

(Alternate) Warehouse Supplement

Version 1.5

Not Intended for the Drive. NOT INTENDED FOR THE DRIVE. DO NOT UPLOAD IT. **DO NOT.**

Obviously, after gallivanting through one setting or another, you'll have things you want to take with you when you when it's time to leave. If you want access to your stamp collection, library of romance novels, battle tank, or metric ton of candy, you'll need a way to store whatever you want, transport it between dimensions, and access those things when you need them again.

The basic rules of the warehouse are as follows, but may be modified by your selections:

- 40,000 square feet of empty space
- contained within its own pocket dimension
- accessed via a special key – needs an existing door, returns if lost
- the door can't be closed until the key is removed – by the Jumper
- a key can only keep one door open at a time
- a gateway is only as large as the door used
- the key will always return to you within 24 hours

You have +1000 CP to spend.

Amenities

Skylight	100	Instead of gently humming florescent lights, these translucent panels set into the ceiling and/or walls provide a gentle light, illuminating the warehouse interior with the passing of the local day/night cycle.
Electricity	100	If you feel like some more modern amenities, this would be useful, since it outfits the warehouse with plenty of electrical outlets (truly universally adapting, to fit any plug). Also installs light switches to turn the bright lights overhead on and off.
Plumbing	100	Fresh, sweet, life-giving water! And a mysterious pipe for outflow. Besides the basic plumbing and pipes that decorate the warehouse, you also have access to a very basic water closet, with a minimalist toilet and shower stall. You'll need Electricity if you want hot water, though.
Thermostat	100	Not all humans have extremophile perks. A handy dial to keep the warehouse cool or toasty would sure be convenient. Especially if you're silly enough to visit some sort of hot arid desert planet early on, and left the door open for some reason.
TimeStop	200	How many times have you opened up your trans-dimensional storage, only to find a layer of dust over everything, your sapient AI ran out of juice, or the stuff you left in the fridge is now sentient and trying to communicate via flashing spore cloud? Wouldn't it be nice if you could just close the door and expect things to stay the same until you opened it again? Like, exactly the same?
LocalNet	200	Now you can be a lazy useless NEET who surfs the internet (or whatever local equivalent exists) all day! No data caps, automatically protects your IP with a mysterious firewall, and comes with a warehouse-wide wifi signal for your mobile devices.
GravityLink	200	You know that training Goku did with super gravity? That ain't this. It will, however, let you moon jump or drag your feet by halving or doubling gravity in the warehouse. (Can be purchased multiple times.)

Housing

Mook Barracks	100	This simple room comes with twenty-five bunk beds and a large communal commode. It's not very private, or aesthetic, but it gets the job done.
Follower Dorms	200	If you're looking for the college experience, here's four two-to-four person rooms and two bathrooms. Perfect for housing companions or a handful of followers.
Companion Suites	300	If your companions demand the height of luxury, look no farther than these eight private rooms with their own commodes, kitchenettes, and living rooms!

Food Supply

NutriGruel	100	It might taste like TastyWheat™, but this unexciting, bland, nutritionally complete glop provides everything a body needs. And you'll never have to wonder, "what's for dinner?" On the other hand, dinner is NutriGruel.
Groceries	200	If you don't mind cooking, this option provides a variety of locally-sourced organic ingredients to prepare your own home-cooked meals. Includes a series of cookbooks: one for every setting. Or you could opt for simple low-quality meals that are less nutritious and tasty, but definitely more convenient. Think microwave dinners, without the microwave.
Warehouse Chef	300	You have standards. You won't eat just anything. You know what good food is, what food should be, could be, and you won't settle. Gourmet meals, at your convenience. You'll have to provide the ambiance yourself, though. Comes with a daily menu.

Return Ticket

Vacation	100	Sometimes you need a break from the grind of being translocated or reincarnated into new and dangerous worlds. With this, you can spend 6 months after each jump in any setting you've visited previously.
Passport	200	Every five years, spend up to a year in a previous setting before returning where you left off. You can do this between jumps, or in the middle of one.
Residency	300	Time may or may not freeze while you're away, and you can opt to move between one setting and the jump you're currently in, as you wish. You may change your choice of resident setting to that of a jump you're currently leaving, at the cost of losing residency status in the other jump.

The following two sections create a small room outside the warehouse, and do not take up available floorspace.

Workshop

Tinkerer's Dream	100	A side room is created with a basic forge, including: anvil, tools, spare parts, ingots, wire, drafting table, and anything else found in a Renaissance-era inventor's workshop. Actual blueprints are up to you.
Power Tools	200	[Grunts in Masculine] Now we're talking. You get a full-on garage workshop, with a pneumatic lift, CNC machines, an arc welder, and power tools like saws and drills. And a junkyard's worth of scrap!
Thanks, Jarvis	300	You think you're Tony Stark? Well, this is better than a cave and a box of scraps. Additive manufacturing processes, VI-controlled waldos, and a suite of holographic design software. You still need to actually know what you're doing if you want to do more than flail around blindly.

Medbay

Trauma Bot	100	This basic virtual intelligence controls a multi-jointed arm tipped with a variety of medical implements. It can keep a person from dying of shock by injecting them with this needle, or prevent them from bleeding out with this staple gun...
Practitioner	200	This friendly-looking doctor is actually a hard light holographic AI, equivalent to a skilled surgeon. Trained in a variety of disciplines, from psychology to brain surgery, but you're going to have to come to them. They don't do house calls: the projectors are built into the medbay.
Healing Vat	300	This large tube filled with a viscous fluid can cure cancer, reverse heavy metal poisoning, regrow limbs, and fix whatever else is wrong with you. It is simple and easy to use, and reduces recovery time by a factor of 10 easily. It can't cure stupid, though, and sitting in there for days with nothing to do can be boring.

Interior Design

Makeover	100	Who wants to live in a warehouse? Bare concrete and exposed wiring conduit never was in style. Wood floors, wallpaper, and a real ceiling can make your warehouse feel more like a home. Or you could opt for glowing crystal veins, metal panels suspended in a void shifting past one another, or whatever other crazy aesthetic you want.
Sectioned	200	If you're not a fan of the open floor plan, this option makes use of the latest in wall technology to make actual rooms. Doesn't make new floorspace, just adds walls, doors, and corridors as desired.
Free Space	300	Doubles the available floorspace. May alternatively add a level with a flight of stairs between, or even another warehouse accessible by side door, or another warehouse entirely with its own key.

Security & Inventory Management

Storage	Free	A supply of barrels, crates, chests, shelves, cabinets, display cases, lockers, racks, mounts, etc. appears as needed.
Better Than Nothing	100	Provides lockers, with combinations, keys, or pin code locks. You'll find the method of entry inside each one, as they're initially unlocked.
Database	100	A terminal tracks what and who has entered or left the warehouse in a log. It can also be used to assign codes and locations for items.
Radar	100	After a few dozen jumps, things might be kind of hard to find if you don't bother keeping things organized. It sure would be nice to have a sort of internal compass and vague awareness of everything in the warehouse.
Layers of Protection	200	Your storage elements are now distinguishable by color. Unsecurable containers are blue, locking containers are green, biometric or magically secured containers are orange, and the vault set in the back is red.
Drones	200	A small box-bot drone swarm, like golden retriever roombas. They can put away or find anything in the warehouse. It may take them a few tries, unless you have a Terminal, though.
The Claw	300	This massive crane can be positioned anywhere in the warehouse, and is capable of moving pallets of whiskey or small starships with ease. Getting the pallet of whiskey into the starship is best handled by Drones.
The Best Defense	300	It sure would be nice if you had a way of making sure pests like rats or thieves stayed out of your stuff. Like, say, a few dozen automatic turrets capable of detecting intruders and firing non-lethal stun blasts or more lethal flechettes. It won't stop Thanos, but it'll keep most things out. Dealing with the corpses or unconscious bodies would be easier if you had those Drones, for quick and easy cleanup.

Method of Entry

Self-Storing	100	Your key can hide itself. Maybe it can turn into a tattoo, phase out of realspace, or turn into a key ring (get it?). In any case, it becomes much more difficult to lose or get taken away from you.
Walk-Key	100	Your key is sentient and capable of self-propulsion. It can follow you around, float in the air, and not much else.
Talk-Key	100	The warehouse key is sapient and can speak. Is it the voice of your benefactor? A distinguished butler? A small child? Up to you, I suppose. It might follow directions, if it likes you, and you also have Walk-Key.
Liminal Space	100	Any opening people pass through, which clearly demarcates two areas, can be used to open a portal to the warehouse. Closed doors work best, but curtains of beads, and even empty doorways can be used in a pinch.
Traced	100	Now you can open a door on any surface on which you can draw a closed shape. You don't need to actually sketch out the door, unless you want to. Watch out for gravity shifts if the surface isn't vertically aligned.
Portal	200	Access your warehouse from a gap in the air that opens merely by wielding your key as though there was a door there. Its size can reach up to an entire wall of the warehouse. Taking Makeover may change this to a fiery rift in the air, or a glowing green portal.
Spare Keys	200	Now you have up to eight keys, each of which can be linked to a single companion, or left available for use by anyone. Also allows more than one door to the warehouse to be open at once.
Hammer Space	300	You can access items in your warehouse without using the key to actually open it up. Maybe your key takes the form of a hat, cloak, or ring, or maybe you somehow reach into the key to retrieve items.

Inconveniences

Null Zone	+100	None of your perks apply inside the warehouse.
Garish	+100	Puce, lime green, baby-puke olive, and neon orange leopard print? Bare concrete and buzzing florescents are tasteful in comparison.
Creepy	+100	It feels like you're being watched, your hair stands on end, and sometimes the lights flicker. A distant dripping sound, and breezes out of nowhere. Shadows seem darker, and you get the impression you shouldn't linger too long, especially if you're alone.
Haunted	+100	Apparitions appear and walk through the shelves and walls. Things rearrange themselves when nobody is watching. Things will fall off shelves or rattle occasionally.
Lost Key	+100	Your key no longer returns itself to you if lost, until the jump ends.
Keyjacked	+200	Anyone can use your key, and while somebody else is holding onto or using it, it can't return to you.
Limited Access	+200	Something prevents you from simply camping in your warehouse. Maybe it's the extreme temperature, or you have to concentrate to keep the door open, or there's a timer that will kick you out.
Open Door Policy	+200	Each Jump, a random door somewhere in the world allows entry into your warehouse. A non-zero number of people are aware of it, though it may be couched in local legend as appropriate. Alternatively, anywhere the warehouse was accessed has a small chance of letting in random people later.
Mob Spawn Point	+200	World-appropriate threats, mostly creatures and monsters, spawn randomly. The longer the door is open, the more often and stronger the spawns.
Contents May Shift	+200	Sentients either cannot be stored in the warehouse, or the process of bringing them between worlds does irreparable damage to their minds.
Renovations Prohibited	+300	You can't apply changes, add-ons, or other supplements to your warehouse.
Cramped Space	+300	Who needs 40,000 square feet? You could halve the amount of floorspace, and still be fine, probably.
Lost in Transit	+300	Your warehouse will sometimes lose things between jumps. The chances are low, very low, but it can happen, and is more likely to happen the more stuff you have in there.

Change Log

Alpha	Text descriptions were too short.
1.1	Added a lot of things, improved formatting, made descriptions longer.
1.2	Added drawbacks, got suggestions from thread, improved descriptions.
1.3	Added more complete descriptions.
1.4	Organized Drawbacks by CP value. Combined Makeover and Finished, swapped prices with Sectioned.
1.5	Fixed typos, added an option to Open Door Policy, reduced prices.
