Body Mod: Free X Survival Kit Edition v1.0

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General Notes:

** By default this Supplement is a replacement for standard Body Mod, but it can be used as Supplement for any Jump, Gauntlet or Body Mod.*

** Every purchase here is considered as part of the "Body Mod" and cannot be stolen, weaken or lost without your permission.*

You'll be given 1000BP to purchase anything you want.

Basic Options:

* Gender – Choose whatever gender you want.

* Build – Choose your build: "Tiny" / "Medium" / "Big", or anything in between.

* Body Type – Choose your body type: "Bones–and–Skin" / "Bystander" / "Mildly–Fit" / "Athlete" / "Muscle–Mountain", or anything in between.

Perks:

* Archetype (free / -100BP) – You can choose your new default appearance archetype, which should be described in two or three words. Want to look like "otome–game knight"? Done! "Ahoge tomboy moe"? Just take it. For free it will slightly alter your current appearance to match chosen archetype, in human limits. For 100BP you will become the paragon of your chosen archetype, almost to a supernatural degree, still in human limits.

* Cosmetic Details (first 3 for free / -50BP for further purchases) – You can add or change supplementary cosmetic details to your appearance: “face marks”, “pointy ears”, “sharp fangs”, “ahoge”, etc.

* Significant Details (-100BP / can be purchased multiple times) – You can add functional details to your body: “animal tail and ears”, “mood showing ahoge”, “eyes shining like gems” and others. Toggleable.

* Physical and Mental Boost (free / -200BP) – For free you get your own maxed in your prime physical and mental health and characteristics. For 200BP you will get Captain America stats. Or just take some free Perk with "physical peak human" in option below.

* Free X Survival Kit (first purchase free / varies / can be purchased multiple times) – Get one "Perk Slot" and one "Item Slot", which can be filled with any Perk and Item, from any Jump, Gauntlet, Supplement, Body Mod, whatever (even from any old versions of documents, higher than 1.0). Every further purchase will give you two additional "Perk Slots" and one extra "Item Slot" each, with the price depending on the most expensive Perk / Item you fill in (if you choose 600CP perk, 400CP perk and 600CP item, you should pay only 600BP; if you choose 2 free perks and 100CP item, you should pay 100BP; if you choose 2 free perks and a free item, you will get them for free). Exploit responsibly. Or not.

Extra Option Perks:

* Toggle (-100BP) – With this perk you can toggle any Perk, Power, Ability and Item at will, from 0% to 100%, and anything in between. You can also define the conditions under which the restriction will be cancelled automatically.

* Swiss Knife (-100BP) – You have access to unlimited "Import" of items of the same purpose and / or similar shape.

* Interesting Times (-100BP) – Passively draws you into the "Plot" of the setting. Toggleable.

* Scorpion Looks Like Sub-Zero In Yellow (-100BP) - Access to changing the aesthetics of Powers, Abilities and Perks. Only changes the external manifestations (such as “change flame color”, “mess with transformation hairstyle”, “turn cybernetics into nanorobots base” or “alter fox ears into cat ears”). These changes do not affect effectiveness in any way.

* Full Clip Edition (-200BP) – This option allows you to take the place and /or fate of one Named Character of your choice, provided that you have their fundamental powers and abilities. Others will treat you as the original Character (regardless of any differences in appearance and / or behavior). The fate and plot can be changed by your own efforts, but it will strive to return the events to "canon". Like Duke Nukem in Bulletstorm.

Paid Vacation Days (-200BP) – This option allows you to cancel mandatory and other Drawbacks, by paying the amount of “CP” this Drawback usually grants. Because I hate Mandatory Drawbacks.

* I Was There 3000 Years Ago (-200BP) – You can use Jump Documents from previous Jumps as supplements (without additional CP) and buy any Perks and Items from them, for full price (no discounts).

* Unlimited Supplement Works (-300BP) – You can use Jump Documents as Supplements, if they match the genres, themes, and time period of the main Jump, with a choice of three modes: “Crossover” (adds and adapts characters and storylines into the main setting), “Generic” (generic Jump, used as supplement) and “Source” (just a supplement to purchase Perks and Items). All “Supplements” taken this way do not receive the basic “+1000CP” and have one total pool with the main Jump. You can choose “Origin” and “Race” for every “Supplement” separately for the purpose of discounts. All bonus and additional "CP" works as specified in the document and only for that document (you cannot use additional ”+300CP for Items” to buy Items in other documents).

Extra Option Drawbacks:

* Self-Taught (50% discount on selected Power Perks) – Converts selected Power Perk into a “Basic-level Ability / Power” and “Pure Talent and Potential to Growth”.

* For Dummies (50% discount on selected Skill Perks) – Converts selected Skill Perk into “Intuitive Understanding of the Basics” and “Self-study Book: For Dummies Series”.

* Do It Yourself (50% discount on selected Items) – You don’t get the selected Item after buying; instead, it provides the chances to obtain the Item through self-action, subject to the normal place / condition.

* Delayed Purchase (50% discount on selected Perks and Items) – Blocks the purchased Perk or Item until the next Jump.