

# Build Your Own Compounding Body Mod

by mythSSK; v1.0

Instead of a traditional body mod, take the below.

## **Compounding Body Mod [FREE]**

Whenever you purchase anything from a jump document—no matter if it's a perk, power, item, companion, etc—you can choose to add it to your body mod by paying an additional amount of CP equal to its full, undiscounted price. Freebies can be added to your body mod at a flat cost of 100 CP each. Anything added to your body mod in this way can be kept and used without restrictions, even in cases where you would otherwise be unable, such as when you enter a gauntlet jump or due to drawbacks.

This may only be done at the time of purchase. If you purchase something the normal way without adding it to your body mod, you can't decide to spend extra points to add it later.

*For example, if a perk normally costs 300 CP, you can pay 600 CP instead to add it to your body mod. If the same perk was discounted by 50% for you, you'd only need to pay 450 CP.*

...

What?

Yes, that's all. That's the body mod.

...

Ugh, fine.

The below is optional.

## **Body Mod Only Challenge**

This affects your entire chain. You can no longer purchase or receive anything from a jump document unless it would also be added to your body mod. Things that would normally be added to your body mod can be gained the normal way, but anything else will need to be added via **Compounding Body Mod**.

In exchange, you may—at any point—trade in a perk or item for to receive half of its original undiscounted cost in CP. This cannot be circumvented through other methods that may let you duplicate perks or items. Once a perk or item is traded in, it's irrevocably lost and you can never regain it.

*For example, if a perk normally costs 300 CP, you can trade it in for 150 CP, which you can then spend as normal the next time you have access to a jump document or supplement to spend CP in.*