easier to injure, and similar.

You may pick a trait, and push it one step to the 'extreme' in both directions. You could have the stability of someone with low flexibility, letting you have more muscle and joint stability in your strength and the lack of health issues, while still having the flexibility of someone with hyperflexiblity. You could be both a universal donor *and* receiver. And so on.

You may buy this multiple times, though at most once for each trait.

Sex Swap (50 cp)
You may, with a few minutes of meditation, set off a process to switch to your other sexual expression. This will take twelve hours by default and will also require food and rest, absent other perks to help out. This is considered a natural, physical, biological process, and so may be aided by perks that would help such things.

Barebones Warehouse

You also receive a dimensional warehouse. This warehouse is just an empty space, 200ft by 200ft. It has bare walls. One normal door opens into a corner of this warehouse. As you gain warehouse extensions, more doors will appear along it's walls, sized appropriately for the extension. If you run out of space, they may instead start connecting to each other. There is no ceiling, just an infinite starry night above, but air doesn't mix 'below' the level where you're using the warehouse. The walls are made of something unbreakable and seemingly unknowable, though they just look like concrete. There is nothing beyond them, not even space, and any attempt to go past them just loops to the opposite side of the warehouse.

To enter it, you can place your hand against a surface large enough to hold the door for thirty seconds, after which time it will temporally warp and merge the two spaces together, placing the door into the surface you were touching. If you have an *actual* door, this can be done almost instantly instead, merging the door you were using with that of the warehouse.

So long as the door is connected, the warehouse actively trades environment with the area outside, keeping the air fresh.

The door is made of steel by default. It is not unbreakable. It will repair itself if destroy the moment the door is disconnected. If you have materials better than steel, you may have the door 'upgrade' to them by leaving the material inside the warehouse and then closing the warehouse. Likewise, you may install technological upgrades, magical wards, or similiar, and the door will retain those upgrades and repair them every time the warehouse is disconnected. These don't have to be defensive - you might install a satellite dish to get tv or internet into the door, for example.

The warehouse is a pocket dimension. It is 'shielded' as far as universe that have pocket dimensions would be concerned, but that shield is not infallible, and could be access by a sufficiently powerful entity.

While no one is in the warehouse, time is stopped inside the warehouse.

You may not disconnect the warehouse so long as anyone living is in it. This is a inclusive use of 'living'. An A.I. is alive for the purposes of this question, so long as it has it's own desires and wants. On the flip side, normal plants do not - 'normal' in this case means unintelligent. Magical flamegrass is fine. A Dryads tree is not. If you have to ask, it probably isn't fine. The warehouse is able to force out minor pests - rats and below. That said, more potent pests might require you to deal with them before you can recover your warehouse door.

You must be at the warehouse door to disconnect it.

At any point, you may spend CP to buy certain upgrades to the warehouse.

Extra Door (50 cp)
You add an extra door to the warehouse. You may open it and then leave, and it will remain in place.

These extra doors can be of a different size - you may buy an actual warehouse sized door. It will just require a larger surface to use.

This may be purchased multiple times.

Size (50 cp)
You may add 50 feet to the length and 50 feet to the width of the warehouse each time this is purchased. This may be purchased multiple times

Shelving (50 cp)
You may purchase shelving and containers. This shelving grows out of the floor and/or walls, and is made of something similiar to whatever the walls are made of, though it feels more like wood. You may have as much shelving, and in whatever shape you need it, but it only goes up fifteen feet. These shelves slowly grow over the course of ten hours, and they can't exert pressure on an object, or otherwise grow in such a way as to damage or destroy something or someone. You may change the layout as often as you like, it just takes a certain amount of time for the shelves to grow into their new configuration.

You may purchase this multiple times, each time adding another fifteen feet. Yes, you may have it form into a crude home.

If it matters, the shelves and containers are extensions of the walls.

Power Outlet (50 cp)
Outlets form in the walls. They generate around 15,000 watts of power an hour. They only make 'basic' outlets, but like the door can 'install' more advanced ones.

This may be purchased multiple times.

Water and Sewage (50 cp)
Water is pumped from nowhere, while sewage vanishes off into nowhere. The pipes and faucets emerge from the walls, and are made of something similiar as to the walls, though in this case more metallic in appearance. This can produce around 300 gallons of water per day. By default, the water is luke-warm. They only make 'basic' outlets, but like the door can 'install' more advanced ones.

This may be purchased multiple times.

Environmental Controls (50 cp)
Air can be drawn down from above, refreshing the air in the warehouse and allowing a negative pressure seal against outside enviroments. This air can be any tempature and humitity that is found 'naturally' on earth in places where humans live, and you may expand that to other planets once you have lived on them.

This will also allow you to heat or cool the water from Water and Sewage, and have the 'ceiling' be natural sunlight for plants (or to keep out vampires), and similiar enviromental controls.

Seal (50 cp, requires a dimensional travel ability that could let you leave a pocket dimension)
You may seal all the doors to the warehouse while you are inside, so long as no other living thing except companions and followers is inside the warehouse. To leave, you must use your dimensional travel ability. Time will not stop so long as any living entity is in the warehouse.

Imprison (50 cp, requires Seal)
You may seal the doors while living things are inside your warehouse. Time will not stop, and they might escape using any travel abilities they do possess.

Stasis Pod (50 cp)
You have a stasis pod built into the walls - the inside of the pod does not take up space inside your warehouse, but only exists once someone enters it, at which point it adapts to become an environment deigned to support them in suspended animation. There is no room for anything else in the pod. People in suspended animation do not count as 'alive.' People must willing choose to use the pod before it can suspend them. Anyone who is using a pod my be offered a the right to become a companion. If they take it, they are transferred to wherever companions go when they aren't imported, or may alternatively be released back into the jump - they get to choose.