

Cosmic Sponsor - Esoteric Body Mod

A **Body Mod** Supplement by SpiritualStill
Version 1.0



"Jumper, are you well?"

"Sure I am! What do you need?"

You know, for a Benefactor who is supposed to usually be neutral or otherwise aloof, she folded pretty quickly when it came to her fondness for you, didn't she? She liked to give you things. You certainly didn't dislike it, but it was rather cute of her to give you things in the name of protection. You wondered what it was about this time

"As you are no doubt aware, Jumper, your Body Mod is an important part of your being. Save for the rarest of circumstances, your Body Mod is the most reliable factor of your existence, and you can trust it even in cases where the rest of your powers are unavailable. To that end, I have decided that you need a Body Mod of your own."

"...Aren't there a lot of Body Mods--?"

"YOU REQUIRE A BODY MOD AND THEREFORE I WILL GIVE YOU ONE. You may use other Body Mods if you so desire."

...Huh. She's remarkably assertive when she wants to. You weren't sure how much you liked it. You were given points for them:

+1000 Arcana Points (AP)

"Now then, let us begin. This document that I have devised takes you through all of the Tarot cards, emblematic of destiny, and the Journey of Life. This includes the Major Arcana, and the Minor Arcana. Speaking of which, I believe you'll need this one."

Trump 0 - The Fool [Free]

A card symbolic of a youth beginning his adventure out in the world. Befitting this stage of your journey, you automatically receive this for **Free**, and it grants you the ability to purchase any of the other arcana present within this Supplement. But that's a little cheap, yeah? So how about something that's just a little more tangible? The Fool is a young and innocent person, whose potential stretches unto infinity. Similarly to this, your own potential is infinite, and while this doesn't necessarily improve training, it does mean you can learn and train any and all of your powers, and they will grow for as much as you train them.

"With that out of the way, are you prepared to begin?"

"Ready as I'll ever be."

Minor Arcana

Suit of Cups Selection

Ace of Cups [50 AP]

A card symbolic of the release of emotional baggage. At the start of each Jump, all emotional distress accumulated from your previous Jump, save for anything that might benefit you in the future, is quickly faced and dealt with in the healthiest manner of acceptance.

Two of Cups [50 AP]

A card symbolic of partnership and the union of forces. Relationships formed by you tend to develop faster than expected, and are much harder to break apart.

Three of Cups [50 AP]

A card symbolic of a period of happiness. After some major event in a Jump, you will have *downtime* where there is no danger whatsoever, and you can spend time with others in ways that make you genuinely happy.

Four of Cups [50 AP]

A card symbolic of contemplation and motivation. Whenever you find yourself in stagnation, whether it be melancholy or simply not knowing how to proceed, you are able to sit down and simply think. Given enough time, you will learn exactly what you need to do in order to resolve the problem.

Five of Cups [50 AP]

A card symbolic of picking yourself up from past failures. In situations where something didn't go the way that you hoped, you are able to accept it, and learn every reason why things failed, ensuring you'll never make the same mistake again.

Six of Cups [50 AP]

A card symbolic of the desire to return to a happier time. Now, you won't have to worry about that. Your best features from your youth, those features that exemplified the best parts of who you could be, are restored and remain with you. Perhaps, for example, you can look at every new thing with wonder, or your optimism of the world won't fade, even if bad things might happen.

Seven of Cups [50 AP]

A card symbolic of many choices, and having to face reality head on. Now, when you are faced with multiple choices, you are capable of seeing exactly the consequences of the decision you would have to make.

Eight of Cups [50 AP]

A card symbolic of the need to transition to something new. You are very good at moving onto bigger and better things, knowing the exact moment that you can change to something that is better for you in the long run.

Nine of Cups [50 AP]

A card symbolic of self-satisfaction, and the fulfillment of a heart's desire. Once per Jump, or every ten years (whichever comes first), you are able to make a single wish, and so long as it isn't physically impossible, it will come true.

Ten of Cups [50 AP]

A card symbolic of happiness, joy, and contentment. This removes your sense of ennui or melancholy, ensuring you are, if not necessarily happy, then at least never despairing. This does not stop you from comprehending negative emotions and perceiving them in others.

Page of Cups [50 AP]

A card symbolic of ideas born of intuitive inspiration. Intermittently, you receive inspiration for some idea from your gut. Should you follow whatever this is, then you will be rewarded in some beneficial way.

Knight of Cups [50 AP]

A card symbolic charm and mediation. This is a beauty perk of you, cranking your beauty a solid 5 points more than whatever your previous amount was. This beauty actually has a benefit, as it causes people to, unless given a good reason otherwise, trust your words and suggestions more.

Queen of Cups [50 AP]

A card symbolizing compassion and nurturing. You are deeply empathetic with others, and are capable of assisting them with any problem they might be facing in life.

King of Cups [50 AP]

A card symbolic of control over one's emotions. You are capable of restricting any emotions that you experience, letting you feel them, but not letting them dictate your emotions in a way that would negatively impact your capabilities.

Suit of Clubs Selection

Ace of Clubs [50 AP]

A card symbolic of creativity and boldness. This gives you power over courage, and when your idea will work, you automatically have the will to enact it.

Two of Clubs [50 AP]

A card symbolic of the maturation of creativity present in the ace. In other words, you are extremely good at planning ahead, creating strategies based on what you can reasonably know from all data.

Three of Clubs [50 AP]

A card symbolic of planning for the future with greater conviction. Plans that you create are “hardened” from outside forces and attempts to change them. Sure, something that completely upends everything you know can smash through it pretty easily, but if it’s a mild surprise or something that otherwise doesn’t change the endgoal, it is much harder to overturn.

Four of Clubs [50 AP]

A card symbolic of the heralding of celebration and a harmonious home environment. You become extremely good at the “management” of people, in the sense that you can have as many friends (or possibly more) as you want, and you’ll never suffer from stress or have to worry about caring for anyone “more” than the other.

Five of Clubs [50 AP]

A card symbolic of a brewing clash, be it internal or external. You are extremely good at identifying problems that might pop up and cause trouble for you and those around you. Through this, you can hopefully ameliorate the problem before it’s too late.

Six of Clubs [50 AP]

A card symbolic of public success and victory. When you accomplish good deeds, and you find it expedient, the public becomes aware of it, and intuitively understand why you did it. So if you want to be a hero, you’ll never suffer from people misinterpreting you.

Seven of Clubs [50 AP]

A card symbolic of the struggle you go through to maintain what you accomplished. Upon successfully accomplishing some milestone, what you actually “do” is protected from being undone by others.

Eight of Clubs [50 AP]

A card symbolic of good tidings coming your way after a successful struggle. Upon successfully reaching some sort of milestone you care for, you are actually rewarded twice as much as you would be normally. Whether that means you literally get twice the reward, or the quality of the reward is higher depends on what it is.

Nine of Clubs [50 AP]

A card symbolic of perseverance in the face of seemingly impossible difficulties. In the moment that you would be killed or defeated, you receive a burst of determination and willpower that lets you overturn your would-be failure. This is not a guarantee of victory, but it is pretty close. This happens once per jump, or once every ten years, whichever comes first.

Ten of Clubs [50 AP]

A card symbolic of your perseverance being ultimately worth it. When you succeed at what you want to do, you receive a complete rejuvenation of yourself, be it physically, mentally, and spiritually.

Page of Clubs [50 AP]

A card symbolic of exuberance and curiosity about the World at large. At the start of the Jump, you are given a vague understanding about whatever setting you wind up in, and an idea of what to do. This does not tell you how to accomplish it however, nor does it update with whatever you change. Take it in, but don't use it as a crutch.

Knight of Clubs [50 AP]

A card symbolic of travel and adventure. No matter the circumstances, you will always be able to find some new adventure to go on. Completing these adventures also typically rewards you in a beneficial way.

Queen of Clubs [50 AP]

A card symbolic of an individual of great exuberance and fiery passion. When you make plans, these plans seem to succeed at an absolutely blistering pace, effectively being accomplished as quickly as it possibly could.

King of Clubs [50 AP]

A card symbolic of pure energy and leadership. When you or someone else has an idea, you know the absolute most efficient way to accomplish that goal.

Suit of Swords Selection

Ace of Swords [50 AP]

A card symbolic of a moment of breakthrough. You find yourself able to literally see the world from a different perspective, allowing you to see things that you previously couldn't.

Two of Swords [50 AP]

A card symbolic of stalemates, and how to break them. Whenever you find yourself or another person stuck in gridlock, you know the perfect way to ameliorate the problem for both sides in the best possible way.

Three of Swords [50 AP]

A card symbolic of betrayal and hurt. To be betrayed is to be hurt, and come out of it stronger than before. When someone turns their back on you, you grow to compensate for the one that you lost - not for their sake, but for your own to not need them.

Four of Swords [50 AP]

A card symbolic of a retreat and rest after a harsh betrayal. After a conflict or otherwise stressful time, a brief rest enables you to rejuvenate yourself. This only works when you are out of danger for the moment.

Five of Swords [50 AP]

A card symbolic of an ongoing conflict you are facing, and the need to pick up the pieces. When opposed by another person, you are able to intuitively understand their own motivations, and know how to best meet them in the middle.

Six of Swords [50 AP]

A card symbolic of having to move on from the past. When it's time to leave a place, you are able to do so with acceptance. Those around you will intuitively accept that you have to leave, even if they might want you to stay or otherwise want to travel with you.

Seven of Swords [50 AP]

A card symbolic of hiding something from others, for fear of the outcome. You are able to intuitively tell when another person is trying to deceive you.

Eight of Swords [50 AP]

A card symbolizing the self-perception of being trapped and helpless in a situation. When a situation arises where you would be binded, be it physically or mentally, you receive a subtle warning about it, letting you try and change it.

Nine of Swords [50 AP]

A card symbolic of fear and anxiety. In the event you are ensnared by some mental anguish, you are able to fight your demons, detecting exactly what is plaguing you, and know what must be done to permanently be rid of it.

Ten of Swords [50 AP]

A card symbolic of a major disaster striking you, and failure being the conclusion. Though the Suit of Swords embodies tragedy. Should you fail in a non-lethal but still significant way, you can turn back time and try again. This can be done once per Jump or every ten years, whichever comes first.

Page of Swords [50 AP]

A card symbolizing someone who never runs out of ideas. Your creativity is immense, able to use what you have to the absolute maximum, and figuring out novel ideas with what you have.

Knight of Swords [50 AP]

A card symbolic of obsession with some specific idea. When needing or wanting to take decisive action, what you do harms those around you in the absolute most minimal way that it can.

Queen of Swords [50 AP]

A card symbolic of older and wiser feminine intellect. You are able to look at everything from an unbiased, third-person perspective, and figure out what to do from there.

King of Swords [50 AP]

A card symbolic of ethical authority. When you perform actions in a way that you know to be ethical, you find that they work as well as any unethical but successful method would.

Suit of Coins Selection

Ace of Coins [50 AP]

A card symbolic of new beginnings and the material. When you attempt new things or move to new things, you find yourself experiencing great prosperity and success within it. This might be financial, but what is defined as “prosperity” can vary depending on the person.

Two of Coins [50 AP]

A card symbolic of a balancing act based on your minimal resources. The more dire the situation is for you, the more competent you seem to get, going from whatever you baseline is outside of this perk, and going higher and higher.

Three of Coins [50 AP]

A card symbolic of the successful completion of a goal. You are aware of the giftedness of others around you, and can encourage them to use and improve their gift.

Four of Coins [50 AP]

A card symbolic of both having attained material wealth, but fearing losing it. When you are actually generous and charitable with your possessions or wealth, it benefits others more strongly than it would. A homeless person down on their luck might wind up finding a job and a place to stay because you gave them some cash for the day.

Five of Coins [50 AP]

A card symbolic of hardships and poverty, whether it be in terms of finances or a downturn in health. Should you suffer some sort of setback in your life, you will rebound from it better than ever. Break a limb, and it'll heal even stronger. Lose your money, and you'll make it back twice over. Get sick, and you'll never get a cold again.

Six of Coins [50 AP]

A card symbolic of charity, whether it be from the wealthy, or the beggar. Acts of charity are rewarded in kind by the person who you helped in an equivalent fashion when it would be needed. Similarly, when someone helps you, you'll find that you can eventually come to their aid. People who help you, while you may or may not like them, will always require help in a way you are either comfortable with, or actively enjoy doing.

Seven of Coins [50 AP]

A card symbolizing investment and effort. When putting your faith in someone or something, you find that it will grow in proportion to what you invested and how much faith you put into it. Low investments yield small rewards, and great investments yield immense rewards.

Eight of Coins [50 AP]

A card symbolic of the time you dedicate to your tasks. It takes you half the time to complete any tasks that you have. This can even optionally extend to things like raising your children, though doing so might cause some issues.

Nine of Coins [50 AP]

A card symbolic of at last achieving confidence, independence, and self-sufficiency. Any and all powers that you possess, which originally might have required some external source, can now be powered through your own power.

Ten of Coins [50 AP]

A card symbolic of the end point of success, and your legacy to follow. Should you have children, or people that fill that role for you, you may bequeath to them copies of any perks or items that you have.

Page of Coins [50 AP]

A card symbolic of ambition and focus, the foundations of the future. When you are performing a task, you are able to always give 100% of the energy that you can expend for it, without suffering from any sort of deleterious effect.

Knight of Coins [50 AP]

A card symbolic of the daily tasks and responsibility required for a project. When your allies set out to perform a task that requires an extended time frame, everyone's parts will be completed as they ought to be, and on time.

Queen of Coins [50 AP]

A card symbolic of a maternal figure that does everything needed to keep their family stable. You are extremely good at any and all domestic activities, including ensuring that your family is the happiest and most stable they can be. This updates to include any setting-specific domestic quirks.

King of Coins [50 AP]

A card symbolic of a regal and generous provider. When you take someone under your wing, you find that they grow almost explosively into the best they can be, and remain loyal, or at least friendly with you.

Major Arcana

Trump I - The Magician [100 AP]

A card symbolic of one's inner willpower, and their innate desire to shape the world. It is the Magician that shapes the potential of the Fool into something tangible. This inner will of yours shapes the world, because when you desire something, it becomes magnitudes easier to do it. Naturally, there are some caveats to this, namely in the fact that the effectiveness of this depends on the specificity of the goal. Something as grand and nebulous as "rule the world" is going to be harder to enact than "I want to improve myself beyond what I once was".

Trump II - The High Priestess [100 AP]

A card symbolic of one's inner knowledge. Perhaps it's time that you focus on your intuition, rather than what you consciously know. Fittingly, this trump does not grant you a particularly flashy power, but it does grant you something truly special: *innate knowing*. You are subconsciously aware of the future, and though it isn't absolute, you find yourself "just so happening" to come across future issues that you can nip in the bud.

Trump III - The Empress [100 AP]

A card symbolic of divine femininity, and kindness towards all life. It's up to you to bring kindness and beauty into your life. Your ability to nurture others, therefore, is a force of nature in and of itself. When you love someone, they are subtly protected from the dangers of the world, and if they are hurt or run into trouble, it is a breeze for you to bring them back to health.

Trump IV - The Emperor [100 AP]

A card symbolic of divine masculinity, with the authority and organization of a father. It represents the paternal figure that grants structure and creates the rules and systems of life. Fittingly, your strategic and organizational skills are beyond measure, and come what may, you can turn a dystopian nightmare into a wondrous utopia.

Trump V - The Hierophant [100 AP]

A card symbolic of embracing the conventional. Perhaps you just want to follow an orthodox path, or maybe you want to tread on the path that has proven successful. Now, you don't need to change when it isn't particularly beneficial, because the wisdom that you actually keep will be ones that are always beneficial to you and those around you.

Trump VI - The Lovers [100 AP]

A card symbolic of two different things. The first meaning is that it embodies harmony and perfection in a relationship, while the second is a dilemma between making choices that are mutually exclusive. How about we synthesize them into a singular thing. From now on, you are able to enact true harmony between anything you have or are connected to. Use mutually exclusive powers, date multiple people, get both rewards down two separate paths - really, the sky is the limit.

Trump VII - The Chariot [100 AP]

A card symbolic of overcoming challenges and gaining victory. With confidence and control, the charioteer shall once more reign victorious. Your own self-confidence is a force of nature, and the more determined you are, the more you can force the world to become what you need it to be, and defeat opponents above your paygrade.

Trump VIII - Justice [100 AP]

A card symbolic of the long-term consequences of our choices. Everyone is judged eventually, and they must always be judged fairly. You possess a conceptual power over justice: when a person acts morally, you are better able to assist them. With those who act immorally, you are much stronger against them, and they are less effective against you.

Trump IX - The Hermit [100 AP]

A card symbolic of introspection, and knowledge from within. To seek one's inner voice, they perhaps need a time of solitude. No matter the time or place, you can go within your inner world, look back on anything and everything you have done, and decide where you can go from here.

Trump X - The Wheel of Fortune [100 AP]

A card symbolic of the nature of life's journey. Sometimes there is plenty of good that happens, and other times there are many bad things that happen, with everything looping. From now on, luck seems to be on your side, as the best outcome for you in any situation that requires some level of chance will happen. If bad luck seems to happen to you, it's because you needed that to happen for something important.

Trump XI - Strength [100 AP]

A card symbolic of inner strength and fortitude in the face of danger. Even in times of struggle, you hold onto your identity. Your inner power and resilience become external features as well, for it now augments your physical parameters. Your baseline is unchanged from whatever perks you have, so being at your lowest won't hinder you, but being your bravest absolutely benefits you.

Trump XII - The Hanged Man [100 AP]

A card symbolic of the knowledge that a sacrifice must be made to go forward. Perhaps you need to repent for a past mistake, or to take a step back to know how to go forward. The power of sacrifice is a meaningful thing, and so when you sacrifice something of importance, it can benefit you in a different way. Perhaps by giving something up, you get a massive bonus elsewhere.

Trump XIII - Death [100 AP]

A card that is feared but misinterpreted. It is not symbolic of death itself, but rather of new beginnings and transitions. You are an incredibly dynamic individual, capable of making or even enacting changes on a wide level, casting off all that is stagnant.

Trump XIV - Temperance [100 AP]

A card symbolic of moderation and balance. Even in times of great stress, you are level-headed throughout the whole affair. As a result, mental external factors, powers, or entities are unable to negatively impact you or your allies, whether it be social engineering, mind control, or deleterious mental hazards.

Trump XV - The Devil [100 AP]

A card symbolic of the feelings of entrapment and a lack of fulfillment. Maybe you're a slave to materialism, and are fixated on the luxurious. Now, you are freed of such toxic attachments. When you indulge or channel something, you are not truly beholden to them. Snort a load of crack cocaine, and it'll feel good, but at no point will you be compelled to have more. Call on the powers of a demon or cursed artifact, and you can use that power without succumbing to the downsides, or losing your soul.

Trump XVI - The Tower [100 AP]

A card symbolic of radical, perhaps destructive change. Though it may incite fear or disaster, it's up to you to pick up the pieces. This power enables you to be the Tower, for now you can conceptually smash apart ideas by directly attacking what is related to them. Should you bring about enough destruction, the foundations of the idea literally crumble, rendering them impossible within the Jump's current setting.

Trump XVII - The Star [100 AP]

A card symbolic of hope and the renewed will to carry on with life. You are abundantly blessed by the Universe indeed. Fittingly, you become the hope of others, and for those whose life you enter, you slowly but subtly change things around them for the better. This also ensures that changes you enact for someone, whether it be as personal as a simple request to a societal upheaval, works out in the best possible way that you intended.

Trump XVIII - The Moon [100 AP]

A card with two meanings. The first is that it is symbolic of your imagination guiding you in the dead of night, while the second is symbolic of illusions and hidden truths. You possess the ability to reach out for the truth, and unearth all secrets. Beyond being one hell of a detective, you can force the world to be fair, so no criminals can buy their way out of punishment, nor will the innocent ever stay behind bars.

Trump XIX - The Sun [100 AP]

A card symbolic of success, abundance, and radiance. Like the sun, it grants vitality and radiance to all who feel its rays. You are a living inspiration to the world, and for those who you would want to shine on, you do, inspiring others to meet you in the stars, whether it be by improving themselves in mentality or skill, or improving society at large.

Trump XX - Judgement [100 AP]

A card symbolic of the final judgment. We reflect upon ourselves and our actions. Once per Jump, at the moment that is most climactic, you will undergo an awakening, and what that awakening is depends on the Jumper and the Jump. This awakening will occur upon the complete reflection and comprehension of your actions in the Jump, granting you some sort of power or grand revelation.

Trump XXI - The World [Free; Requires all Arcana]

The final card of the tarot. It is symbolic of great unity and wholeness - likened to something like nirvana. You have reached a grand milestone, and you can only go up from here. This is, put plainly, a very strong uncapper that applies to all perks and items you might have. You can grow endlessly and improve endlessly, so long as you want to make an effort to do so. And when you want to do so, the infinite potential of the Fool can be fully realized.

Conclusion

“...Okay then, that should be everything, I believe. How do you feel, Jumper?”

...That’s a good question, how do you feel? Certainly stronger, at the very least, and maybe ready to take on the world?

“I suppose that’s all I can hope for. I’ll release this for the other Benefactors to use as they please, though they may see echoes of our own conversations. Never mind, let’s be off.”

*“Quick question, Benefactor. Not that I am ungrateful or anything, but...how exactly am I supposed to claim **The World** if I only have 1000 AP? Do I just come back later, or...?”*

“...”

“...You forgot to add that part, didn’t you?”

“Please be silent, for a moment!” Ah, there was the somewhat embarrassingly cute Benefactor you knew, “Okay, it has been resolved. For every Jump you complete, you receive +300 AP for this Body Mod. If that is not enough, you can convert In-Jump CP to AP at a 2:1 conversion rate. Does that suffice?”

You nodded, though you were tempted to see if you could get it lower. Perhaps another day.