

Generic CYOA Bodymod Supplement

Greetings Jumper. Have you ever found yourself wanting something more from the various bodymod options? Perhaps one has something you desire yet lacks in other areas compared to the alternatives? Worry not for this has been handed down unto you by Jump-chan. You do not gain any starting choice points. Now go and become something beautiful, or terrible.

Origin

Your origin is determined by the CYOA you use with this bodymod.

Age & Sex

Your age and sex are determined by the CYOA you use with this bodymod.

Location

Your location is determined by the CYOA you use with this bodymod.

Perks

Hybrid Theory: Free

You may take a regular bodymod, if you desire. Be warned, however, that doing so locks your capabilities to the lowest of either build's meaning you can't become feeble in one for free points expecting the other to make you superhumanly strong. This effect is only bypassed if you have maxed out this lower value, such as having Strength 4 in Quicksilver's bodymod and a Captain America strength power from a CYOA letting you benefit from the higher strength but not if you are only Strength 3.

Just Like Always I Imagined It: Free and Mandatory

You may pick any non-Jumpchain CYOA to make a build for. This build will become your bodymod after you spend at least a decade in this setting.

Items

Souvenirs: Free

A collection of memorabilia from your time here such as photos, gifts, pets, and other such sundry things.

Fiat Backing: -100 cp

Are you a coward or some faggot from SB who has to have "fiat backing" for all of your shit? Well look no further. Any one thing you acquire in the CYOA, either through the document or in universe, may be fiat backed to always function as it should. This can be purchased multiple times.

Companions

Create: -100 cp

You may create a companion. They may gain a build from your chosen bodymod should you take Hybrid Theory but they do not get a build from the CYOA.

Export: Free/-100 cp

Anyone you can convince to come with you may be taken as a companion. For 100 cp each you can guarantee a favorable outcome when it comes time to pop the question.

Drawbacks

A Long Stay: +100 cp

Your stay in this CYOA will be extended by another decade. This can be purchased as many times as you like but it caps out at 600 cp. This also stacks with any time extension penalties you may acquire in the CYOA, such as a drawback forcing you to be stuck as a slave until you break free, now trapping you in this Jump as well.

Kneecapped Out Of The Gate: +100 cp

It seems something has gone terribly wrong, Jumper. While you could normally assume to have things like clothes and a background now, unless the CYOA specifically provides it for free or you buy it, you don't start with it. I hope you are fine running around naked.

The Purple Elephant In The Room: +100 cp

You now stick out like a sore thumb to everyone in this CYOA. You simply do not belong there and they know it. Hopefully you are fine with a little scrutiny coming your way.

Mashed Potatoes: +200 cp

It seems that there are more people benefitting from your chosen CYOA than just you. Now at least half a dozen such individuals are running around. You cannot companion any of these individuals.

No Safeties: +200 cp

Normally should you die here then time would be wound back to the start to let you try again. Now you don't have that safety net. If you die here you chainfail.

Notes

As implied by No Safeties should you die here then time will reset to let you try again. Since this always starts you from the beginning of the jump even if you were mere seconds from moving on you may end up spending however many decades going back through it all over again.

This is a "Jump 0" but unlike most, which simply give you free shit, this one is treated as a regular jump. You must take this at the very start of your chain and it does not prevent you from taking something like Quicksilver's Pokemon Trainer jump as an actual first jump. This also does not allow you to take drawbacks which are specifically restricted from first jumps in various jumps, such as perk or item loss drawbacks, as this is not a first jump. This does not apply if the jumpdoc in question does not specify one way or the other on first jumps being able to take such things.

Items are not considered to be part of your bodymod unless they are integrated into your body, such as cybernetic augmentations.

Items acquired here respawn at the rate specified in the CYOA. If there is no such specification, consider it to occur the next morning after a minimum of 24 hours has passed.