The human mind has been a subject of discussion for a long time ago. The mental representation of ourselves (body) and the world (nature) are the fundamental pillars of the knowledge structure. According to embodied cognition approaches, our cognition is shaped by the anatomy constraints of our body so when we imagine motor action (Motor Imagery - MI) we essentially simulate the movement of our limbs (arms, hands, legs, feet) executing such activity. In such direction, there is evidence that the same motor regions of the brain are activated when subjects both execute or imagine a motor action. Brain-Computer Interface (BCI) uses these neurophysiological patterns for creating a bodiless communication. Nowadays, MI-BCI only employs the imagination of real body parts as neurofeedback training and control commands although psychological experiments, such as the Rubber Hand Illusion (RHI), suggest the human ability for creating body transfer illusions. Recently, it was explored the inclusion of an imaginary third arm in a BCI context, called “Supernumerary BCI system”. This talk presents and discusses the scope, limitation, and future of systems that use body mental representation in applications as neurorehabilitation, Virtual Reality navigation, robotics prosthesis and embodied cognition.