

# NuBee's Bodymod Supplement

[Jumpchain CYOA Supplement | Version: 1.1]

While most will already be aware upon picking this up, this is what's called a Bodymod Supplement. Bodymod allows for the customization and modification of your base form. Have you ever wanted to be taller? Did you want to change your hair color? Wish you were more flexible? Then welcome.

This supplement allows you to produce the new you, and even drawbacks that would remove everything else you've accumulated cannot touch what you've purchased for yourself through this supplement. As it was with the original, as it is here.

Unlike the base form of Bodymod created for Jumpchain, this variation will include a wider array of options, a larger budget, choice of mental modifications, and more. There's even a few oddities packed in here and there for those looking to get a bit abstract. All for the sake of freedom.

This is my personal take on a Bodymod. You have 1000 Body Points to make use of it. Please enjoy.

## Foundation

Within this section you'll be allowed to alter the most base features of your form. The options below will all be fairly straight forward, though reading through may offer new insights moving forward.

>Cleansed (Free/Optional) - "Physical and mental defects such as nearsightedness, depression, or asthma are cleansed upon taking this supplement. In other words, you will be left an entirely healthy human caring nothing but what your fellow man cares about like air, water, and sleep."

>Greener Grass (Free/Optional) - "Always envied the taller people in your life? Wish you weren't so scrawny compared to those muscle men in the movies? Generally discontent with the body you were born with? By opting into this option, you may grant yourself a truly average body to work on.

You will be of average height for your age, of average weight for your age, and given shoulders and hips neither especially broad nor narrow. You will sorta look like your old self, just differently shaped now. This will be the body you're modding from here on."

>Adjustment (Free) - "If still discontent, you may alter your base height, weight, and width to numbers anywhere within human norms. You could make yourself anywhere between four and seven feet tall. You could slim yourself down to anorexic levels, or make yourself obese.

Give yourself the slim figure of an acrobat, or the broad shoulders of a strong man. Of course none of these changes need be so drastic, and simply adding a few inches or dropping twenty pounds are valid. Only basic parameters can be adjusted through this option, details come later."

>Sex (Free/Optional) - "Wonder what it's like on the other side? Feel like you don't have the right equipment? With this freebie you can change your sex to desired, man, woman, or other. Your general body type and adjustments will be roughly translated from there."

# Statistics

Now that we have our template prepared, we can begin to make more serious changes. In the below section you will be able to adjust your various statistical abilities both physical and mental. Each of the listed stats are split between tiers ranging from 1 (below average) to 5 (superhuman).

You are given the choice of whether to start with base stats roughly equivalent to your own - by your own estimation - or with average base stats across the board. Average on this scale is a 2. You may raise a given stat one tier for 50BP, or earn 50BP by lowering it one tier from its base.

>Strength (50BP+) - "Strength, your basic ability to exert force with the muscles of your body. Lifting, pushing, punching, kicking, and other basic abilities rely on it. Even running is just a matter of pushing off the ground harder. What could be more vital?"

->Tier 1: Feeble (-) - "Your muscles are just weak, no bones about it. You'd struggle to carry groceries on a particularly bad day. Your ideal arm wrestling opponent just woke up from a coma."

->Tier 2: Average (-) - "Your muscles are average. You could actually help a friend out with moving, or hold your own in a fight if you actually knew how. Congrats on passing P.E."

->Tier 3: Strong (-) - "You've got some promising muscles. As if coming from a lengthy gym stint or a career revolving around physical labor, you're pretty built, and not just for show."

->Tier 4: Olympic (-) - "Your muscles are fucking tight bro or lady bro. You could compete with world class athletes, get signed onto professional sports teams just for your power output."

->Tier 5: Herculean (-) - "Honestly just choose your physique. Your power mildly outperforms what humanity is actually capable of in all ways, allowing you to classify as someone truly superhuman."

>Stamina (50BP+) - "Stamina, not so much your ability to exert yourself as much as the ability to keep doing it. It's how quickly fatigue builds and your ability to deal with it. How long can you keep going before you need to sit down and take a load off?"

->Tier 1: Winded (-) - "You don't go out much, huh? You would probably end up winded from a light jog. You're nothing without your scheduled breaks and power naps."

->Tier 2: Average (-) - "You have average stamina. You can take on the duties of an average man or woman of society and wait to take a hard rest until after you get home for the day."

->Tier 3: Active (-) - "You have great stamina. You could engage in various forms of athletics without passing out in the middle of a competition. Equivalent to someone with active conditioning."

->Tier 4: Triathlete (-) - "You have incredible stamina. Like some sort of marathon junkie you could keep pushing yourself all day long with just some water and a protein bar to make it through."

->Tier 5: Perpetual (-) - "When do you stop? You classify as having superhuman stamina, capable of running marathons, then celebrating with a victory lap through the night. Sleep is a sometimes need."

>Agility (50BP+) - "Agility, or how much control you can exert over your body in other words. It's your hand-eye coordination; your ability to balance yourself on tightropes or otherwise. To what amount of refinement and grace can you claim to possess?"

->Tier 1: Bumbling (-) - "You're just kinda awkward. Colloquially known as a 'ditz,' you are seldom left in charge of anything but the most simple tasks. You could trip on flat ground, and do, regularly."

->Tier 2: Average (-) - "An average level of agility. People could actually trust you with basic tasks and not expect you to choke. You can probably get acceptable results in some videogames."

->Tier 3: Graceful (-) - "An impressive amount of agility. Like someone who did a little acrobatics as a kid, you could probably do some cartwheels and flips. I bet you play a mean game of darts too."

->Tier 4: Acrobat (-) - "World class levels of agility. You have the grace of a ballerina, and the acrobatic ability of a high flying circus act. Your bodily control and grace are a sight to remember."

->Tier 5: Ninja (-) - "Like right out of the movies. Run the tightrope, slay the dance floor, quadruple flip from a standing start, your mastery of your body is second to none. Technically superhuman agility."

>Flexibility (50BP+) - "Flexibility, the ability to stretch, bend, and contort your body. The elasticity of your skin and ligaments is often something settled by the circumstances of one's birth, but diet and training can increase such things. We'll be skipping you past that process."

->Tier 1: Stiff (-) - "You're a stiff stranger. You'll probably cramp up from dancing too much, and might pull something if you bend over to pick something up. Crackly joints are your personal ost."

->Tier 2: Average (-) - "You have average flexibility. Maybe you can touch your toes. Maybe you can do some light calisthenics. Stretching as a warmup is reasonable instead of arduous."

->Tier 3: Flexible (-) - "You're pretty flexible. At this level you can bust out the party tricks like getting a leg behind your leg, bending your fingers backwards. Hey, maybe even get a back bend in there."

->Tier 4: Contortionist (-) - "You have nauseating flexibility. Rewind this back to the 20<sup>th</sup> century and we have a circus act. Sit on top of your own head. Stuff yourself in a suitcase. Gross people out."

->Tier 5: Rubber (-) - "Just call you Stretch Armstrong. Your superhuman flexibility makes dislocation a skill. Imagine snaking your way through vents or small holes and then resetting yourself after."

>Reflexes (50BP+) - "Reflexes, your ability to react according to external stimuli. This stat governs both your ability to think quickly, and ability to act quickly. Whether it's dodging danger or dissing someone on the spot, your proficiency lies here."

->Tier 1: Slow (-) - "Um, let me think. Ah, right, yeah, you're not really all that good at this whole like, quick thinking thing. There will be a lot of calls of timeout and wait a minute."

->Tier 2: Average (-) - "Your reflexes are average. If someone goes 'Think fast!' and lobs something your way, you can probably catch it sometimes. You can sometimes crack off a clever one-liner."

->Tier 3: Freestyle (-) - "Your reflexes are good. Slide a girl some flattering lines made up on the spot. Raise a man's confidence in one conversation. Rhythm games are your jam."

->Tier 4: Bullet (-) - "Your reflexes are great. Second coming of Muhammad Ali, float like a butterfly, and sting like a bee. Leave your hecklers blushing with quick retorts; counter punch with the best."

->Tier 5: Lightning (-) - "Is it really a metaphor? Eyes on a gunman and you could dodge every bullet they fire, then deliver such scathing burns that they'll give up on the spot. Superhuman reflexes."

>Intelligence (50BP+) - "Intelligence, your encompassing ability to learn, understand, and apply information. Think of it as your brain's processing power, and the higher it goes the more complex the task you're ability to potentially handle. Experience is sometimes still necessary however."

->Tier 1: Dumb (-) - "Calling you a moron might be fair. Himbo or bimbo might be a little more flattering but I don't know what the rest of you is like. School is gonna be real rough, buddy."

->Tier 2: Average (-) - "Your intelligence is average. Probably averaged B's in school, which is perfectly fine. You're no rocket scientist but no one will be calling you stupid, unless they're a dick."

->Tier 3: Smart (-) - "Your intelligence is above average. Pop those B's to A's give yourself a pat on the back for being teacher's pet. Puzzles are your bitch, and a well paying job is probably in your future."

->Tier 4: Genius (-) - "Your intelligence is well beyond average. We're talking skipping grades, an early diploma, an actual fucking rocket scientist or world renowned doctor. The materials of such anyways."

->Tier 5: Alien (-) - "Something beyond brilliance. Your mind is a few steps past what the best humanity currently has to offer. Truly superhuman intelligence is what you've been bestowed."

>Charisma (50BP+) - "Charisma, the force of your personality and the ability to apply it. It is that almost indescribable ability to ply others to your wants. It is the skill with words, stance, and action that allows you to impress yourself upon others. Can your tongue be called silver, or lead?"

->Tier 1: Lead (-) - "Foot meets mouth. You're socially awkward, and may end up coming off as an asshole. Your way with words is a bad one. People can come to understand you in time."

->Tier 2: Average (-) - "Your charisma is average. Friends aren't impossible to get. Romance is achievable. Like, you can hold a steady conversation without messing things up."

->Tier 3: Bronze (-) - "Your charisma is above average. You're something of a social butterfly, or perhaps an influencer if you want to go there. Say jump and some people just might."

->Tier 4: Silver (-) - "Your charisma is impressive. Rousing the spirits of others to follow your lead - or manipulating them into ruin - is your forte. As a politician or lawyer you'd be making bank."

->Tier 5: Gold (-) - "Your charisma moves the world. Classified as something superhuman, and people who have just met you can tell you exist in another world. Potential to become a legendary figure."





## Body Modifications

>Coloration (Free/50BP) - "As a one time freebie, you may alter the color of your eyes, hair and/or skin to any other natural colors found within the human race. Blonde hair, blue eyes, become pale as a ghost, give yourself a tan, do whatever.

For 50BP however, your choices of color are uncapped. Now you could give yourself the red eyes of a demon, the blue hair of an anime character, and the green skin of Shrek if you cared to. Small adjustments or major adjustments are both fine, it's up to you in the end."

>Endowment (50BP+) - "For one purchase of Endowment, you may adjust the scale of as many sexual - or secondary sexual - features of your body up or down as you like within normal human ranges. Give yourself tongue for days, the package of a pornstar, or enough butt to kill a person.

A second purchase of Endowment would allow you to exaggerate such your varied bits and pieces beyond human norms, of up to twice over world record holders as an absolute maximum. That's more titty than some adult women weigh.

Large equipment will have supporting anatomy alterations made to prevent health complications. Redirected bloodflow to swollen areas isn't enough to make you pass out. Gigantic chests won't give you spinal issues even if you can still feel the weight."

>Height Shift (50BP) - "Your foundation for height with different options in place should leave you anywhere between 4 and 7 feet tall. That's a huge range that much of humanity sits between, but perhaps you wanted to be more, or possibly less.

With a purchase of Height Shift you can reduce or increase your natural height to be comparable with that of someone with Dwarfism or Gigantism. You may or may not have the proportions of such individuals at your discretion, but you'll definitely have a different point of view."

>Rejuvenation (50BP) - "Scars, balding, missing teeth and nails, a person's body can undergo a lot of superficial damage and degradation over the course of their lives. Wouldn't you love it if that problem could just go away? What sounds like an infomercial now becomes possible.

With a purchase of Rejuvenation, superficial damage or degradation to your body will naturally heal in time. Get your jaw bones knocked loose from a nasty punch? Give it a couple weeks. Spontaneously combust? After your stay in the hospital ends you should be looking good in no time. No burn scars, hair back in order, it's going to be just wonderful.

As a free addition, you can selectively toggle the effect in order to keep some sort of scar you think is especially cool looking, or blend in better with the general public who can't regrow teeth."

>Grooming (50BP) - "If you've ever seen someone with absolutely gorgeous hair or flawless skin, there's a whole routine and regiment that goes into maintaining such things. Money, time, a variety of products, discipline, it's all needed if you're wanting to look your best. But what if it wasn't?

Your body acquires a maintenance effect as if you frequently visit a spa retreat. Your hair is always voluminous and silky. Your teeth are shiny, white, and straight. Your skin is soft and smooth everywhere it needs to be, and pimples will be a thing of the past.

You might still get filthy and need a bath, but good god do you clean up well. As an added bonus, you can erase facial hair and body hair, or stall out its growth to a specific length in case you like that light stubble look and hate shaving."

>Perfume (50BP+) - "With a single purchase of Perfume, you may erase all bad body odor such as that sweat and bacteria scent from heavy workouts. You can still smell because of other reasons like a stink bomb or skunk blast, but that's not really a you problem.

Additionally, stink doesn't cling as hard to you as other people, so even the above problems are comparatively easy to remedy. Your natural scent is also highlighted and pronounced, with those pheromones no longer competing with other smells to impress the opposite sex.

With a second purchase of Perfume, you can instead alter your natural scent to one mundane scent of your choosing, such as a particular type of flower or fruit, or perhaps a familiar cologne. Nothing incredibly pungent though, probably. Both levels can be toggled off and on."

>Fluid Production (50BP+) - "Your body's ability to produce one or more fluids - as designated at purchase - has increased drastically. Increase tear production such that even on driest day of the year your eyes won't get itchy. Donate blood on the regular. Become a more than capable nursemaid.

A second purchase of Fluid Production would allow one's body to instead produce a potentially absurd amount of its natural fluids. Express your sadness with anime level rivers of tears, or sweat your way through a blazing day in the middle of a desert without passing out.

Your body is still reliant on hydration of course, however the conversion rate allows for much greater returns than what is logically possible. Loss of other resources through the production of these fluids is no greater than before either. Drink as much water as the next person and you're fine.

As a free added bonus you may scale back the production of any chosen fluid to lesser or more human levels, and scale it back to maximum production at a later date."

>Aesthetics (50BP+) - "Like some fictional character you can make use of this option to slide your 'design' in a direction of your choosing. Like you're touching some character customization sliders in a game, you can give your form harder or softer shapes, sharper or rounder details, and traits that are traditionally more feminine or masculine.

With a second purchase you can instead push the 'redesign' a lot harder, picking an archetype to mold yourself around. As a woman you could acquire a few inches of height and a great deal of muscle definition to really fit the bill of an 'Amazon.' As a man you could make yourself so soft and babyfaced that with minimal effort you'd pass as a woman, or rather, a trap."

>Detailing (50BP) - "While the above is an option made for big changes, maybe it's the smaller things that have always caught your eye. You like a certain type of eyebrow, a certain type shade to your lips, whether your hair is straight or wavy. If you want to make those small changes, now you can.

You can make a number of 'small' edits to your body on the scale of the above examples. The greatest changes could be as audacious as making your teeth pointy, or giving yourself a different pupil shape, but not going so hard as to give yourself scales. Just like, try to keep it subtle, yeah?"

>Diet (50BP) - "Your digestive system, metabolism, and daily nutritional requirements have been optimized. Not only can you more efficiently convert fat and foodstuffs into energy, but you can go longer with less food, and remain healthy with less good food.

Waste production is drastically lower than what it was before. It's much easier to stay thin and burn weight with the lightest of exercise. Letting yourself go is now something of an active effort, though if you bought other purchases to make yourself look a certain way, those will take priority."

>Enhanced Senses (100BP+) - "On purchase, each of your five basic senses will grow to a level of sharpness and clarity that puts the average person to shame. See further, better. Hear sounds that most would miss. Taste nuances in food traditionally only perceived by those with training.

With additional purchases, you can escalate one sense of your choice to a superhuman level. Give yourself the sniffer of a bloodhound. Figure out who's on the either side of your door by the vibrations in the floor. Enhanced Senses are no more prone to overexposure than baseline senses."

>True Modification (100BP+) - "You may have given yourself purple eyes, an extra foot in height or so, or body odor like roses, but nothing has been too audacious, has it? Were you craving more? Not just changing yourself, but acquiring more than what humanity promises?

A single purchase of True Modification allows you to acquire 'more.' Specifically, four additional or brand new body parts. You could give yourself more arms, more legs, even another head if you felt up to it. Pairs only count for one slot too, so you could really go wild.

That's your 'additional.' Your 'new' includes anything from a tail to wings to antennae and other mundane body parts found in the natural world. Anything purchased in this way is integrated into your form and optimized, such that it won't actively hinder your health like a simple mutation.

A second purchase of True Modification will double the amount of parts you can acquire, and allows you to warp your form in significant ways. Give yourself a tauric lower half, enough bones to bend like a snake, a jaw that could split, or whatever else you have in mind.

Each of these major modifications counts for just one slot. Really want to go apeshit? You can continue to purchase True Modification, obtaining four more slots each time you do.

Although certain anatomy may help with different tasks, your new acquisitions wouldn't grant you anything that would vastly outscale that which is offered by another option like Statistics or Enhanced Senses."

>Animal Physiology (100BP+) - "While the former option might allow you to become a freakshow, it's limited predominantly in shape. The flavor is simply a distortion of humanity. This option - by contrast - lets you veer away from humanity entirely.

The first purchase of Animal Physiology allows you to give yourself whatever minor features or body parts you'd like from any mundane animal of your choice. Ears, tail, teeth; in essence this would allow you to become a catgirl if you felt like it, or perhaps go a bit further.

The second purchase of Animal Physiology would allow you to drastically change yourself using the qualities of your chosen animal. Pick bull and you could fashion yourself as a minotaur, while a choice in fish would let you redesign yourself as a mermaid if you felt like it.

Additional purchases would allow you to select one more mundane animal to pick and choose body parts or aesthetics from as desired. Become a man shaped chimera, or perhaps lose the form of man entirely.

As with True Modification, your new parts function as intended and are optimized so as to not impede your health. As well, nothing you can acquire through Animal Physiology will vastly outscale the benefits of other options such as Statistics or Enhanced Senses."



# Mental Modification

>Charm (50BP) - "Though not entirely distinct from Charisma, Charm is focused specifically on getting into the good graces of other people. Consider it more the ability to get them to like and trust you. This could be used to make friends, or to more easily get yourself some form of romantic partner. In addition to just having 'charm,' this also includes intuitive knowledge on body language and flirtation."

>Natural Disposition (50BP) - "When left to one's own devices, many people settle into specific moods. Some will see a cup as half full, others half empty, and others questioning what's in the cup in the first place. With a simple purchase you can adjust what your default mood would be.

It's fairly mild all things considered, but it can make a difference in your development from here on. Want to make life brighter by defaulting to happy? Awesome. Believe that artists derive their greatest inspiration from despair? Okay. Pushing a scientific future with a thoughtful default? Sure."

>Alignment (50BP) - "In fiction you'll oft find that someone is good, or someone is bad. In other works and in the real world there's much more diversity in belief systems and opinions, but even there some people can generally be called good or bad or something roughly in between.

With this mental mod you can determine your morality or alignment using a metric of your choice. Whether you base it off of a religious paradigm or a game's alignment system, you may shift your own morality in a chosen direction. You won't be a paragon, but you will be different."

>Strength (100BP) - "Do you ever think to yourself that you could do better, than just don't? Could you have started eating better or made room for a few more minutes of exercise a day? Could you have stuck up for yourself when others looked down on you? Do you want to change that?

On purchase you'll find yourself more determined, more disciplined, more willful. This allows you to push through feelings of doubt or insecurity to follow your actual wants. This allows you to restrain yourself where you may otherwise be indulgent to follow your actual needs. This is strength, of will and of character."

>Tolerance (100BP) - "Pain is a wedge. When driven in, it can make the wisest and strongest of us second guess their decisions or make simple mistakes. It is the natural mechanism that teaches us what is dangerous, and what is a threat to our being. We can help you surpass pain.

Tolerance is a mental mod that allows you to much better deal with pain in two parts. The mildly dulls your sense of pain without removing the sensation of it. The second allows you to more easily tolerate pain while keeping your head.

While you may still feel pain and acknowledge it, it will be more difficult for it to control you. No longer will pain so easily dominate your life and decisions. Now you can take risks that others shy away from simply because you've built up some tolerance."

>Open Mind (100BP) - "The longer you live, the more likely it is for you to become set in your ways. This isn't truly a negative per se, but just how people live. If you know what's good and what isn't then why change? For someone who could live for thousands of years though, that just won't do.

This mental mod opens you up to being more adventurous and flexible. You're more likely to try new foods, to travel to new places, to meet new people. You can adapt when things change in your life by simply keeping an open mind. Maybe you'll change your mind and see the world change around you just from a new perspective."

>Memory (100BP) - "The mind is a tricky thing, and what it decides is important enough to keep and what's not can be fickle. Who hasn't gone looking for an item that was in hand the entire time? Would you like to stop forgetting and start remembering? Let's do some brain training then.

On purchase you'll be granted an eidetic memory. This will allow you to vividly recall prior information or experiences with ease. Sights, sounds, smells, and sensations all come rushing back to you when you need them. Your memory won't degrade even with vast passage of time either."



## Character Perks

While Body Modifications and Mental Modifications are self-explanatory, Character Perks are a bit different or more abstract. They contain abilities that may have more active components or elements that are more noticeably supernatural in nature.

>Personal Tailor (50BP) - "No longer must you concern yourself with finding your size when shopping for clothes. With your handy, dandy personal tailor you can more or less instantly make clothing or equipment on your general scale shrink or expand to be a perfect fit.

Providing it's not made for giants or some other species entirely, you can now enjoy all the clothing the world has to offer as if it was made just for you. Removing such things will return them to their original size. May be selectively toggled in case you actually want the baggy look."

>Disinfect (50BP+) - "The world is filled with filthy and you would like to kindly reject that reality. Frequent showers, hand sanitizer, washing your hands after touching every little thing, what else can you do to run away? Worry not my germophobic friend, we have an offer too good to refuse.

Your body's natural state is now 'squeaky clean.' Filth and grime simply can't seem to stick, and even a light rinse can restore you to a state once only achievable by hours of scrubbing and bathing. Only the most persistent of filth can stick to you for long, and only good bacteria have any ability to hold purchase.

A second purchase of Disinfect would extend this convenience to your personal clothing. Go out, exercise in some old sweats, go straight to bed, and they'd come out smelling like they came fresh from the laundry. Sweat, mud, and grass stains just melt away."

>Normality (50BP+) - "After what you've done to yourself here, you may well end up standing out among the general populace. You've got weird colors going on, some weird parts too. How about those things being more for you than for other people to care about?

Providing you can generally qualify as human in the eyes of others, no one will overtly question or pay attention to you based on appearances alone. Weird hair is simply a dye job. Maybe they misremembered how many teeth you had? Being eight feet tall is just sorta neat.

Having wings or four legs or horns veers too far out of line, but if you cover those up then even that's fine. Essentially stretches suspension of disbelief in regards to your appearance. Humans are humans even if odd.

With a second purchase however, that suspension of disbelief bends a lot more before breaking. While you might still be contextually judged by your shape or size or actions, your actual appearance is no big deal even if you've modded yourself like crazy.

So you have wings. So what? A neighbor might ask for you to get something off their roof, but it's not like you're some angel descended. Are you an actual werewolf? Someone might feel nervous because of the large teeth and nails if you sat next to them on the subway, at worst."

>Gender Swapping (100BP) - "Feeling restricted by the permanence of flesh? Does your conformance to concepts of masculinity or feminine feel more fluid than concrete? With one purchase you can acquire the ability to genderswap yourself once per month.

When using this ability, the world's perception of you also changes. When once a man and now a woman or vice-versa, others will treat you as if you were always that way. In-world paperwork and photography will also shift. It is as if it becomes the new default. Mentality changes accordingly."

>Polar Bear Club (100BP) - "Your body has acquired greater tolerance for various temperature extremes. You could go skinny dipping in the arctic, and sunbathe in the Sahara, and you'll be more or less just fine probably.

That said this isn't strict immunity to temperature. Dunk yourself in lava and you'll burn like any other organism, and being frozen is still a recipe for frost bite. If nothing else can deal with it then neither can you, obviously. Now you can finally drink freshly brewed coffee though."

>Superior Breeding (100BP) - "Love can find you in strange places you may have never expected. Perhaps you found it not in humanity, but in some sort of alien, or an unusual lizard person from deep in the jungle. Providing you're still man and woman however, the concerns of family are present.

No longer! Now, providing your parts mostly match up then babies can be made. Your hybrid child will display traits of their parents and no unusual birth defects from the process. Pregnancy, whether it's yours or your partners, is no more dangerous than usual either.

In addition to hybridization being possible, your virility/fertility - physical sex depending - is also greatly enhanced. Even should your partner be sterile/infertile - physical sex depending - you can procreate as well as if they weren't. "

>Restraint (100BP) - "You now have power to enforce your will upon your various sexual and associated processes. Unless desired, your resistance to seduction or time wasting horniness may as well be a thing of the past as you shut down your libido.

Being in the mood or not is down to an active choice. Normally involuntary actions within the process may also be suppressed through willpower. Your virility and/or fertility can now be toggled as desired making contraception needless. Does little to protect against supernatural influences."

>Body Maintenance | Homeostasis (150BP+) - "Do you know how much time and effort is spent maintaining your body? And it only takes more time and more effort the greater you raise your personal specs. If you ever want to rest that's just kissing your gains goodbye.

Now though, now? Now you work out, you diet, you get stronger, you get healthier, and you will sustain that level of personal ability. Even if you get hurt or lazy later, you don't have to concern yourself with rehabilitation or getting back in shape. You're already there.

Even age won't slow you down, at least until the day you die. Your immune system and endurance are as fit as the day you hit your prime, even if you continue to visibly age in other ways.

With a second purchase, you upgrade Body Maintenance to Homeostasis. Homeostasis is a much more potent form of this same ability. With Homeostasis, you will no longer require food or water to maintain a healthy equilibrium within your body. Those things are just perpetual.

Your body will no longer suffer from mundane diseases. Your body can fight off minor toxins with no signs of degradation. You will no longer visibly age even if your lifespan is no longer than an extremely healthy person. While magic and supernatural effects can still kick in, you're golden till you kick the bucket in regards to all the mundane wear and tear of the world."

>Companion Interaction (100BP) - "With one purchase, you may now import companions through this Bodymod supplement as a one time per companion deal. The time of their build will fall after they've been recruited, at the end of the jump, and before the following Jump.

Companions who take this supplement will have full purchasing power and budget, only lacking the ability to take this option for themselves as it has no applicable targets."

