

Jumpchan's Premium Scaling Body Mod for Long Contract Jumpers

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"Hey there new jumper, jumperette, and/or plaything. As thanks for agreeing to sign on to one of Jumpchan's special 'long term contracts', you have been entitled to this special benefits package-entailing a specialty scaling body mod for use throughout your jumpchain and beyond."

Ahem.

Now that the official thing is out of the way, welcome to the long contract scaling body modification supplement. This one's a bit more complicated than other body mods, so I recommend reading through at least the entire explanatory segment. Assuming Jumpchan didn't jack it up and accidentally give this to a "journey of the century" challenge jumper again, you're going to be stuck with it for a long time.

A really long time.

The first important thing to note is that the central part of this body mod is the 'scaling' bit. You start out with a grand total of **0 Body Points (BP)** barring a specific option offered to give you a kickstart, and must gain more by paying with CP from your jumps. There are some freebies you'll get right off the bat but Jumpchan, ever lovely person that she is, is making you work off your own benefits package before it properly kicks in.

The second thing to know is that this body mod comes in 'tiers' that the various perks are assigned to. Your Benefactor has picked one out for you (you don't get to choose it yourself) and only perks at that tier or below are actually part of your body mod so to speak. You can still purchase others above that level but they will not remain in effect during gauntlets, power loss drawbacks, or similar effects that reduce you to body mod. If your Benefactor decides to use this supplement for your companions as well, all companions will have the same tier but it does not have to be the same as yours. I recommend prioritizing your purchases based on this knowledge.

Third of all, higher tiers have extra restrictions to their purchase. You can only buy perks of higher tiers once you've spent enough BP in lower tiers. Something about 'goddamn munchkins rushing their super combos'.

The tiers are as follows, in ascending order:

The Bare Minimum: The freebies that come for everyone, no matter who they are. Unless your Benefactor decides to shut off specific ones because they think it'll be funny.

The Basics: The simple stuff that is pretty much standard fare. These are available for purchase right away, and your Benefactor's probably feeling really sadistic if these don't count for body mod.

Peak Human: Brings you up to the pinnacle of natural human ability. Can only be purchased once you've funneled at least 200 BP into The Basics.

Street Fighter: This is your low grade action hero stuff, roughly on par with some of the more quality body mod options on the market. This will get you right set for almost any gauntlet. Can only be purchased once you've funneled at least 500 BP into Peak Human.

Metahuman: This is the big stuff. Lotta folks consider this 'too busted' for a 'real body mod' but some other folks won't leave home without it. If you ask me this one's kind of pushing the envelope but everyone has favorites. Especially Jumpchan. Can only be purchased once you've funneled at least 1000 BP into Street Fighter.

Special Talents: The highest tier, and home to some 'special offer' powers that were included because Jumpchan demanded "everything reasonable" and I've learned to be generous with those kinds of requests. That being said, if your Benefactor has selected this ~~you aren't being honest with yourself~~ someone is probably blackmailing Jumpchan for your sake. Can only be purchased once you've put at least 1500 BP into Metahuman.

There are also two non-tier sections.

Extra Concessions: These are an assortment of special perks that frequently aren't straight power boosters but are regularly ones Jumpers want to grab as soon as possible for the sake of personal comfort, mental integrity, or not dying to stupid BS in jumps that have lots of stupid BS. All of these can be purchased regardless of what tier you currently have unlocked, and likewise do not contribute to unlocking new tiers, but have a tier assigned to them that dictates whether or not they count for your body mod once purchased.

Limit Breaks: These are some extra special super perks that are either hard to get equivalents for elsewhere or are just on offer because places that do offer them tend to be unreasonably dangerous. These will never be included as part of your body mod/base form regardless what tier your Benefactor picked out and require you to have spent at least 5000 BP elsewhere in the document before you can buy them.

Now that I can take off my exposition fairy hat, let's show you what's on offer, shall we?

BP Acquisition

A Small Loan: Right when you ***first take this supplement*** you may choose to start with up to 500 BP right off the bat to spend on whatever you like. In exchange, you are put double that amount into debt and must pay the ENTIRE loan back using BP you gain with Infusions before you can start using it to buy other perks here. eg: start with 250 BP, must pay 500 BP before you can buy things with BP beyond that first 250.

Hitch A Ride: Since scaling supplements like this can put your companions on something of a back footing, they can choose to instead connect their BP counts to yours. For every 50 BP you have acquired in this supplement (except for any taken to pay back A Small Loan, though the initial loan itself is included), they gain 25 of their own to use as they will, and

will continue to gain 25 more BP for every 50 you add to your count. This prevents them from using Infusions or A Small Loan on their own.

Infusions: Once per jump, you may choose to spend up to 200 CP out of your main stipend to gain half that amount in BP. In jumps that use unusual CP counts this will be adjusted as appropriate (i.e. jump that gives you 10 CP you can spend up to 2 CP getting 50 BP for each CP spent).

Delayed Gratification Or if you really want to make things funny for Jumpchan at your own expense, you can choose not to take this document until after you've been through a few jumps. For every regular jump you go through before taking this you will get an extra 100 BP to start, and every gauntlet that you've been through will give you 50 BP if you failed it so long as it cannot be reattempted (Jumpchan thinks convincing jumpers to do unpleasant things to themselves is funny) or 200 BP if you've succeeded. And just in case it's Tuesday and Jumpchan has thrown the usual rules out the window again: if you take another bodymod before this one you cannot take Delayed Gratification. Companions cannot take this.

The Bare Minimum

All of these are free but none are mandatory. Additionally your Benefactor is fully within their rights to withhold any of these from you at their discretion. The Jumpchain Physical and Mental Health Checkup perks default to being given only once, when you first take the supplement, but may at your Benefactor's choice be made repeatable for 25 BP each time taken after the freebie.

The Basics [free]: This isn't so much a perk as a general notice that the body mod applies BEFORE alt-forms/transformations/similar you get from jumpdocs you take. All benefits/changes you have from the body mod will apply to the alt-form as best they can. As an example if you have an abnormally tall base form, the alt-forms you use will be abnormally tall for whatever species it is, or if you import as a cheetah person the speed perks you have here will make you as unreasonably speedy for a cheetah person as you were for a human. Obviously perks and choices that are locked away by power loss/gauntlets due to being over the threshold your benefactor designated as "body mod level" will not apply as such, due to not being part of the body mod. This is a benefit/feature, and can be disabled at your discretion when taking on alt-forms.

The Jumpchain Physical [free]: Your body is set to "average" human level. This removes all physical maladies, disabilities, and illnesses both long and short term. It also removes issues born of an unhealthy lifestyle up to the point where you, while not necessarily in shape, are definitely not out of shape either and the same improvement is done for issues born of circumstances outside of your control such as genetic diseases or major injuries. You won't fall over out of breath the first time you're called upon to sprint two blocks is what I'm saying, or be unable to run those two blocks because of a leg injury when you were twelve. This goes on an issue by issue basis and is only improvements, so someone who is fairly athletic already will come out the other side of this better than someone who used to be a couch potato despite getting less benefits from the fix up. This is a one time benefit unless the option to purchase it again is given, if you jack your body up again in a way new alt-forms won't fix, that's on you.

The Mental Health Checkup [free]: Jumpchan needs her jumpers to start out in one piece. If someone's depression spikes to cause suicide because of the emotional shock of getting pitched into another universe that's no fun because then they never get around to being eaten by the bears. Your mental health is restored to around a healthy baseline. While this will not totally relieve all relevant mental and emotional neuroses it *does* reduce them to the point that they will neither inhibit your ability to survive your jumps as they are nor get worse again on their own (poor decisions on your part or negative outside influences are absolutely capable of causing eventual relapses if you're careless though) and will do so without tampering with the undamaged portions of your psyche. If you are *really* attached to specific personal delusions or broken neuron pathways, you may choose to have certain ones be passed over by this treatment. This is a one time benefit upon taking the doc, the stability is up to you to maintain yourself.

Body Modification [free]: Since this is a special contract for long term jumpers, Jumpchan is making the main makeover completely free. Choose a general selection of "build" changes with no specific improvements to them. Make your body sturdier or thinner, grow taller or shorter within the realms of standard human size, even shuffle your physical gender around to what's more comfortable. These are general changes, nothing that improves physical ability, is targeted specifically as a "appearance enhancer" in a way certain stats nerds would consider mechanical, or crap similar to that. You'll be given a few minutes to "test run" these changes before being locked in, but you only get this once upon taking the body mod so once you've decided you're not getting more free body shufflers. Don't worry, there's still ways to do it again if you're not happy with your first choices.

Heads Down Display [free]: This is a special mental HUD that you can call up or push back down with a thought that will give you assorted jumpchain related information. This info will be chosen by your benefactor: while stuff like time remaining in the jump or the health status of your companions is traditional, they're free to stick whatever they want in there whether that be letter rankings for your jump performance, colorful gauges for your personal resource bars, or customer reviews from all the people you've killed. It also comes with an inbox, which your Benefactor can use to send you messages if they don't feel like waiting to show up in your dreams or accost you next time you go to your warehouse.

Jumpchan's Mark of Ownership [free]: Your benefactor is putting a lot of investment into you by giving you this specialty body mod, and likely isn't interested in losing you to some two bit chump in a super hero jump because you got mind controlled right before the jump ended. If a jump ends while you are under mind altering effects, those effects are suspended so that you can make any chain-oriented decisions (go home/move on option, which jump to go to next, your purchases for the next jump, etc) with a clear head. This is only a suspension however, if the alterations are capable of sustaining themselves into your next jump you'll have to figure out how to remove them yourself or hope you have competent companions to do it for you. It's not your benefactor's problem if you've had undying loyalty to the dark god of destruction burned into your soul and fall into existential melancholy because they don't exist in Hello Kitty. This explicitly overrides drawbacks unless said drawback was taken 100% entirely of your own free choice.

Jumpchan's Secrecy Guarantee [free, Benefactor can make it mandatory]: Then again, maybe Jumpchan is a bit more attached to you specifically. They aren't going to give you

freebies on the above issue... but instead you get a guarantee that unless you personally and willingly allow it, nobody in a jump will learn about you being a jumper. Your companions won't be able to spread it around without your permission, followers will just never seem to bring it up, and it will effectively be invisible to mind reading or history delving effects, to say nothing of the fact that even while mind controlled or under the effects of other forced loyalty measures you won't be able to elaborate on it to whoever's trying to pull it out. That being said, this is a Benefactor thing. If they prefer to see you flounder under minor mistakes like that, this won't be active, you don't get to choose. Also this won't prevent people from noticing you using OCP or otherwise breaking the local laws of physics, it will just prevent people from forcing out the jumpchain explanation without your consent.

The Basics

All perks in this section that a jumper has worked up to the equivalent of on their own (i.e. they would still have it without perks) either before or after they started jumping are free. 'Purchasing' grants that level of personal ability the fiat backing and a guarantee to apply across forms as body mod normally does instead of potentially being lost to things like not exercising enough to maintain it or switching to an alt-form it's not applicable to. And is also required for it to count for prerequisites elsewhere in the doc. Freebies count as full price for the purpose of section unlocks.

No Sweat [50 BP]: Your average person can only keep going so long. Since you're now a jumper you're going to have to go even longer fairly regularly, so here's your basic endurance up. Upon taking this you can now go a full day of 24 hours of physical work and exercise without needing more than your basic meal breaks, or even pull full three day stretches without sleep and suffer minimal ill effects provided you aren't fully exerting yourself for major stretches of time. Your ability to do really strenuous stuff like sprinting, fighting, or heavy weight lifting is boosted comparably.

Do You Lift? [50 BP]: The most basic of strength perks, putting you up to the equivalent of generically athletic. For your baseline human lets say that's about 150 kilograms deadlifting and we'll say a little under half for an overhead lift, 70kg. This also lets you punch reasonably hard, giving strength in both slow and fast-twitch muscles so that you're at roughly comparable strength between lifting and more quick strength based feats.

Leg Day [50 BP]: All that strength won't avail you when you're going up against Speedy Gonzales though, so here's something to help you fall behind a little less. This perk ups your ability to move fast, giving you a top sprinting speed of 25 km/h. Comes with acceleration and deceleration boosts to make proper use of this as needed, as will following speed perks.

Quite Spry [50 BP]: Speed isn't everything, some dexterity will do you good in more cramped or dangerous areas. This perk will give you the muscle control, proprioception, and dexterity of a gymnast or parkourist, allowing you to emulate athletic feats of precision instead of just power.

Bendy [50 BP]: This perk gives you another bonus that's less obviously useful, but a good thing to have handy nonetheless, making you as flexible as a good professional gymnast.

Sense and Sensibility [50 BP]: It's good to know what's going on around you, so with this you'll have 20/20 vision, and all of the other senses that you possess will be bumped upwards in power and ability to match that, giving you senses that are all around somewhat better than average. This perk, and all of its upgrades, apply to ALL senses that you possess, even ones that have been added through other perks.

Whiz Kid [50 BP]: Fight smarter, not harder. Upon purchasing this, your mental faculties are improved in generally all aspects to make you fully well rounded intellectually. This doesn't make you a supergenius, but it does make it so that you will have a generally easier time learning and comprehending even more difficult topics. Additionally, this removes any existing personal blocks that might make learning, remembering, or understanding things difficult such as trauma-based mental blocks or learning disabilities.

Charming Smile [50 BP]: Smile for the camera! This gives you a general boost to your charisma, giving you both instinctive and learned knowledge of psychology, along with the general ability to use it to understand other people and/or convince them to do what you want.

Lookin Fine [50 BP]: Whatever you do, you should look good doing it. This perk gives you a general appearance and physical appeal boost. Smoother skin, evening out your proportions, all around making it so that you come out at least a very strong 8/10 except on your worst days.

Peak Human

All perks in this section that would be free under the rules for the ones in The Basics are discounted. Additionally, perks that you qualify for the discount on may be purchased before you have made the required purchases in The Basics. Otherwise, you must have spent at least 200 BP in The Basics to buy these. Discounted perks count as full price for section unlocks.

Do This All Day [100 BP, requires No Sweat]: A further improvement to your endurance. Now you're able to handle not having any sleep for a full week while moderately active, or a solid 3 to 4 days while fully active. It should be noted though that this scales to that final point, going that far will still be strenuous and will likely leave you completely wiped out by the end, possibly for a couple of days.

Take A Hit [50 BP]: Increases your durability to rival that of professional fighters. You can take repeated beatings and serious bruising then keep going, maybe even handle damaged bones. Also, really heavy injuries like being shot are less likely to kill you via secondary effects like bleeding out or shock, but you should still keep a medic on hand if you intend to get shot (you should try and avoid being shot). As long as you're tended to you will always heal at least as well as could be reasonably expected.

Automatic Apple [100 BP]: You now have an incredibly high resistance to mundane diseases, even the most contagious will need significant exposure to really bring you down and even then you will get a lot less sick than other people do. This includes degenerative diseases like cancer and acquired autoimmune disorders.

Environmental Controls [50 BP]: Increases your environmental tolerance, making you able to put up with higher temperatures without discomfort and indefinitely survive in

circumstances that would gradually wear down a person over time such as low level environmental toxicity or being too cold or hot for a normal person's sustained health.

I Definitely Lift [100 BP, requires Do You Lift]: Somewhat more than doubles your strength from the last perk, putting you on par with the greatest strength records for humans, 500 kg deadlift being one of them. Your other strength based abilities as elaborated on in Do You Lift are increased to similar heights.

Bolt [100 BP, requires Leg Day]: Once more your personal top speed is bumped up even further to the peak of human ability, pushing you to 45 km/h at your fastest, ready to meet and even break Olympic records.

Hardcore Parkour [100 BP, requires Quite Spry]: Your dexterity takes another huge shot of metaphorical steroids. Your ability to move around precisely the way you want ramps upwards to the point where you can go toe to toe with even the best parkourists and olympic gymnasts with your skill and ability.

Noodle Arms [100 BP, requires Bendy]: This perk upgrades your flexibility (who would've thought?), giving you the ability to bend and move around in ways that are only rivaled by the best contortionists. Though uh, there is a limit so try to not hurt yourself testing this out.

I See You [100 BP, requires Sense and Sensibility]: Once again a huge boost to your abilities, with all of your senses being ramped up to the human peak or close to it. 20/10 vision, full supertasting, exceptionally sharp hearing, so on and so forth. As an added bonus this also stifles/removes the vulnerability to sensory overload this increased perception would normally come with.

Sharp As A Tack [100 BP]: This one bumps your reflexes up to where they're on par with the best professionals, allowing you to react to things quickly and exactly. This ALSO adds an internal guarantee on them for you to react correctly, making sure that you don't do something like deck your friend because they spooked you while you're feeling on edge.

Mental Calculator [100 BP, requires Whiz Kid]: This is a more specialized but also more powerful boost to your mental abilities than whiz kid. Your straight "mental power" has been boosted, allowing you to think and use your conscious mental skills much faster. While it won't boost "softer" mental skills like intuition and creativity (directly at least) this means that your skills at logical deduction and mental math are up with the greatest scientific minds to ever live, and your capacity to understand foreign and difficult concepts is likewise nearly unrivaled in human history.

Creative Genius [100 BP, requires Whiz Kid]: On the flipside of things is stuff often considered the purview of "wisdom". Intuition, creativity, lateral thinking. Things that are not strictly "book smarts" but directly contribute to how intelligent or wise you are nonetheless. You are now at effectively peak human ability, making you a creative genius with the classic greats, and an utterly fantastic problem solver.

A Good Read [100 BP, requires Charming Smile]: You are now an expert of picking up on and reading even subconscious and nonverbal social cues from others. You need very little time spent interacting with other people to become accustomed to their more unique cues and will rarely miss subtext to communication you are involved in.

Mr. Cool [50 BP, requires Charming Smile]: You now possess full conscious control over your body language and tone when you desire, as well as being able to set mental

"presets" and switch between them with a thought to better make precise use of your charismatic skills.

Top Of The Scale [100 BP, requires Looking Fine]: For when you really want to be belle of the ball. This appearance booster further improves your appearance to a completely solid 10/10 from looks alone, gives you the knowledge and instincts needed to best present your appearance to look even better, and you look good in a lasting way such that injuries, grime, and other misfortunes mar your looks far, far less than they normally would.

Street Fighter

Requires 500 BP spent in the Peak Human section before these can be purchased.

Just Keep Swimming [200 BP, requires Do This All Day]: With this you now never get tired from general physical exertion, though seriously exerting yourself (such as fighting, extreme training, or serious construction labor) will wear you out over the course of two or so weeks, requiring a couple hours to recover, with other abilities that drain you faster (such as supernatural techniques) still draining your energy quickly though not as fast. You also only need to sleep around 10 hours a month to remain healthy.

Abs of Iron [200 BP, requires Take A Hit]: Takes your durability up to action hero level. Survive deeper wounds, serious cuts, walk off being "non lethally shot", and survive hits that should probably kill a normal person. You also heal twice as fast as you normally should.

Ate Your Vegetables [200 BP, requires Automatic Apple]: Upon purchase you now have total immunity to mundane illnesses. It also gives significant resistance to other degenerative effects such as poison and radioactivity, though you still shouldn't bathe in the stuff.

Tough It Out [200 BP, requires Invironmental Controls]: This one gives you above human level environmental endurance. Any passive environment a normal human could survive in unprotected longer than 15-ish minutes won't kill you. Out in a blizzard, scorching hot desert, or mildly poisonous/extremely smoggy air, you can handle all of it without so much as a shiver or cough.

MUSCLES [200 BP, requires I Definitely Lift]: Further boosts your physical strength so that you can lift 1k kg and still be able to manipulate and maneuver it. You can seriously injure people with single punches or damage objects around you, and you are similarly strong in all other relevant areas as well.

Meep Meep! [200 BP, requires Bolt]: Another upgrade to your personal speediness stat, with this baby you can pump yourself all the way up to 100 km/h, no sweat. Enjoy the looks people give you when you get a speeding ticket on foot.

On The Edge [200 BP, requires Hardcore Parkour]: This level grants Mirror's Edge protagonist and action movie grade BS. Jumping across city skylines, dodging around traffic and making your way up past significant terrain obstacles. It's a good idea to partner this with some level of strength and speed boosting, and maybe flexibility and endurance boosts as well. You'll get more out of it that way.

Squish [200 BP, requires Noodle Arms]: Want to be more flexible? Here you go. You can now straight up fit through any space small enough for your bones to get past, even if that should be physically impossible for a human.

Supersensory [200 BP, requires I See You]: Your senses are massively boosted, up to and past the realm of the greatest real humans into the realm of 'renowned animals'. Sense of smell akin to a bloodhound, the eyes of a hawk, all those good things. This does not give you new senses or extend your old ones into domains they couldn't reach before, but it gives them all superhuman clarity and strength while maintaining the previous perk's resistance/immunity to sensory overload.

Think Fast [200 BP, requires Sharp As A Tack]: This perk boosts you so that your reflexes are good enough to hold your own against a whole group of assailants including thrown ranged attacks. Be your own martial arts choreographer.

Elementary My Dear Jumper [200 BP, requires Mental Calculator]: Being able to think faster is great, isn't it? This boosts you up even further, with your calculative and deductive abilities falling on par with figures like Sherlock Holmes. This won't cover for everything, lateral thinking is often important to that kind of work and it isn't covered in this perk. But between incredible logical skill, a blisteringly fast mental calculation speed, and having almost no limits to what you can learn and comprehend, you're a proper sorrybook genius.

Your Brain On Art [200 BP, requires Creative Genius]: Your "soft intellect" will be a thing spoken of throughout the ages. While there are fewer fictional benchmarks for this kind of thing, Macgyver is a good one to point at (assuming you pick up some engineering skills) for how much your creativity and problem solving power have gone up.

Quick Study [100 BP, requires Mental Calculator and Creative Genius]: Very simply a x2 learning/training multiplier perk.

Most Interesting Man [200 BP, requires Mr. Cool and A Good Read]: Further boosts to your charismatic abilities. Your ability to read conversational cues and imply them yourself expands past the need for visual and auditory information to the point that you will almost never misinterpret a conversational partner or miss their subtext unless there is supernatural obfuscation in place, and you can ensure that your conversational partners will never have the same issues with you. Even through text, pictographs, or similar mediums that provide less grounding for nuance.

Hollywood Good [200 BP, requires Top Of The Scale]: Looking good is nice, but unfortunately it can take work sometimes. Sometimes you get your arm chopped off, or covered in ooze. This perk makes it easier, making it so that even if your looks are messed up by injuries or transformations of some kind, you'll still look good. Even if you get turned into a zombie or animate pile of rocks, you'll still be 10/10.

Metahuman

Requires 1000 BP spent in the Street Fighter section to purchase these.

No Sleep [300 BP, requires Just Keep Swimming]: With this, you will never get tired from standard physical exertion and never need to sleep. Stamina draining abilities or pushing yourself beyond what would normally be healthy can still wear you down, but your energy will last far, far beyond where it would for a normal person.

Won't Go Down Easy [300 BP, requires Abs of Iron]: Low-grade superhuman durability. You take reduced damage from hits, can survive small-caliber shots to major organs as long as you're patched up quickly enough, and can handle taking nasty stab or slash wounds if you aren't gutted.

Eat Lead [300 BP, requires Ate Your Vegetables]: With this perk you are granted immunity to real life non-mundane degenerative effects such as radiation and poison. This also gives you very high resistance to supernatural, engineered, and other unusual diseases and effects, though if they are potent enough you will still get sick.

Desmond [300 BP, requires Tough It Out]: With this you greatly increase your survivability in hostile environments, even more than before. You can survive unscathed in higher Gs than a normal person could easily breathe in, do likewise in a near-perfect vacuum, radioactive areas, the inside of an oven or Antarctica at night, and also you don't need to breathe.

Hercules [300 BP, requires MUSCLES]: Finally, true stronk. You can lift 2,000-2,500 kg and still maneuver it around easily. This is comics 'peak human' at full tilt, letting you punch through thin walls with enough windup or bend steel with effort.

Sonic Speed [300 BP, requires Meep Meep!]: Zoom. Your top speed has now been amped up all the way to 250 km/h.

Like Quicksilver [300 BP, requires On The Edge]: With this purchase you can perform the more ridiculous end of extreme stunts. Stuff like wall running or cushioning falls even from improbable heights is not only possible but potentially something you do all the time. Showoff.

Well That's Disconcerting [300 BP, requires Squish]: If squeezing through gaps too small for your own body isn't enough for you, maybe this can help. You now have the ability to make your bones flexible/pliant at will, letting you fit into places even smaller than your own skeleton could fit without this. Warning: may still be uncomfortable and seriously freak people out.

Seeing Faster [300 BP, requires Supersensory]: This one boosts your senses into the realm of comic book senses. Echolocation just from regular hearing (ie: not using specialized sounds for it), minor tremorsense from your sense of touch/vibrational sensing, things like that. This isn't stuff that's patently ridiculous, but near/borderline supernatural sensitivity on existing senses.

Shrimp Colors [50 BP, requires I See You]: This perk gives you access to the wide assortment of real but non-human senses. Sensing magnetic fields, detecting electricity, hearing into ultrasonic/infrasonic frequencies a human can't even feel, or seeing all the colors that animals can see that are completely invisible to humans. Choose one every time you take this perk, it will be buffed up to be equivalently strong and precise as the others based on your sensory boosting perks.

Matrix [300 BP, requires Think Fast]: The holy grail of cool action shots. Reflexes good enough to catch or parry bullets, though not in large quantities or high speed rounds. Still, with good awareness of the world around you this is more than enough to make your way through pretty much any fight against non-supernatural enemies you might find yourself in.

Immense Mental Stature [300 BP, requires Elementary My Dear Jumper]: The pinnacle from which you will gaze down at all mental mortals. At this level, your brain is

effectively a low grade supercomputer in terms of math, science, and general logical operation. Go out, jumper, and make everyone else feel inadequate.

Immortalized Ingenuity [300 BP, requires Your Brain On Art]: Some people are geniuses in their field, never seeming to run out of ideas, always able to pull another clever scheme or insane invention out when all others would find their reserves expired. You are to them what the metaphorical supercomputer in the last perk is to your unrivaled scientific geniuses.

College Graduate [300 BP, requires Quick Study]: This simply bumps up your learning/training speed multiplier from x2 to x5. Combined with even your basic general intelligence boosts this is easily enough to outstrip anyone else in almost anything.

Familiar Faces [300 BP, requires Most Interesting Man]: You gain an instinctive complete knowledge of how best to press someone's buttons and pull their levers in a charisma based way just on a brief conversation. This can apply to groups but obviously the larger the group the more imprecise this becomes. Also this obviously is a really good skill from the empathy and making actual friends side of things, since you're unreasonably good at inferring how others feel and think when interacting with them.

Grace [300 BP, requires Top Of The Scale]: On a scale from 1 to 10 you are now an 11. You are beautiful/pretty/handsome/gorgeous/whatever enough to actively drive other people to distraction with how good you look. This comes with a sort of dimmer switch that lets you tone it down between the first appearance booster perk back up to this one so that you can avoid the extra unwanted attention being this good looking all the time would probably attract.

Regenerate [300 BP, requires Abs of Iron]: This one makes it so that you can heal from any physical injury short of brain death given enough time. Limbs will grow back, being permanently crippled is no longer permanent, etc. This doesn't actually accelerate the rate of repair, so regenerating a missing arm is going to take a LOT of time and bedrest (and calcium).

Special Talents

Requires at least 1500 BP spent in Metahuman before these can be purchased.

Lucky Bugger [400 BP]: Your basic luck perk. Grants an increase to your good fortune and chance of good things happening, though not to an extreme. It is definitely noticeable though, enough that anyone paying attention will probably wonder why you have good luck so often. Does not grant immunity to bad luck, just the resistance gained from pushing the average upwards so far.

Environmental Immunity [400 BP, requires Desmond]: This one allows you to survive in literally burning temperatures or down to temperatures where some gasses freeze. Survive in outer space, or at the bottom of the ocean. It's (mostly) all good to you. This isn't perfect though, don't go planning your vacation on the surface of the Sun just yet.

Just a Flesh Wound [400 BP, requires Regenerate]: Massively increases your rate of healing so that healing major wounds won't wind up taking entire years, though it may still take weeks or even months if it's something on the order of losing a full limb or chunk of your torso, and minor injuries can heal over the course of just a few hours. This still requires you to actually

survive taking the wound, though it does provide rough immunity to bleeding out or dying of shock.

A World Never Seen [100 BP, requires Supersensory]: The Shrimp Colors perk allowed you to give yourself new sensory abilities, but limited you to things fully within the realm of real life. This does not, you may choose supernatural or otherwise purely fictional senses like blindsight, seeing mana, lifestense, tremorsense, or anything else that isn't going to be immediately more busted than more standard senses. One selection per purchase, please and thank you.

Empath [400 BP, requires Familiar Faces]: This basically gives you low grade empathic abilities. Not quite 'powers' for the sake of plausible deniability and not getting nuked by anti-psychic measures, but you can figure out how others feel and express themselves fast enough to beggar belief, to the point that you could get a decent feel for what a faceless blob from deep space is thinking after just a few minutes of conversation.

Glamour [400 BP, requires Grace and Hollywood Good]: There is good looking and then there is Good Looking. You are now the latter. You are what some would call 'supernaturally beautiful', with everything capable of having an opinion on the matter finding you aesthetically pleasing even if humans would normally be disgusting to them, completely foreign aliens will still find you attractive, and you can even go so far as to make some folks question their sexuality just on your looks alone.

Pet Whisperer [400 BP]: Except you actually can. This lets you communicate with animals, understanding them well and having them understand you. This also gives you some limited ability to communicate abstract concepts to them and have them follow orders they might not be able to otherwise. You might not be able to carry out a riveting conversation with your pet hamster, but you'll at least be able to figure out what their deal is and get them to actually know why you don't want them to poop on the floor.

Personal Inventory [400 BP]: You now have a small personal pocket dimension that can be configured at the start of a jump to function like either a bag of holding with about 1 cubic meter of space inside of it or a video game inventory with comparable holding space. Pulling things from it and putting things in is easy, but nothing living or volatile will go into it.

Supernatural Recovery [400 BP]: This one increases the rate at which your supernatural "casting resources" replenish, giving a good x2 value at your normal peak with a greater boost at suboptimal levels. It also decreases the strength of detrimental effects on resource regen, such as suppressed magic weakening mana gain or emotional turmoil disrupting your ability to regain chi or whatever. It also gives resources which cannot regenerate on their own a narrow trickle flow of passive regen.

Extra Concessions

Perks from this section may be purchased at any time. Which tier they count as for 'true body mod' purposes is listed in their price tag, but they do not count towards unlocking higher tiers nor do they benefit from the freebie/discount conditions of The Basics and Peak Human

Cosmetic Surgery [5 BP, The Bare Minimum]: This is an option for folks who decide they aren't happy with their choices from Body Modification and are too impatient or somehow

unable to grab an appearance changer in one of their jumps. Upon taking this, you may immediately change things up as listed in the Body Modification option in The Bare Minimum, plus any other applicable perks that expand your options for it.

My Body My Rules [25 BP, The Bare Minimum]: This perk allows you to, when a jump tries to push you into taking an alt-form, outright deny it and just stick with your base form. Keep in mind, most jumps that have mandatory alt-forms usually have a good reason to do so and if you refuse to take the alt-form you *will not receive it or any benefits associated with it*. You can't buy alt-form perks for alt-forms you've blocked, you can't take alt-form drawbacks for CP on an alt-form you don't have, and it does NOT get stored away in your alt-form bank. This is outright refusing it all together.

MAKEUP! [50 BP, The Basics]: Seems unfair to be confined to the limitations of just a single look when you're going to be importing to so many different worlds, doesn't it? So here's something to deal with that grave injustice. At the start of every jump you get a free use of Cosmetic Surgery, allowing you to freely switch up your basic physical attributes as you desire with every new adventure. Be sure to keep your companions up to date on what you look like. If you have a leftover BP value lower than 25 from Cosmetic Surgery purchases when you buy this, every unspendable BP you have is converted into a fancy enamel pin that you can design with no special properties other than being fiat backed like a purchase and thus being replaced if lost or broken.

Biology 2.0 [25 BP, The Basics]: Maybe you don't want to be stuck in the realm of "ordinary person". Maybe you feel more comfortable with a body that stretches further to the ends of unusual. Uses of Cosmetic Surgery now include anything within the realm of the human condition, from literally the size of a child to a towering 9 feet tall, from emaciatedly thin to bulky enough to be mistaken for a brick wall, even tinker with the dimensions of your "endowments", and as long as it's within the bounds of what real people have lived their lives under naturally your body mod will ensure everything keeps working, so even the extremes won't have their normally associated health conditions. Also gives you free range on color, within what can be justified as 'natural' human range of course. Heterochromia, streaks of color in your hair, skin as white as snow, up to you! Some combinations might get you weird looks though. Also so you can make use of this, this perk comes with a free purchase of Cosmetic Surgery.

Overcome With Generosity [50 BP, The Basics, requires Biology 2.0]: Having weird biology has one downside that most jumpers overlook: inability to donate blood/organs. This fixes that. Your blood, organs, and all other body parts can be used to support and help others without having to worry about rejection issues as long as they'll still function.

Rejection Free [100 BP, Peak Human, requires Biology 2.0]: Of course sometimes there's things better than biology. You now take to prosthetics, cybernetics, transplants, and all other similar "adding replacements or new pieces to yourself" treatments perfectly well, being immune to rejection and all common complications as long as basic hygiene practices are adhered to. Check the illness resistance perks in the main sections for coping with not doing that.

Hopscotch [200 BP, Metahuman, requires Rejection Free]: Your brain, specifically and only your brain, is biologically immortal and can even survive on its own to some degree provided it's in a situation where full paralysis wouldn't kill you (ie: if you don't need to

breath, no asphyxiation. Getting smashed further is still an issue), allowing you to transfer yourself endlessly between bodies if your first form expires.

Transjumperism [300 BP, Metahuman, requires Rejection Free]: You are now guaranteed to successfully come through any sort of surgery or other personal biological/physical modifications about as well as could possibly be expected. Weird mad science project to give yourself squid arms? Well, one out of ten of the test subjects survived so you'll be fine. Don't push this too far, it is "could be expected". If it takes a degree of insanity to think it COULD go well for a normal person, this will fail you. Take this as something along the lines of becoming inconsistent at a 1% chance otherwise and failing completely at a 0.1% chance, though other perks you have that increase the chance of survival will apply first.

Biology 3.0 [50 BP, Street Fighter, requires Biology 2.0]: Expands Biology 2.0 out further, for those who aren't comfortable being restrained to human. This ups your range of options to stuff that's not really humanly possible but comes up for human-equivalent fantasy/sci-fi races. Add antenna, bone growths, compound eyes, or maybe replace your hair with feathers or scales. And of course the entire color spectrum is open to you for skin, hair, eye, and other coloration unless you try and cheese out "mechanical" effects from it beyond just basic camouflage like real world animals have. If you try and do something stupid like encode memetic hazards onto your skin you'll be set to black and purple checkerboard for EVERYTHING until you've thought about what you've done and use Cosmetic Surgery again. Also so you can make use of this, this perk comes with a free purchase of Cosmetic Surgery.

Glowstick Trick [50 BP, Street Fighter, requires Biology 3.0]: You can now give yourself bioluminescent markings when making changes to your base form, choosing their color and how brightly they show up (or even if they only begin to glow at certain light levels!) Also so you can make use of this, this perk comes with a free purchase of Cosmetic Surgery.

Spider-Jumper [200 BP, Metahuman, requires Biology 3.0]: You now have spinnerets that produce strong silk sorta like spiderman. You can choose where from your body this comes out, and if appropriate can have it come out at high speeds. Keep in mind that this does not come with the arm strength needed to swing around like spiderman without dislocating your shoulder. That's in the main sections.

Toxic [200 BP, Metahuman, requires Biology 3.0]: Select any chemical biologically manufactured by mundane Earth organisms and a manner of secretion (internal, in your teeth, etc). This is a wide range since this includes things from adrenaline to mind altering drugs to multiple kinds of neurotoxin. You can now on-command generate this in your specified manner, and secrete it at all selected points on your body. It is recommended that if it's poisonous or otherwise something you don't want getting in your own tissues you take Wild Nature first. Like the rest of the "biology" perks you can change your selection every time you undergo the effects of Cosmetic Surgery. Purchases after the first only cost 100 BP, and give you both an additional chemical and an additional secretion method (you can mix and match among all options you have currently selected with your purchases of this). Also so you can make use of this, this perk comes with a free purchase of Cosmetic Surgery.

Wild Nature [100 BP, Street Fighter, requires Biology 3.0]: The perk for including basic natural weaponry. This includes stuff like carapace/hardened skin, claws, sharpened teeth, or stingers. Does not come with the ability to secrete poison or stuff like that to add to them, just the pointy/hard bits. Also allows for further speccking your muscles towards

combat if that's your thing, though this is an "optimization" choice so there will be trade offs if you do it with this. It will still stack with relevant "stat up" perks if you have them. There is not a limit to the number of 'natural weaponry' choices you get from this, just be aware that adding too much is going to make your life difficult in other ways. Also so you can make use of this, this perk comes with a free purchase of Cosmetic Surgery.

Bioshock [300 BP, Metahuman, requires Wild Nature]: Now included in your potential arsenal of wild weapons are the various less straightforward tools animals like to use. Detachable stingers/spines, *launchable* stingers/spines, ink jets, and of course the ability to send arcs of electricity through specified parts of your body to stun or even seriously injure foes. Your choices are not just listed to the examples, just about any real innate animal defense mechanism not covered elsewhere is on offer in this pack. Just like Wild Nature, the limit to how many such things you can add to your base form is entirely based on how far you're willing to push the envelope on your ability to function outside of combat. Also so you can make use of this, this perk comes with a free purchase of Cosmetic Surgery.

Handy [100 BP, Street Fighter, requires Biology 3.0]: Gives you the ability to include extra limbs! This could be bonus arms, wings, or maybe an actual third leg. Maybe a tail or tentacle? Warning, this only comes with the minimum instincts needed to use it, fighting with 4 arms at once is a lot harder than most people think and you don't get that skill for free here. Also warning, barring the use of serious extra perks they will be equivalent to your existing limbs, and any wings you have are probably going to need to be really large and unwieldy to allow for more than limited gliding. This does not have an upper limit to limb count beyond your body size/how overconfident you are at physical multitasking, and can also remove appendages if you really want to, this basically makes your limb count fully customizable. Also so you can make use of this, this perk comes with a free purchase of Cosmetic Surgery.

Tailspin [100 BP, Street Fighter, requires Handy]: This option expands your options with limb addition just a little bit more. Specifically: prehensile limbs! Want to give yourself a fancy grabby monkey tail or enough tentacles to make every anime schoolgirl on the planet faint when you start a jump? Go nuts. What constitutes a 'limb' is pretty broad as a note, this didn't matter as much with Handy but feel free to use this for things like prehensile tongues and other body parts that normally wouldn't be as agile. Also so you can make use of this, this perk comes with a free purchase of Cosmetic Surgery.

Concealment [100 BP, Street Fighter, requires Handy]: A small bonus package, this perk makes it so that all extra limbs that you add (so long as they aren't completely ridiculous or otherwise too large to make this feasible) can be easily tucked away and hidden when you don't want to give away your inhuman form. Much more easily than should be possible in fact.

Float Like A Butterfly [200 BP, Street Fighter, requires Handy]: This perk exists mostly for the folks who are upset that their wings from Handy don't immediately allow for flight. This doesn't quite fix that but allows for "falling with style" and effectively indefinite gliding. Find some strong enough updrafts and you'll be able to take to the skies, even if you can't quite reach there entirely on your own power yet. You'll still need to have wings or at least some physical feature to allow this, otherwise all this perk does is give better aerial sense and a slight boost to how aerodynamic you are.

Soar Like An Eagle [400 BP, Special Talents, requires Float Like A Butterfly]: And THIS lets you fly for real. As compensation for the high price this isn't just flapping along like a pigeon, this is the full package, allowing you to soar gracefully through the clouds, hover like a hummingbird, or go into a high speed dive like a falcon. This works best if you have actual wings, but will still enable some degree of self powered flight even if you don't (though you might look kinda goofy without them). Your max speed at standard flight (ie not going into a straight dive) will be about your personal max speed on foot.

Biology EX [100 BP, Metahuman, requires Biology 3.0]: The next step up. Simply put, it allows anything that is biologically possible. Shrink your body mod down to insect size or up equivalent to an elephant? Sure, so long as it stays roughly humanoid. Unless you took the various other base form modification perks as well in which case go nuts I guess. Have fun being a talking dog in a gauntlet that assumed you would have opposable thumbs. Also so you can make use of this, this perk comes with a free purchase of Cosmetic Surgery.

Biology NEO [200 BP, Special Talents, requires Biology EX]: And at the peak, this allows your biology to not be strictly biological. Have your base form be a cyborg, or an elemental, or undead, or draconic... the list is quite extensive. Changes made with this need to have equivalent trade-offs such that they don't make you 'stronger' than anything Biology EX could do. If your undead form is more durable to physical harm and doesn't need to worry about vital organs, it might be vulnerable to light and extremely flammable. Made of rock makes you durable? You're also slow as molasses. Basically this should be used for if you feel more comfortable looking like a biblically accurate angel than a human or something, you still need to acquire true 'mechanical upgrades' with actual power perks. Also so you can make use of this, this perk comes with a free purchase of Cosmetic Surgery.

Alt-Shift [25 BP, The Basics]: Surprise! This one doesn't come free. When you have this perk you are able to choose to change into any previous alt-forms you have acquired at the start of a jump. Otherwise you'll either stick with your last one or switch back to your main body mod form at your discretion. Don't worry, alt-forms you acquire before grabbing this perk (or something similar to it) are still stored, they're just not accessible until you have it. As an added bonus, this extra fiat backs a free smoothing over of all alt-form/base form change based body dysmorphia.

Alt Gen [25 BP, The Basics, requires Alt-Shift]: Every time you purchase this give yourself another base form slot. All base forms have access to all of the perks you've purchased here, but can be freely customized independently of one another within the bounds of what your perks give (you get a free go of cosmetic surgery for the new base form upon purchase of course). Whenever your body mod is being taken into account (ie: shifting into an alt-form, hopping into a new jump, etc.) you get to choose which base form if any applies.

Character Swap [400 BP, Special Talents, requires Alt-Shift]: With this perk you can shift between base forms in-jump! This will take roughly an hour and looks rather disconcerting for most of the process, so is best done while alone since trying to abort the process takes as much time as you've already spent on it (though you fortunately aren't physically disabled besides looking freaky). This ALSO lets you swap between alt-forms in jump through the same method, but as alt-forms are not part of your body mod this cannot be accessed during body mod only circumstances, regardless of what your "power setting" for the body mod is.

Procrastinate-Away [25 BP, The Basics]: You have been given a general all around boost to your willpower, enabling you to better make your own decisions, making it easier to keep your cool in stressful situations, and rendering you immune to the effects of unwanted procrastination.

Bored Games [50 BP, Peak Human, requires Procrastinate-Away]: You are now immune to boredom. You might not *enjoy* boring tasks, but you won't fall prone to losing concentration, getting fidgety, or actively feeling worse because of the lack of stimulation.

Autopilot [50 BP, Peak Human, requires Procrastinate-Away]: You may engage a personal 'autopilot' when doing menial tasks that still require moving around but don't require a lot of brainpower/are generally boring and unstimulating. Things that require actual thought or conscious response will break you out of this, and you will still accumulate the memories of doing it, you just won't have to actively experience the boring part.

Iron Willed Bill [100 BP, Peak Human, requires Procrastinate-Away]: Your willpower has been further supplemented to the point that most circumstances an ordinary human will have to deal with are well within your range of certain success. You can override your instincts, force your way past addiction, and push forward even through blinding pain. Just make sure to take care of yourself, this doesn't remove the damaging effects of pushing yourself too far.

Me, Myself, and I [200 BP, Street Fighter, requires Iron Willed Bill]: A lot of jumpers worry about losing themselves over the course of jumping, which is completely fair! You're gonna be going to a lot of nasty places and sometimes you might be too busy surviving to keep a close eye on your personality drift. So this is a guarantee that your personality, morals, and beliefs will not change long-term without you genuinely wanting them to. This doesn't provide resistance to mind alteration/control or similar, just a guarantee that you'll bounce back and be able to continue growing as a person as you want to, not through the machinations of some outside entity.

Fight For My (X) [300 BP, Street Fighter, requires Iron Willed Bill]: This is your supernatural willpower starter kit. This lets you do stuff like willpower your way through blacking out, force your way out of mental locks, and similar things like that. Stacks and synergizes with Mental Barrier where they overlap. Also comes with an added bonus that all effects that would be suspended for end/beginning of jump decisions by Jumpchan's Mark of Ownership will be completely removed at the end of a jump instead.

Self Sufficiency [25 BP, The Basics]: A simple skill perk that gives you standard life skills. Cooking, cleaning, maintenance, time management, accounting, how to drive... generally the full set of skills that would be needed to truly be considered 'self sufficient' of a house in a mundane world.

Wilderness Survival [25 BP, The Basics]: A simple skill perk that gives you standard wilderness survival. How to find food, water, shelter, avoid dangerous animals and stay in safer locations. The stuff that's good for not dying if stranded alone in the woods with no way back to civilization.

Soldier Boy [25 BP, The Basics]: Let's face it, people do a lot of fighting in stories. And since most jumps are about visiting stories, by extension this means YOU'LL be doing a lot of fighting. This is a simple skill perk that gives you that knowhow. Basic fighting techniques relevant to the setting you've just jumped into (stuff that militia-equivalent would know) and

generally a knowledge of how to keep your cool while in active danger and how to be able to do violence when you need to. Neither of those are skills most regular people have, and if you don't pick 'em up from a perk you're going to have to learn the hard way. This does not necessarily give you exact experience or the muscle memory needed for an actual combat style, but with this you can probably pick them up quickly enough even for your purposes.

Jackie Chan [25 BP, The Basics]: This basic skill perk gives you immediate skill up to a proficient practitioner, perhaps a bit below brown belt for karate, in an unarmed or otherwise primarily self-defense focused mundane martial art. This can be purchased multiple times. All purchases after the first give knowledge of two martial arts, which do NOT have to be expended right when you purchase it, so you can bank them and then choose a new one with your unused choice at the start of a later jump.

Jumpchain Insurance [50 BP, The Basics]: A sort of luck replacement, this perk guarantees that you will never fail your jump because of things that pretty much only came down to bad luck, like getting hit by a car or slipping and falling off a cliff. Things that are not covered by this perk include but are not limited to: enemy action you didn't know about, your own poor decision making, probability manipulation, selecting a jump you actually have no way of handling, relying on this perk, acts of Jumpchan.

Eternity-Proofing [50 BP, The Basics]: This perk grants an immunity to the mental and emotional degenerative effects of living forever. You won't succumb to ennui, brain overload, or things like having every world begin to blend together after a while. This does not protect against secondary effects like bad habits you let fester continuing to build themselves up over time, accumulating more and more PTSD because you refuse to get therapy, or other such things. This only removes inevitability from the equation, if you don't keep yourself healthy then sucks to be you I guess.

Back To Basics [50 BP, The Basics]: Something a lot of folks tend to inadvertently skip over when considering their body mod: how jarring it is to go from being an overdeity back to being a regular schmuck. And in gauntlets that kind of transition period can get you killed. This perk smooths that over, letting you seamlessly transition back to your lower powered state without instinctively reaching for powers you don't have anymore. It will also help should you fall afoul of less fiat backed power drains, but won't train abilities you never used. If you never actually practiced with your super sight before you got an omniscience perk, that lack of skill won't be patched by this.

Mr. Lonely [50 BP, The Basics]: You are now immune to the negative health effects of isolation; emotional, mental, and physical. Your social skills won't degrade, you won't become a nervous wreck, and you won't start talking to volleyballs.

Age With Grace [50 BP, The Basics]: You are now guaranteed to age gracefully (as far as possible at least), ensuring that you won't lose critical bodily functions or get decrepit as you get older. On top of that you will reach up to the limits of the natural lifespan and then almost double that (though things will gradually break down up to that final point as you approach it) at 200 years, that doubling applying to other benefits like being a species that lives long or in-jump technology that increases lifespan.

Immortality [300 BP, Street Fighter, requires Age With Grace]: The big one, true biological immortality. You do not age past your prime physically, and if you somehow wind up past it through other means you will 'age backwards' towards your prime until you reach it

and stay there again. You can also, in case you wish to avoid drawing attention, age superficially, appearing to grow older at the rate you desire without suffering any actual physical ailments. This process can be reversed at your discretion, taking only a few minutes to revert back to your prime if you so desire instead of the "standard" speed you get for true age reversal.

Memory Stick [50 BP, The Basics]: A general boost to your memory capacity. You now remember things incredibly well, being unlikely to forget details and pretty much never forgetting important things. There's still a physical limit though, and your memories will be sifted through as well as possible to make sure that 1: your brain doesn't collapse into a black hole from how much it's storing and 2: that adhering to that requirement hinders you in other ways as little as possible.

Download More RAM [200 BP, Peak Human, requires Memory Stick]: Infinite memory. You now remember absolutely everything that's ever happened to you, and have the fiat backed memory capacity and improved mental memory retrieval to support it. It is also fully retroactive to before you got the perk (or gaps where it's not active if you're working at a body mod tier that disables it during power downs). If you need to, you can choose to suppress memories, leaving them 100% inaccessible except for a small label/explanation you leave for yourself, and if you choose you can fully recover them though nobody else can force you to restore them against your will.

Rusteze [100 BP, Street Fighter, requires Download More RAM]: You now never lose power, skill, or similar built up abilities like muscle memory for things you've trained up, no matter how long it's been since you've last practiced. Download More RAM already helps with this some, but stuff like built up muscle tone and subconscious reactions (to say nothing of actual powers) might still fade away or get rusty since it's not all just memory, especially once you make your way into practiced supernatural powers. Just like Download More RAM, if you have a body mod level that disables this, all "lost practice" during portions where this perk is deactivated is regained once it reactivates.

Mental Barrier [200 BP, Street Fighter, requires Memory Stick]: You now have significant resistance to mind and memory alteration, as well as similar effects such as mind control. If your memories ARE successfully tampered with, you are capable of spotting the altered ones. If combined with Download More RAM you are also capable of fully restoring the unaltered versions of those memories, giving you both versions to work with.

Empty Mind [300 BP, Metahuman, requires Mental Barrier]: This goes just that little bit further than Mental Barrier, making it so that anyone who wants to read your mind, sift through your memories, or get a read on your emotions supernaturally will find it exceptionally hard to do so without your express permission.

Mind Fortress [400 BP, Special Talents, requires Mental Barrier]: You are now effectively immune to mind altering effects like memory alteration, mind wipes, memetic hazards, or mind control instead of just resistant. Also upgrades Empty Mind to turn it from resistance to effective immunity if you have both.

Common Sense [50 BP, The Basics]: Not quite common sense unto itself, there's some things that jumpers have to learn for themselves. This is the next best thing though. You get a small mental alarm in your head whenever you are about to do something that should, from outside observation at least, be obviously against basic sensible thought. Or, more

importantly, if you are about to do something that will piss off your Benefactor. It's up to you to actually pay attention to the alarm though but at least you can't say you weren't warned.

Speak In Tongues [50 BP, The Basics]: Usually, your background whenever hopping into a jump will come with a quick language primer to make sure you can, you know, talk to people and do things. This isn't ALWAYS guaranteed however, especially with drop-in options. This fixes that, whenever you hop into a new jump and you don't receive the information needed to speak fluently from what you get in the doc, you will learn it automatically, as if part of a background memory transfusion.

Omniglot [200 BP, Street Fighter, requires Speak In Tongues]: Or you can skip all that and be immediately fluent in every mundane language you've ever encountered and encounter going forward. This applies to reading, writing, speaking, listening, sign language, and all other such things that would be useful for communicating with others.

Jumpstart Primer [100 BP, Peak Human, requires Speak In Tongues]: Of course, speaking the language is just one facet. This little booster will give you the basic cultural stuff pretty much everyone will know, recent history, consistent social cues, stuff like that. This information won't be forcibly dumped when the jump ends, but it will be slotted in so as to not be disruptive or get in the way of other things you will want to keep track of mentally.

Information Conversion Bureau [400 BP, Special Talents, requires Jumpstart Primer]: An even further boost. Whenever hopping into a new jump you don't just get the most basic info, but all of the info which you possess a direct equivalent to from your previous jumps. A well versed scholar in history before? You'll get the knowledge a good historian would know in the new jump. Decades of experiences in physics and tinkering? The information about how those are different in the new universe are yours to claim from the get go.

Bardic Benefits [50 BP, The Basics]: You have full control over your own fertility, able to turn it on and off with a thought. If you are able to get pregnant your pregnancies will never suffer complications, and you can alter your menstrual cycle or even completely disable it with no ill effects.

Perfect HandMeDowns [100 BP, Street Fighter, requires Bardic Benefits]: You are guaranteed never to pass on personally inheritable maladies such as genetic diseases you might be a carrier for, other physical inheritable maladies, or things like bloodline curses. This does not protect against stuff inherent to the species or things like being targeted for being your family. Rule of thumb: if it would still affect them were they adopted, this perk doesn't help with it. For an extra 50 BP you can make this perk apply to the contributions made by all other involved parents as well.

Legacy [400 BP, Special Talents, requires Perfect HandMeDowns]: You may now pick and choose what special features, bloodline powers, inheritable perks, and all similar such things get handed down to your progeny when they are conceived, and how those benefits will be inherited from them onwards. As an added bonus all perks you have from this document that fall within actual body mod parameters (so this will change based on what tier your benefactor set the limit at) are now inheritable perks.

Metavore [100 BP, The Basics]: The basic "eat what you want" perk. This makes it so you do not have unwanted body shape changes from your diet so long as you're eating enough to not starve. No gaining too much weight or losing too much from a fluctuating meal plan (or lack of one).

Clean and Tidy [100 BP, Street Fighter, requires Metavore]: Your body is now 100% efficient at processing food and water and processes all waste products internally/imperceptibly. This has a small boost to the nutritive value you get from everything you ingest, and makes it so that you never have to use the bathroom to answer nature's call (unless you want to for one reason or another, the option is still on the table it's just not required anymore).

The One Diet That Works [200 BP, Street Fighter, requires Metavore]: The quality of food and drink you have is now no longer an issue with keeping yourself fed and hydrated as long as they at least vaguely count as sustenance. You are also able to subsist on greatly reduced amounts of both before suffering ill effects of any kind.

Doctors Hate Them [300 BP, Metahuman, requires The One Diet That Works]: You now no longer suffer from starvation or dehydration. Keeping yourself fed and hydrated can still be beneficial for powers and speeding up recovery compared to your 'baseline', but you no longer suffer negative effects from a lack of intake, only benefits from being well fed.

Trope Savvy [100 BP, Peak Human]: This is a special purchase for those of you who are worried about making bad meta predictions due to misidentifying a jump you didn't pick out for yourself (or during a memory loss drawback). This perk grants you a strong perception for the overarching tropes and themes of a jump you are in, whether things are awful because it's horror, adventure, or dark comedy, if you can expect the villains to monologue when winning or to just shoot you in the face if you slip up even once, stuff like that. This won't give you specifics, so be REALLY careful in deconstructions or otherwise unpredictable genres, but it *will* tell you if the basic trends shift, whether naturally or through your own actions. It's up to you to make use of this, genre savviness won't guarantee survival on its own.

Genderfluidity [50 BP, Street Fighter]: Sometimes being comfortable with your physical gender means changing it up frequently, so here's the option. It has a higher "body mod" rank since generally people can't just change their sex on demand, but with this perk you can do it anyways. It will take around a minute of concentration, and the appropriate shifting changes will take place. It might look and sound a bit unpleasant to outside observers though, and you'll look very similar (basically a straight "gender swap" to the new gender, whether that's male, female, or some flavor of nonbinary). This can be done whenever you want and as many times as you want.

Evercleanse [100 BP, Street Fighter]: Never need to shower again! Your body now repels mud, grit, sweat, various other mucks and the assorted nastiness you build up over a day of adventuring, fighting, or working. Also comes with a bonus feature of letting you tone down/"sweeten" or outright remove your BO. (you'll still have a scent, it'll just be something soft enough to 'fade' into the background when there's not someone/something actively trying to find it/identify you personally with it).

Tide Podless Challenge [100 BP, Street Fighter, requires Evercleanse]: To one-up the above, the effects of Evercleanse now apply to your clothes and any equipment you use, making them incredibly easy to clean-if you even need it in the first place, which will take quite some doing.

PTSD Free [200 BP, Street Fighter]: You are now immune to all long-term mental and emotional damaging effects, despair, unwanted value drift, etc. that comes with the sort of

painful things that happen to someone who lives for thousands of years across hundreds of different universes. PTSD, Chronic Depression and Anxiety, Abuse after-effects, all of it will melt away on its own. Though if you want to fend off immediate effects like primal fear when an eldritch god is trying to eat you, you'll want to pick up the willpower perks instead. This does NOT disable being able to learn and grow as a person. This is a defensive/healing perk, not a stasis perk, and allows you a guarantee to handle traumatic experiences in a healthy way.

Secondary Superpowers [300 BP, Street Fighter]: Gives basic secondary superpowers for all perks/powers that don't explicitly mention not granting them. This gives you the basic minimum for using those powers without hurting yourself in the process, though that may still happen if you're stupid since it doesn't give immunity to your own abilities, just the ability to use them without fragging yourself.

Control Panel [400 BP, Metahuman, requires Secondary Superpowers]: A twofold boost; this increases your secondary superpowers to give you a guarantee to be able to develop the main ones further, allowing you to train (at least in control and better usage) all powers even if that otherwise might be nearly impossible. Second of all, this grants a 'dimmer switch' to your powers, letting you toggle their strength freely from off to full strength completely at your discretion, as well as do so to different parts of the power separately so long as those parts aren't inherently intertwined.

Reconciliation [600 BP, Special Talents, requires Control Panel]: All abilities will be reconciled with each other. All powers that you possess, as well as all items that you might use to increase your own abilities, are now guaranteed not to interfere with each other and to be fully usable at their best in spite of what might potentially be conflicts. Light and Dark sides of the force, holy and demonic energies together, wield the helmet of loving orcs an unhealthy amount with the sword of killing all orcs ever at the same time. All of it can be done together with no negative repercussions, and you may even find that with their powers combined in such a way they become even more potent...

Anti-Anti-Christ [400 BP, Street Fighter]: There are a lot of really nasty gribbles out there who will warp your mind, body, and soul in !!FUN!! and interesting ways. Ways that you probably do not want your mind, body, and soul warped. There is a willpower guarantee further up this doc that will make you more resistant, as well as remove them at the end of your jumps... but some people would really just prefer not to deal with that at all. This provides you a flat immunity to direct mind alteration, personal overwrites, spiritual corruption, and similar what-have-you effects that would directly turn you into someone you really would prefer not to be driving your body around. This does not prevent bad habits or already being a bad person, if you suck then that's on you, this just guarantees that no outside booga-wooga supernatural force will push you down a moral gutter you didn't already inhabit of your own free choice.

No Longer Rent Free [200 BP, Street Fighter, requires Anti-Anti-Christ]: This is a relatively minor upgrade to the previous level that further extends the immunity to people taking over your body. Direct muscle control, possession, neuron manipulation, there's a lot of ways to do it and now you're immune to those too.

Future In Your Hands [600 BP, Metahuman]: One of the most frustrating (and dangerous!) things ever is when someone else can perfectly predict what you will do through precog, BS future-sims, or similar effects. This perk blocks it all. You will subtly fail to be accounted for by prophetic abilities, super sci-fi BS simulations that tell the future by in-depth

particle analysis or whatever, and all equivalent attempts. This doesn't prevent others from accounting for your abilities when they know them and actively take it into account, nor does it protect you from just being a predictable sap, but it blocks all attempts to 'brute force' knowledge of your future actions and effects at least.

Inviolate [600 BP, Special Talents]: Your body actively resists and defies supernatural attempts to directly modify it, increasing in strength the more extreme the change is. Someone just trying to put you to sleep or use something like a harm spell will only have weakened effect, someone trying to inflict a baleful polymorph or disintegrate you will find the attack largely ineffective, and something like tearing out your soul, reality warping you away, or erasing you from the timeline is very likely to outright fail to do anything.

Limit Breaks

These cannot be purchased until you've spent at least 5000 BP elsewhere in this doc (not including any used to pay back A Small Loan). These will never count as part of your base body mod, but you may find them of use anyways.

Moveset Swap [600 BP, requires Character Swap]: This lovely item allows for quickly switching between alt and base forms whenever you choose to do so. Fast enough, in fact, that rapid fire swapping between your forms might just be a viable combat tactic if you practice. Additionally, this blocks attempts to prevent you from swapping between your various alt-forms, ain't that nice?

Separate Health Bars [600 BP, requires Character Swap]: All of your alt and base forms now deteriorate independently of each other for age, injury, and all other maladies. Dying still kills you but if you're fast enough you can switch off to another form and keep going no worse for wear. Alt-forms you aren't using heal up using the full strength of your full passive healing abilities x3 unless you want to put specific ones on pause until you switch back to them.

Coalesce [600 BP, requires Biology EX and Moveset Swap]: With this you get to combine features and traits of base forms and alt-forms together as you like and seems favorable, accessing all of their abilities at the same time but also making you count as being all of them at once should it be relevant for outside powers. There's some serious flexibility to this, have fun with it.

Super Regeneration [600 BP, requires Just A Flesh Wound]: Combat regen. Minor injuries now heal in seconds at most, and even something up to the level of a major wound or losing a limb might heal in just a day or two, though this still won't help you if someone caves your head in or otherwise kills you outright, it merely makes your recovery extremely fast if you survive.

Power Drain Protection [600 BP, requires Reconciliation]: Keep what is yours. Your abilities cannot be drained, removed, suppressed, stolen, copied, etc. without your permission or approval.

One Up [600 BP]: Quite simply a basic one up perk. Once per jump or once every ten years (whichever is shorter) you will respawn somewhere safe (defaulting to the inside of your warehouse) upon dying. This perk can be purchased multiple times, giving you one extra one up

per jump/10 years with each purchase. Each one-up recharges separately from the others/they all recharge at jump end instead of having the recharge rate reduced.

Perfect Practice [800 BP, requires Metahuman section unlocked]: Never screw up again. All actions you take will now be done to the best of your skill level and ability, allowing you to never make stupid mistakes or screw up something you should be able to do properly because of minor outside issues, carelessness, or anything else that could potentially make you screw up. You can still deliberately do worse than your best, and in that case it will look believable. After all, you had to get past the skill level where you screwed up before you got to where you didn't screw it up anymore, right?

Base Multiplier [800 BP, requires all Peak Human perks]: All true body mod perks you have are properly integrated to yourself, and considered to be your 'baseline human' for the purpose of later perks in the same way that strength/speed/whatever improvements will alter to be more or less potent if the race you're currently importing as is better or worse at those things innately. Have non body mod strength perks that make you 5x as strong as a peak human, and you're at 2x as strong as a peak human from your body mod perks? You now get straight to 10x as strong as peak human.

Personal Immunity [800 BP, requires Reconciliation]: This makes it so your powers won't hurt you except in cases of explicit backlash/overloading. You won't burn yourself with a misaimed fireball, or blow yourself up because you used grenade hands too close to your own body. Your powers are yours, do not allow them to rebel. Even better this applies to document acquired items (purchased or reward) as well, so your personal super sword can never be turned on you no matter how determined its erstwhile wielder might be.

One Energy Pool [800 BP, requires Reconciliation]: Tracking your personal energy reserves can be a drag. Even more of one when you start to rack up a bunch of them. Mana... chi... chakra... blood points... who's got time to manage all of them? This perk lets you not have to care anymore, allowing you to cast any and all abilities from any combination of casting resource pools that you possess.

Juggernaut [200 BP, requires Won't Go Down Easy]: You can never be too durable. The harder you are to hurt, the harder you are to kill. The harder you are to kill, the fewer 'unfortunate ends' you'll have to worry about for your chain. This perk can be purchased as many times as you like, and applies a stacking multiplier to your durability starting off where Won't Go Down Easy sets it. The multiplier goes in the order of x2, x2, x2.5, so that every three purchases gives you ten times as much durability.

Super Steroids [200 BP, requires Hercules]: Stronger and stronger, never stop reaching for greater heights. This perk can be purchased as many times as you like, and applies a stacking multiplier to your strength starting off where Hercules sets it. The multiplier goes in the order of x2, x2, x2.5, so that every three purchases gives you ten times as much strength.

Gotta Go Fast [200 BP, requires Sonic Speed]: You can never be fast enough to outrun your problems, but you can at least be faster than the other guy. This perk can be purchased as many times as you like, and applies a stacking multiplier to your speed starting off where Sonic Speed sets it. The multiplier goes in the order of x2, x2, x2.5, so that every three purchases gives you ten times higher top speed and acceleration.

Liquid Bones [200 BP, requires Well That's Disconcerting]: Full disclosure this is only here because I'm giving this option for every 'stat' that can be given numerical values, and

also the mental imagery for this makes me laugh. This perk can be purchased as many times as you like, and applies a stacking multiplier to your flexibility starting off where Well That's Disconcerting sets it. The multiplier goes in the order of x2, x2, x2.5, so that every three purchases lets you squeeze through spaces ten times smaller. This does not give you new propulsion methods for when you're folded up smaller than a paperclip.

Never Miss A Beat [200 BP, requires Matrix]: There's always a faster anime fighter. This perk can be purchased as many times as you like, and applies a stacking multiplier to your reflexes starting off where Matrix sets it. The multiplier goes in the order of x2, x2, x2.5, so that every three purchases gives you a ten times faster reaction time.

10,000 IQ [200 BP, requires Immense Mental Stature]: Almost as smart as that guy on the internet thinks he is. This perk can be purchased as many times as you like, and applies a stacking multiplier to your intellect starting off where Immense Mental Stature sets it. The multiplier goes in the order of x2, x2, x2.5, so that every three purchases lets you think ten times as fast.

MORE INPUT [200 BP, requires College Graduate]: There is always something new to learn, learn it quick and learn it good. This perk can be purchased as many times as you like, and applies a stacking multiplier to your learning speed starting off where College Graduate sets it. The multiplier goes in the order of x2, x2, x2.5, so that every three purchases multiplies your learning speed modifier by ten.

Notes:

Version history:

V:1.2.1: Minor clarifications on some stuff I jacked up in 1.2

V:1.2: Another bugfix update. Thank you u/ninjachicken1 for pointing out the stuff that needed fixing! Also did some balance changes/additions:

- Made One Up repeatable
- Added Tailspin as an Extra Concessions perk
- Added Delayed Gratification as a BP gain option.

V:1.1: That was fast. Fixed two minor text failures that had kind of major detrimental effects if taken at face value. Whoops.

V:1.0: Doc is now finished. All balancing is handled and it's gotten a couple of editing passes.

V:0.9: Doc is now jumpable, technically. Still needs refining and input from others.

Credit:

Thanks to the various other people who've made body mod supplements and body mod boosting docs, I took heavy inspiration from their work to get this where I felt it should be. "If I can see far it is by standing on the shoulders of giants" and all that.

Quicksilver for making the [original body mod supplement](#).

Insertrandomnickname and TangledLion for making the [SpaceBattles body mod](#).

Cliffc999 for his own [homebrew body mod options](#) (check further in the post), and generally good homebrew rules besides.

Swordchucks for the original [Essence body mod](#), which gave me the courage to go ahead and make my own scaling body mod.

And Ursine, for the wonderful [Generic First Jump](#).

Thanks to paradoxdragonpaci and Alastair Dragovich for being my primary test readers, and various others on r/jumpchain for chipping in with help and advice as well!

Thanks to u/ninjachicken1 for giving me the info I needed for V1.2!

What does a "long term jumper contract" entail? I dunno, I'm not jumpchan. I would assume that it involves different punishments than being sent home for dying though it might just be her being certain you won't want to go home after you've had a taste of jumping. Either way, I don't know the details of your chain. I'm just the guy she had set up the benefits package.

Personal recommendations on which 'level' to select for body mod application:

The Bare Minimum is if you want to give the Jumper a base form/the basic touch-up to not die jumping, but no CP-backed abilities when reduced to body mod.

The Basics is probably, at 'max power', roughly comparable in terms of benefit to Quicksilver's body mod or other low grade body mods. Which is to say, you'll be less 'powerful' but have an extra helping of covered weaknesses that I think will roughly even out.

If you want what seems to be 'standard' body mod territory overall, you should probably pick Peak Human or Street Fighter. Peak Human is more balanced overall at max, but Street Fighter has all the extra goodies that people like in their body mods.

Metahuman and Special Talents were added primarily for completion's sake and are probably roughly comparable to Essence body mod. I expect people to pick these *anyways* but before you do you should seriously, honestly ask yourself if *your Benefactor* would give you the top levels. Because it's your Benefactor who gets to choose, not the Jumper. Keep your goals and premise in mind.

Also just in case this wasn't obvious, bragging to people about beating a hard gauntlet when you were using this supplement to do it is going to make you look like an idiot, *especially* if you have a tier above Street Fighter. There's just way too many ways for this to break gauntlets' expectations in half for that to be a fair or reasonable comparison to make.

Heads Down Display: Yes, by *technicality* this could be written as a fiat-based source of information, but it is your *Benefactor* who decides what gets put into here and you should treat it as such. If you decide that they give you macguffin/plot information or whatever the **gorilla** you should probably keep it to yourself, because NOBODY is going to take that seriously. The ability to put whatever there is for the sake of screwing with the jumper because it's funny, stuff like displaying creative "motivational" posters about what the Jumper is currently having trouble with or showing AFV-style replays of failures. For informational purposes, I'm sure.

For those wondering about this jumpdoc's interaction with CP banking or generation: rule it as you see fit. I don't generally try and account for 'extra CP schemes' as they split balance wide open anyways, and to do a good job of serving those needs I'd need to know what, specifically, each individual chain writer is trying to accomplish with those. The two ways I can see it is if you're doing something like creative mode where you're just grabbing everything you like feel free to import CP straight in, but if you're just using extra CP 'supplementarily' or otherwise want

to keep true to the 'spirit' of this doc, you would send the CP to your jump first and then do BP infusions with that. It is, however, ultimately up to you and I will not answer questions regarding this particular issue.