PERSONAL REALITY SUPPLEMENT

FOR JUMP-CHAIN CYOAs

by SJ-Chan and Sonic0704

v.1.0

This replaces the following Supplements: **Warehouse**, **Housing System**, **Companion Housing Complex**, and **The Bay**. It is not compatible with any of the alternatives that replace one of these, for example Fortress of Jumper, but is compatible with all Warehouse modification options that can be found in various jumps, and fully integrates with the Biosphere Supplement from the Fountain.

Universal Drawbacks Supplement (UDS) Notes: There are a small number of drawbacks in the UDS that grant Warehouse Points if you make them Chain-Drawbacks. The points given are those from the original 150 Warehouse Supplement created by RT / Quicksilver. They may be applied to this Supplement as well by multiplying them by a factor of 10.

Certain elements were copied or adapted from original documents; all credit to their original authors.

MODES:

You must select one (and only one) of the Core Modes. Extra-Modes apply over Core modes, and there is no limit on how many of them can be picked. Note: WP can be banked for later usage, it is not wasted if not spent immediately.

Upfront Core Mode: You start with 1500 WP and may discount any three items, gaining them for half price. You gain no additional WP.

Incremental Core Mode: You start with 500 WP and gain 50 WP per completed jump or gauntlet. Any method of combining jumps means that those jumps count as a single jump for this.

Unlimited Core Mode: You start with Zero WP and may transfer up to 100 CP from each jump that gives CP to the Personal Reality to gain up to 100 WP. This may be done only once per jump. Combined jumps can only contribute once. Gauntlets and jumps that aren't fully experienced for some reason (like frontloaded jumps) can't contribute. WP acquired from Limitations or from UDS is not capped.

The Patient Jumper Extra-Mode: For every jump past the first that you hold off getting your Personal Reality, you gain 100 WP. This is not applicable if you take any Warehouse Supplement or equivalent.

Swap-Out Extra-Mode: Are you well into your chain and have used one or more Supplements listed in the above intro? Fear not, with this option you can swap out for this Supplement and fill it out normally. You can even pick one of the other Modes to do if you want. To apply this Supplement in Unlimited or Incremental Mode to an existing chain, you must be at least 10 jumps into that chain. If you're at least 25 jumps into your chain, you may take this in any of the three modes, you may simply combine whatever you had before with this, overwriting anything improved by this supplement over what you already had. Regardless, Incremental Mode will not pay out for previous jumps.

Cross-Roads Extra-Mode: Is All Creation too vast to consider going it alone? Every jump you may choose to take a single 100 CP drawback for no CP (even if this puts you over the established limits for that jump), and have it apply without cheesing or gaming the language. If you do so, you purchase 5 Collective WP to the Crossroads Tavern, a collective meeting place for Jumpers with Personal Realities. The Crossroads Tavern connects all Cosmic Warehouses (CW), Towers of Jumper (ToJ), or Personal Realities (PR)… if the owning Jumper allows it & is aware of the option. A Jumper may not enter another Jumper's CW, ToJ, or PR without permission of that Jumper. Collective WP is spent by 60% majority vote of Tavern Jumpers. C-WP cannot be spent on an individual Jumper's CW, ToJ, or PR. The Crossroads Tavern can be accessed HERE.

BASICS

FYI: A List of Freebies included in this Supplement: **Cosmic Warehouse**; **Access Key**; **Starting Space**; **Neutral Lighting**; **Shelving**; **Environmentally Neutral**; **A Week & A Button**; **Security System**; **Loft**; **Entrance Hall**; **The Benefactor Lounge**; **Cleaning Supplies**

Cosmic Warehouse (free): Over the course of your adventures you're probably going to collect a metric duckton of stuff. Weapons, armour, technology, cars, big evil laser beams, everything and anything including several kitchen sinks. Why? Because you can. Now, normally you'd have trouble storing it all, and that's no fun, so here's your very own Cosmic Warehouse to give you a place to stick all your stuff. It is contained within its own reality that contains absolutely nothing else (guaranteed) and no matter where you go (unless blocked by a drawback or gauntlet) you'll always be able to access it.

Your Warehouse forms the base of your Personal Reality, with any additions you buy or make expanding it through various means. Anything added to the Warehouse via CP purchase is guaranteed to work flawlessly with anything and everything else attached to the Warehouse. Anything added by use of fiat backed powers or abilities is likewise guaranteed to seamlessly integrate. This means that, although you can't just buy a house with cash in a jump and integrate it into your warehouse, you could enchant a closet already in your Warehouse with Harry Potter brand 'bigger on the inside' magic if you've been to a Harry Potter jump. Essentially, you'll get a complete set of manuals on how each thing you buy functions and listing how various techs and magics that you have already purchased can be integrated with what you have already. It won't make suggestions, but it will tell you how to accomplish something if you've already got the power and knowhow needed to pull it off.

Second Reality (-600 WP): If, for some reason, you feel you must have a second completely separate Personal Reality, this is for you. It includes everything that is free for the first one, but absolutely no WP is included and no Warehouse Extensions attach to it by default, nothing you buy for one Personal Reality applies to the second, and the second cannot be reached from the first unless both have Portal Link. Furthermore, all Limitations and Drawbacks apply equally to both Personal Realities, but do not provide the second Personal Reality with additional WP. Why you'd want this is entirely up to you, but frankly it's probably a waste of points. If you think you've found a way to game this for some gain or end run around some rule somewhere, it won't work.

UTILITIES AND STRUCTURES

All purchases in this section apply to all other sections and additions without the need for additional purchases.

Starting Space (free): Your Personal Reality starts out with volume of 80 x 80 x 10 meters, so 6,400 square meters of floorspace or 64,000 cubic meters of storage volume. In the archaic and silly 'Imperial' measuring system this translates to 262.5 x 262.5 x 32.8 feet, so 68,889 square feet or 2,260,138 cubic feet.

Additional Space (-200 WP): This Starting Space Upgrade expands your Personal Reality by a factor of 10 in each dimension... or rather the standard three dimensions, you rabid cheeselord. This can be purchased multiple times. Additional Space also upgrades various expansion options. The first purchase of this brings you to 64 Million Cubic Meters, then 64 Billion Cubic Meters, then 64 Trillion Cubic Meters. Earth's volume, for reference, is 1 Hexillion Cubic Meters and it's surface area is 510 Quadrillion Square Meters. Cover the Earth in storage facilities 100 meters high and you get 51 Quintillion Cubic Meters of Storage space.

Adaptive Inactive Storage (-300 WP): This Starting Space Upgrade means that your Warehouse will automatically gain a special customized storage space for anything you purchase with CP... But what's so good about that? This storage space is inactive. That means it isn't out in a Host Reality, it isn't out in your Personal Reality. It cannot be interacted with in any way except to pull it out of Inactive Storage... if you have the space to do so. So if it doesn't fit inside some part of your Personal Reality that can be used for storage, then that item is only accessible if you bring it out of inactive storage into a Host Reality. This allows you to decide if something like your personal continent will be subjected to whatever nastiness is in a given Host Reality.

Access Key (free): This is a special key which lets you access your Personal Reality and its contents. When inserted into any door with a lock, the door can be opened to reveal a gateway into Personal Reality at a predetermined location within it. You are the only person who can take the key out of the lock, the gateway remains open as long as the key is in the lock, and if key is ever lost or stolen you will find it in your pocket a few minutes later. You cannot close the door as long as you are inside the Personal Reality.

Additional Keys (-50 WP): This Access Key Upgrade gives you an additional keys to your Personal Reality. These keys attune to whomever you give them to and cannot be used by anyone other than them or someone they freely and without duress or coercion of any kind allow to use the key. If they lose the key, it will return to them if they are still alive, or to you if they are currently dead. If they die in possession of the key, their body will be transported to your Medical Bay, if you have one.

Key Link (-50 WP): With this Access Key Upgrade, you can now close the door while you are in the Personal Reality and use your key in a special podium in the entryway to link your Personal Reality Door to any door in your current Host Reality that you've previously used your Access Key on. If you have extra keys, any door opened by any of them can be accessed. You may also use a recall function to bring up a list of all the doors that have been accessed by any key, thus allowing you to follow a Companion should you so desire.

Portal (-300 WP): This optional extra removes the need for use of Access Key, instead allowing you to open a rectangular or circular portal that leads into your Personal Reality on any flat surface big enough to encompass the portal. You can open the portal on any surface you are in contact with or that your vehicle is in contact with... or that your vehicle will be in contact with in less than 5 seconds and within 100 meters if you don't open the portal. The portal can be any size between 8 square meters and 80 square meters. The portal opens to the same place in your Personal Reality as the Door does and you may still use your Access Key if you want to open a door larger or smaller than the limits of the Portal. Any Companion with a copy of the key may also open such a portal. These portals open at their lowest size instantly and expand at the to maximum size over 10 seconds. This portal cannot be closed while you are inside your Personal Reality. The portal will slowly close (within 3 minutes) if you leave it open on a surface and move more than 10 meters from it without closing it yourself, as long as you are outside your Personal Reality.

Portal Link (-300 WP): This Portal Upgrade allows you to open a portal from inside your Personal Reality leading to anywhere in the current reality that you've already been to. With this upgrade, you can now close the Personal Reality Door or Portal and may open up to two portals at a time. Purchasing this does not include Key Link.

Portal Control Rod (-200 WP): This Portal Upgrade gives you a special device very much like a laser pointer that can be summoned instantly into your hand. Instead of having to directly physically touch a surface to open a portal, all you need do is point at any appropriate surface and a portal will open at that location. To make a bigger portal, simply hold down the activation button longer. Handy if you're running a kidnapping ring. The Rod works at up to 10 kilometers distance.

Free Portal (-100 WP): This Portal Upgrade removes the limitation on a portal having to be opened on a flat surface... or on any surface at all. It also allows you to open the portals to any part of your Personal Reality simply by picturing where you want the portal to open. Without the Control Rod, the portals must be opened within 2 meters of you.

Portal Aperture (-100 WP): This Portal Upgrade allows you to shrink your portals down to planck scale or open them up to 8,000 square meters and increases the rate of expansion / contraction by a factor of 10. Additional Purchases will increase the maximum portal size to 80,000, then to 800,000, then to 8 million square meters. The expansion / contraction rate increases by a factor of 10 each time. The Portal shrinks to functionally no size, absolutely no size, and then conceptually no size. If you need it smaller than that, a fifth purchase will make it memetically as small as the number of fucks I give on the subject.

Security System (free): Anybody coming in and out of your Personal Reality is now checked for any authorization you've given them to access it; and should anything about said authorization (or a lack of it) raise any flags in the system, then you will receive a warning about it. This allows you to define just what sorts of authorization different individuals can have to access your Personality Reality, anything from No Access through Temporary Access and Limited Access to Unlimited Access is possible. All this does is notify you. It does not stop them on its own. A Keyholder's Access cannot be limited by the Security System. Only hand out Keys to those you trust implicitly.

Detainment (-300 WP): This Security System Upgrade ensures that anybody without correct access authorization who attempts to break into your warehouse automatically gets detained in temporary cells, which are accessed through temporary doors in your Entrance Hall. The cells are not fiat-backed to hold everyone. If you'd have to exert yourself to fight someone, then the cells aren't going to hold them for long. Detainment will attempt to work on anything that manifests anywhere in your warehouse without proper clearance... as well as anything that had proper clearance and is now clearly a threat. A Keyholder cannot be detained.

Security Personnel (-200 WP, requires Servant Quarters or Your Robots): This Security System Upgrade provides your Personal Reality with security personnel, which ensure nothing untoward happens within your Personal Reality. To successfully execute their tasks they will have unlimited access to the entire extent of your Reality. Since they can only use equipment, anyone powerful enough to challenge you or your companions will probably trash them, but they should have little problem with mooks, especially as they have access to your Arsenal. Security Personnel will not attack a Keyholder.

Force Wall (-200 WP): This adds a a force-field to the entrances and exits to your Personal Reality. Nothing unauthorized can pass through these force-fields. The field is fully permeable to anything authorized. A Keyholder's Access cannot be blocked by these fields. Be aware, some enemies might conceivably be able to enter your Personal Reality without technically 'passing through' these force-fields. I don't know, but don't assume the Force Wall is utterly infallible. It is also potentially possible that you or your companions might bring something seemingly harmless into your Reality that turns out to be some kind of threat.

Partition Plan (-100 WP): This Force Wall Upgrade allows you to set up internal force-fields throughout your Personal Reality. If you have Central Control, they can even be customized with different levels of security. Be aware, a Keyholder's access cannot be be blocked by these fields.

Automated Weapons Security System (-200 WP, requires Central Control): This Security System Upgrade adds automated weapon security systems to your Personal Reality. Useful for keeping invading enemy forces from easily overwhelming systems or personnel. You'll need to supply the weapons, but this will provide ammo and targeting systems for the shooting and maintenance and repairs for between the shootings These weapons will not fire on a Keyholder... but can fire very very very close to a Keyholder.

Loft (Free): What's the point of having a room 10 meters tall if you can't build upwards. Feel free to stack things up to the ceiling if you like.

Lofty Loft (-100 WP): Is it depressing having your home surrounded by storage space? You gain an area the same size as your starting space that is reserved entirely for housing and luxury facilities, such as pools and sports fields. It is situated either next to your Cosmic Warehouse or above your Cosmic Warehouse. Separate purchases of Additional Space applied to it instead of Cosmic Warehouse can be used to expand it. You'll have to decide if Warehouse mods from jumps are applied to the Lofty Loft or the Cosmic Warehouse.

Underside (-200 WP): This allows you to create Basement Spaces in your Personal Reality. The maximum volume of all 'underground' spaces is equal to ½ the volume of your Personal Reality, but these spaces need not be contiguous. Connections such as chutes, corridors, or elevator shafts are not counted for that total unless you start trying to cheese it by creating an infinitely long corridor to store things in.

Environmentally Neutral (Free): By default, the temperature in your Personal Reality is never too hot nor too cold, the air will always smell faintly musty but scent neutral, and the air will always be breathable... even if two different species with different atmospheric requirements are present in it at the same time.... well, as long as both species are there with permission. This won't protect breathing invaders.

Environmental Controls (-200 WP): Not only does this allow you to control the temperature inside your Personal Reality... it allows you to change the temperature, humidity, ambient noise, gravity, and airflow to any and all parts of your Personal Reality independently. Want a one meter cube of freezing cold nothingness surrounded on all sides by temperatures that would be fitting for soup? Go for it. This can change the gravity from 0.00001 gees all the way up to 8 gees, the temperature anywhere from -40 °C all the way up to 180 °C. Comes with a tablet that has all the system controls you'll need and a big ol' box of wireless thermostats. The direction of gravity can be easily manipulated in whole or part of your Reality. So if you want to build a Labyrinth style room with doors and stairs going every-which-way, feel free.

Improved Regulation (-400 WP): Unhappy with the limits of Environmental Controls? This gives you a much greater range. How much greater? You can control the ambient noise level to generate sounds anywhere between -10 decibels and 160 decibels. Temperature-wise, you can range from absolute zero to 15,000 degrees. Gravity-wise, you can completely negate gravity or ramp it up to what is common on the surface of a neutron star. Humidity? Anywhere from 0% to 150%. That's not a very dense fog, that's active rainfall... though this last requires Pipes, Pipes, Pipes or a very large amount of water in your Personal Reality. As for airflow, you can have F-5 scale winds if you really want them. Hell, go nuts, have the kind of winds only seen in gas giants, the kinds that make an F-5 tornado seem placid. Think Coriolis Winds in excess of 800 kilometers an hour.

Neutral Lighting (free): These lights are nothing special, It's a color-neutral, source neutral ambient lighting system. It's not really that bright... think early twilight gloom, but if you want better, install it.

Natural Lighting (-50 WP): Completely natural lighting that looks and feels and functions as good as the real thing (sun, moon, or starlight). Comes with sectional dimmer switches and can be sourceless or from any lamplike object you bring into the Personal Reality. Purchasing this upgrades all sources of lighting you bring in, even things like TVs and Computer Monitors to be perfectly safe and naturally adjusting for minimal eye-strain. This replaces Neutral Lighting and does not require any power source.

Who's Got the Powa (-100 WP): This provides enough electricity to power a city the size of New York City or London, forever, with nary a brown out or power fluctuation ever. It also comes with all the basic wiring hookups, surge protectors, outlets, circuit-breakers, routers, etc you might need... but you'll probably want to get a qualified electrician in at some point... or pick up a companion who does that kind of thing. Purchase of this supplies all facilities inside your Personal Reality with electrical hookups.

POWER OVERWHELMING (-400 WP): Not enough power? Okay, this Who's Got the Powa Upgrade means that your Personal Reality is now hooked up to the full power of a Sol-Class Star encased in a Dyson Sphere. Congratulations, you're now a Kardashev II civilization. If this isn't enough power, you need an intervention.

Tashi Station (-200 WP): Did someone say 'Power Converters'? This Upgrade to Who's Got the Powa means that your generator now pumps out any esoteric energy type your Personal Reality's equipment or city-like objects might need by converting some of its electricity into whatever, be that mana, anbaric power, natural gas, ether, the power of love, or the power of rock and roll. How, you ask? FIAT, BITCHES! (insert Air-Guitar Solo Here)

Pipes Pipes Pipes (-100 WP): Purchasing this provides your Warehouse with enough plumbing fixtures to turn the entire volume of your Personal Reality into one massive pool... or anything below that. This provides clean running water with any reasonably common additives you like (chlorine, glacial milk, fluoride), but does not provide a limitless supply, nor does it heat the water. By default, the amount of water this system can produce per day is 1 billion liters or one megaton of water or a block of water 100 meters on a side, and the default temperature of this water is 25 degrees Celsius. It can support any civilian infrastructure on the same scale as Mexico City or Tokyo. Comes only with the basic hookups. You'll need a plumber to do the actual piping. We hear Mario's very good. Bathrooms not included. Purchasing this supplies all facilities inside your Personal Reality with water feeds, and if you've Got the Powa, it will supply hot and cold running water as well.

Waterworld (-300 WP): This Pipes Pipes Pipes Upgrade provides you with all the water you'll ever need. Every day this massive Hydrocore Tap can generate enough H_2O in any natural form to cover Luna in seas 10 meters deep... let's call it 500,000,000 cubic kilometers of water. Of course, throughput is going to be a bitch, so the Hydrocore comes with a Global targeting computer and up to a million hoses each capable of pumping out 500 cubic kilometers of water a day... or 5.8 million tons of water a second... or 29 times the flow rate of the Amazon River... each. If this isn't enough water for you, you might be obsessed.

Dynamite Waterworks (-100 WP, Requires supplies not found in this Supplement): This is a strange one, but say you have an infinite source of some liquid and you want it pumped from wherever you source it through your Personal Reality, this Pipes Pipes Pipes Upgrade is for you. The plumbing hookups for your Reality now support up to six additional inputs from sources you must personally supply, and run those feeds through your Reality. If you have Central Control, they can even be mixed in precise ratios at each distribution point. So, say you had an infinite supply of cocoa and an infinite supply of peppermint schnapps... you could set the system to dispense cocoa from all the brown faucets, peppermint schnapps from all the red & white faucets, and spiked hot chocolate toddies from the brown & red faucets... and could even tell it to make the mix in your office stronger than the mix in the staff break-room. While this can be combined with Water World to a degree, that degree is only to use the hose network to dispense a reasonably vast quantity of 'unlimited liquid x'... say enough chocolate to make a small river... not to flood the planet... unless your source for that unlimited liquid specifies 'absolutely unlimited'... generally speaking, if it's for personal or even industrial use... it's not good enough. Global usage at the very limit required for full Water World Integration. An additional 6 hook-ups costs -50 WP.

Shelving (free): Basic metal shelves to keep your goods on, the kind you find in industrial big box stores, sized for pallets and numbered for sorting. You'll get up to as many as will suit your initial space allotment, but if you don't take all of them, you'll need to buy more on your own... they sell them at most business supply warehouses, ironically enough.

Storage Solutions (-200 WP): Your Personal Reality now has a specialized set of construction automatons which can produce the appropriate storage option for anything you know how to safely contain. These golems could make protective cases for your collectables, display cases for your pet universe, or just endless crates to stuff the preserved heads of everyone who has ever crossed you. All such storage items are fiat-backed never to weaken or wear out and can easily integrate any form of security you might have. All will be clearly labeled.

Central Control (-100 WP): This optional purchase hooks your Personal Reality up with a Smart Pseudo-Intelligent Computer System that tracks the location and condition of all items brought into the Personal Reality. It will share that information with you or anyone you authorize to use the system. They do not have to have a key and you can set up varying levels of access. Central Control can also recall your companions to the Personal Reality if you have Portal and command it to or they are killed and you've set up automated recall. It can open your Personal Reality Door from the inside if you've given it permission to do so, but will only admit those it believes will assist you. It can only open doors on which Access Key has been used on, but the key need not be still in that door for the door to be opened.

Your Robots (-200 WP): This Central Control Upgrade provides you with an automated sorting system that sorts and automatically retrieves anything stored in your Personal Reality. These Robots are completely upgradeable and programmable, so you can keep them out of key areas or tell them not to disturb certain potentially explosive experiments if you want. You get twenty of them and instructions on how to make more.

Maintenance Systems (-100 WP): This upgrades Your Robots so that instead of just sorting and fetching they now automatically upgrade with all tech production and repair skills you gain and now provide basic cleaning and maintenance services for anything in your Personal Reality that you know how to fix or repair. They are going to be practically invisible unless you look for them.

Extranet (-200 WP): This handy add on connects your Personal Reality with the local Data Networks of the Universe you're currently in... not only that, but it gets the kind of performance only really ever seen by ISPs at their hubs. If your current Reality of Residence does not have a Data Network, this will connect to the nearest equivalent.. yes, even if that is nothing more than a town gossip and a local library.

VOWP Cellular Service (-200 WP): This Extranet upgrade hooks your Personal Reality up with Voice over Warehouse Protocol Cellular Service, and provides you with fiat backed cellphones that are guaranteed to connect to the Personal Reality or to any other cell phone on the service... regardless of what Reality those phones are connected to at the current moment. You gain a vending machine that vends Nokia dumb-phones, iPhones up to 8, and Galaxy S7 smartphones, plus any cell phone (or similar) you supply it with a copy of, as well as SIM cards or the equivalent for other phones. These phones will work just fine no matter where you find yourself, but be careful as they're just as durable as normal ones and will need to be replaced should they get damaged or destroyed. They must be charged as normal, but get extremely good battery life.

Basic Nutrition (-100 WP): This option provides a basic (if minimalist) food delivery for you and all companions (metered for a normal human dietary requirement). This delivery comes once a week and is the kind of thing you'd buy on a very strict budget; Ramen, Peanut Butter, Generic Cereal, Dry Beans, Fresh Common Veggies, Canned Veggies, Dry Pasta, Salt, Pepper. (Note, you cannot sell the Salt or Pepper for money.)

A Little Less Basic (-200 WP): Although not a huge improvement, this raises the basic food allotment to what can be expected for a middle class working family's budget. You can set it to the kinds of things your home culture might buy... or simply set it to a random sampling of various cultures' food purchases. Honestly, it's fascinating seeing what people buy. Check out Hungry Planet if you can.

Basic Accommodations (-50 WP): This provides minimalist accommodations for you and each companion. Essentially the same thing you'd get in Basic Training in the military. A barracks with a bunk and a locker and a camp toilet. If you bought Plumbing, this improves to include a communal shower and toilets. In fact, someone need not be a companion for this to work. Anyone you allow into your Personal Reality will be allotted a similar level of basic living quarters, thus allowing you to turn your Personal Reality into a refugee center if you like. If you have Basic Nutrition, this will provide any such guests as you may invite into your Personal Reality with very basic food equal to 1200 Kcal a day, totally vegetarian. This can support up to a maximum of 1 person for every 4 cubic meters of space in your warehouse per day.

A Week & A Button (Free): You may, at the end of each jump, take 7 Standard Earth Days off before entering your next jump. A button is provided so you can end this down time whenever you so desire. Dying in this period is still dying and will burn a 1-up from the jump you just finished if possible, then from the next jump if available.

A Month (-50 WP): The Week has been replaced with a Lunar Cycle / Month. 28 Standard Days.

A Month's Return (-100 WP): This upgrades the Month so you can now return to any world you've ever jumped to for a month between jumps. This does not extend the time between jumps, nor does this count against or for other Vacation or Return Options.

Calendar Change (-100 WP): Do you find it odd that a Jumper who travels all over... everywhere, is still bound to the Earthly Calendars? What about a Mayan, Chinese, Islamic, or Jewish Jumper? What about a Martian Jumper? Well, with this option, your chain now uses a calendar that can range from 360 to 400 days long and those days can be anywhere from 20 to 30 hours long. This won't change the length of local planetary days (those are set by astrophysics or the local equivalent) but will change how long your jumps are and how all your clocks function. Any device with a clock on or in it will gain a setting allowing it to display Personal Reality Time... except purely clockwork clocks for some reason. This does not change the length of a second. A Standard year contains 31,557,600 seconds. This means the minimum length the Jumper's Year can be set to is almost exactly 300 Earth Days and the maximum length is just under 500 Earth Days. Because the hardest part of using a different Calendar is remembering all the fiddly bits, you and all followers and companions gain an understanding of your calendar and knowledge of how to convert it back to standard. Of course, your Calendar can actually fall wildly outside the 300-400 day, 20-30 hour range... say by having your Year be set to the length 666 Cycles and be exactly as long as 1 Standard Decade... but the number of actual standard seconds must fall between 21,600,000 and 43,200,000.

Temporal Controls (-200 WP): This Personal Reality Option gives you control over how fast time flows in your Personal Reality while you're not there. The default is 1:1, but with this you can dial it anywhere from 1:10 to 10:1. Remember, this doesn't work when you're in the warehouse.

Stasis (-200 WP): This Upgrade for Temporal Controls allows you to set chambers to total temporal stasis if you like... or set your entire Personal Reality to Temporal Stasis while you're not there.

Sectional Time (-200 WP): This Upgrade to Temporal Controls means you can now install fast or slow time chambers inside your Personal Reality. These can be anything from 1:100 to 100:1 and you are allowed to make use of them, but the time spent inside such an accelerated or decelerated chamber still counts only as the amount of time that passed in the host reality. Stasis still cannot be used while you're inside the Personal Reality for obvious reasons. You age at the rate you're personally experiencing time.

Eternalizer (-400 WP): This Temporal Controls Upgrade means that nothing inside your Personal Reality ever ages unless you actively want it to. Thus, your wines and cheeses can age, but your books won't. If you have Maintenance Systems, the Personal Reality will auto-detect the exact right degree of aging for anything within and never allow it to age past that unless you specifically instruct it to do so. Why? Because with the Eternalizer, you could leave a slice of bread out on the counter for a billion years and it wouldn't go stale... stale bread is useful if you want to make good french toast.

Recyclotron (-200 WP): This option adds a matter recycler to your Personal Reality, which will break down any biological waste into compost, clean all water run through it, and transform any non-organics back into their basic compounds or elements. The Recyclotron can handle the waste output of a major city like Paris or Mumbai. If you have Maintenance Systems, they will dump garbage into it for you.

Fabricator (-200 WP): This Recyclotron Upgrade turns any raw materials harvested by the Recyclotron into anything you have a blueprint for. Adding a blueprint is as simple as tossing a sample of any item you know how to make into the Recyclotron. Anything made by the fabricator will be a perfect physical copy of what was dumped into it. This does not include any metaphysical properties and you'll have to supply all required materials.

Reality Extruder (-100 WP): This allows you to manifest anything attached to your Personal Reality into the Host Reality, but doing so creates a physical link between the two realities that doesn't require an Access Key to open. It could be a door in the back of a wardrobe, or a locked service closet, but if it's opened, others will be able to come inside. This does not bypass any defenses you might set up, but anyone who enters via one of these links will be treated as baseline authorized by your forcefield unless clearly hostile. Anything extruded will be treated as native to the host reality even if it clearly couldn't be (see lamp-posts in Narnia). Yes, this means you can have the entrance to your PR look like a Phone Booth if you have a phone booth in your Warehouse. Comes with a free phone booth.

Hallowed Earth (-400 WP): Every inch of your Personal Reality is sanctified. By who? Well... you, I guess. All those within (besides you) are subject to a constant minor blessing that persists for up to a day after leaving that makes them a little luckier and healthier. In D&D terms, a general +1 Morale bonus. Those who worship you as divine may show up here when they die or see visions of you in this, your place of power... though these visions may be merely metaphors for what lies within if they lack the mental or cultural framework to understand. With Linked Portals you may appear anywhere inside your Personal Reality without having to walk there and with Eye Spy you are aware of everything that happens in this Reality. With Central Control, you are constantly aware of the contents of the PR.

COSMETIC UPGRADES

These can be selectively applied to the Cosmic Warehouse and or the Lofty Loft as you desire.

Sky Simulator (-100 WP): This replaces your boring drab ceiling with a completely realistic sky simulation... or a non-realistic sky simulation if you prefer the universe to look like something out a Bosch painting. Since this means you won't have a ceiling to attach anything to, all your lighting options now come with Street Lamps. Note that this does not add any height to your Personal Reality.

Fly a Kite (-100 WP): While this doesn't add any usable height to your Personal Reality, it means that all the sky space is free for use for flying kites or hot air ballooning or just recreationally flying around in. Comes with realistic clouds if you have Environmental Controls.

Realistic Ground Cover (-100 WP): Sick and tired of linoleum or concrete? This is the one for you. Now your Personal Reality floor can be turned into any naturally occuring terrain type, in sections, or roads and paths of your design. Any dirt or dust that would be created by this is magically taken care of... unless you don't want it to be.

Dig it (-100 WP): You now have 40 meters of foundation material under your RGC. Why? Gardening? Graves? Whatever. It's just rocks and dirt down there, but all buildings you buy in this supplement have perfectly decent foundations installed under them. If you bought the Underside, all that space is digable too. You might even find some weird or cool stuff buried. Nothing amazing, but you'll be amused.

Treeline (-200 WP): Walls getting you down? Well, you're in luck. Not only does this replace your walls with trees, there's actually a bit of a forest out there. Not useable for storage, but you can walk through the woods or cut down trees at the edge of the line for lumber or firewood. Any trees cut down regrow overnight and the stumps can never be cleared. You can walk as far into the woods as you like, but you'll eventually come out on the other side of your Personal Reality. The trees are a mix of common trees from Earth and you can customize them to your liking with sliders to control how many pines, oaks, poplars, palms, apple trees, etc. The trees will naturally cycle through a year over the course of a year.

Wildlife (-100 WP): This Treeline upgrade adds in small forest creatures like rabbits, squirrels, wolves, and bears. Ferrets too, but they're not actually wild-animals... except the black-foot ferret, which is. Oh, yeah. birds too, I guess. And bugs... but only mostly harmless ones. Bees yes, Wasps no.

The Pond (-200 WP): One of the four walls of your Personal Reality has been replaced with a water feature. This is essentially a pond, but you can give it tides and or waves, make it fresh or salt, and give it a beach if you like. If you buy the Garage option, it comes with a Marina for your boats and a second entry zone so you can drive your boats out into the host reality. For -50WP each, can be expanded to additional walls.

The Meaning of Life (-100 WP): This The Pond Upgrade adds in fish and shellfish and pondweed/seaweed to your pond. Also the occasional duck or swan or other waterfowl. Maybe some frogs or lizards or small reptilians, but nothing dangerous... unless you bought a specific limitation.

The Village (Requires Sky and Ground plus Trees or Pond on all four sides): Your Personal Reality now looks like a town in the middle of the woods, or in a mountain valley, or on a cliffside or seaside / lakeside. Not only that, but you can divide up sections of Warehouse by placing paths or bits of forest or water between them. This includes all Personal Reality expansions you buy, so if you want your Olympian Temple on an island off the coast of your village, that's fine. The dividing space can be up to 100x the total footprint of your Personal Reality space, but dividing zones and paths can't be used to store stuff... it's purely aesthetic.

Hollow Earth (-100 WP): If you want your Warehouse walls to look like a cave or the inside of an O'Neill cylinder, this is the option for you. It's your choice if this means your walls actually loop around to the ceiling or not, but if they do, passing the midpoint means you fall up instead of down and there's a point of null-gravity at the center.

PERSONAL REALITY FACILITIES

These are all placed into your Personal Reality and require you to have enough space to be placed.

Entrance Hall (First Free, Additional Halls are 50 WP each): This is the room your Access Key opens a door to. It starts off as a 5 meter cube with blank white walls, floor, and ceiling, as well as a couple of doors, one leading outside, the other into your Cosmic Warehouse, with additional doors appearing leading to other extensions as these get added to your Personal Reality. Feel free to customize this Entrance Hall as you see fit. Additional Halls can, at your discretion, be linked only to certain keys or only to certain extensions. This allows you to have an entry hall just for skiing if you want.

The Benefactor Lounge (Optional but Free): This installs a special room in your Personal Reality that exists for the sole purpose of meeting with your Benefactor. It has a limited wet-bar and the furnishings keep changing depending on where you're going next. Head into Generic Western and it might be a Saloon, Head into Star Wars and it might be the Imperial Throne Room. Head in Monty Python and it might be a fish tank. This room exists for you to make builds or ask questions. Your Benefactor is not guaranteed to be in all the time, but you could leave a note. They might even get back to you.

Medical Bay (-200 WP): Fully functional medical bay that can fix up anything that still has a pulse or equivalent. Does Dentistry too. Also provides detailed accounting of person's medical history. This will not repair genetic defects or replace / repair cybernetics and possesses no ability to differentiate between beneficial and harmful nanites or implants without you providing that information to the system. Works on animals as well.

Counseling Bay (-200 WP): And how does that make you feel? Helps you work through any issue. A couch, and solid light therapist are included, but not mandatory.

Cybernetics Bay (-200 WP, requires Workshop): This Medical Bay Upgrade allows your Medical Bay to repair and replace damaged cybernetic and biomedical implants. All CyBay installed cybernetics have fiat backing.

Nano-Medical Lab (-100 WP): This Medical Bay Upgrade allows the Medical Bay to tell exactly what every nanoscale contaminant inside a living body does and, optionally, remove them without causing harm to the host. The NML can also replicate and administer Medical and Augmentation Nanites as long as you have the materials and requisite know how. All NML administered Nanites have fiat-backing.

Bio-Synthesis Lab (-100 WP): This Medical Bay Upgrade covers all serums, viruses, bacteriological agents, and other chemical, genetic, or retroviral repair and boosting sciences, giving the results fiat-backing. Does not provide any knowledge base.

Body Mod Pod (-100 WP): Ever wanted to run a Companion or friend through the Body Mod? Now you can. Have fun. This pod is infinitely reusable as long as each person only uses it once. People using this get access to the same Body Mod Supplement as you used. You can't use this to run yourself through Body Mod again. Anything that lacks a humanoid form can be given one by this machine.

Housing Complex (-200 WP): Having space for all your Companions and Followers can be tricky. Sure, you could pay to have some houses built, but with this option you and each Companion and every child of yours or of a Companion gains their own bedroom. Every three bedrooms gain a full bathroom and your bedroom has a master bath. It's not luxurious by any means, but this house (or houses) have 1 kitchen & dining room, 2 half baths, two general purpose rooms (offices, living rooms, game rooms), a few of small closets, and a pantry for every 6 people. Individual rooms tailor themselves to the general likes of the individual and come with basic but not quality furniture. Companions who decide to share a room can cause their rooms to merge to create a larger room, but each basic room defaults to 4 meters by 5 meters by three meters. Non-bedrooms are on the small side but large enough to function. Floors are basic linoleum and walls are basic low grade paint. Appliances and fixtures are pretty bare bones and the walls are little more than plywood and wood frame. The bedrooms don't have closets. Any other Personal Reality Extensions can be made part of Housing Complex or kept separated. Each house must have a kitchen. That's the rule. No more houses than total number of kitchens. A house may, of course, have more than one kitchen.

Rooms for Cheap (-50 WP): If you feel you need more rooms for whatever reason, say to add a pillow lounge to every house, you may purchase them here. Every purchase of this adds an additional room for every kitchen... but you don't have to be even in the distribution. If you want a special guardsmen building, you could stick 10 rooms together to make a giant barracks. Everytime this generates a fourth room for you, it also generates a bathroom. Every 200 rooms generated by any number of copies of Rooms for Cheap will generate an industrial food preparation venue (i,e, a mess hall). Unlike other options for Housing, if you choose not to assign these rooms to your main Housing, you can spin them off into their own extension or attach them to other extensions you might have as long as that extension allows storage.

Upscale Housing (-100 WP): This Housing Complex Upgrade makes a number of minor changes to the above. Floors are now either carpeted or wood paneled, walls are wallpapered, rooms are 50% larger, the cut off for additional rooms is lowered to every five and the furniture is decent. Kitchen Appliances, bathroom fixtures, closet doors... everything is improved a bit. The walls are now drywall and metal frame with insulation. Not soundproof, but better. Closets are now adequate and installed in each bedroom. Every two bedrooms besides the master bedroom share a bathroom and every two kitchens spawns a new master bedroom. Master Bedrooms now have one walk-in closet each.

Luxury Housing (-200 WP): This Housing Complex Upgrade does everything that Upscale Housing does and does it better; high end luxury rugs, lush carpets, parquet wood floors, wood paneled walls, high end furniture, rooms are twice as large as the base, and the cut off for additional rooms is lowered to every four persons. Appliances and Fixtures are very nice and stylish now and the walls are quite soundproof. Closests are now a respectable size. Bedrooms get their own bathrooms. Every kitchen spawns a new Master Bedroom which is now a personal suite (sitting room, bedroom, two walk-in closets each, bathroom with separate whirlpool bath and shower.) If you have an incremental purchase scheme, you do not get a refund if you bought Upscale Housing first. Luxury Housing does not require Upscale to be purchased first.

Opulent Housing (-300 WP): This Housing Complex Upgrade does everything that Luxury does and does it better. Rooms are frankly too big, fixtures and furniture are all unique handcrafted pieces, the walls have murals, the floor mosaics... everything isn't just top of the line, it passed that miles back. High Ceilings, beautiful feng shui, custom decor for each room... huge closets. Additional Rooms generated every three persons. All Bedroom are now Master Bedrooms and come with ensuite saunas, day spas, and personal office with reading nook. If you have an incremental purchase scheme, you do not get a refund if you bought Upscale Housing or Luxury Housing first. Opulent does not require Upscale or Luxury to be bought first.

Seraglio (-200 WP): Do you want an old fashioned Harem? Or just to have a place in your Warehouse that looks like you might have a Harem? This is for you. A huge open courtyard surrounded by room-sized alcoves perfect for crafts and sleeping or maybe a little fun. The area is always pleasant, beautifully scented and full of soft music and laughter, and everyone in it always seems extra beautiful and well groomed. It is a place of enjoyment and contemplation, a place to get away from the world, and time spent here relaxing always takes 1/10th the amount of real time that it seemed to take. Comes with a large central fountain that has water that smells of roses or honeysuckle and tastes as sweet as summer dew.

Nursery (-100 WP): Planning on starting a family? Just enjoy collecting infants? Either way, this Housing Upgrade is for you. The nursery Comes with all the equipment needed to deal with a (theoretically transfinite) number of infants and toddlers. It even has uterine replicators just in case no one wants to get fat or have to deal with all the pushing and screaming. The Nursery Upgrade will either be a stand alone facility or will hook each house up with its own smaller nursery. If you have food supplies, they will be adapted to the optimal dietary needs of the children, and packaged into child-friendly packages. If you have robots, diaper-changing robots will be included. Otherwise, the furniture in the nursery is dependant on the quality of your housing and is guaranteed child-safe and friendly.

Servants' Quarters (-200 WP): You now have a staff of utterly loyal, attractive, attentive, immortal, and utterly defenseless servants. How many? Enough to do the cooking, cleaning, and other household chores as you might assign them. Assume your number of Followers (Companions, Children, other Hangers on) plus 50%. They're fully competent but not exceptional in any way except for presentability and discretion. They never protest being mistreated and recover from any injuries within 6 hours. Upgrading them in any way turns them into companions. Unless upgraded, they don't have souls and if you kill one, say to turn his body into a zombie, it will take a week for him or her to respawn, you necromantic weirdo.

Unique Servants (-100 WP): By default your servants are soulless humans, but with this upgrade to Servants' Quarters you can make them into any type of servants that you want - fleshy homunculi, zombies, metallic robots, animated teddy-bears, house elves, anything is allowed, even mix and match different types. Just keep in mind that they remain soulless and can't be in any way exceptional except for presentability and discretion. This holds true even if you upgrade them into companions, so no using this as a shortcut to get house elves with their exceptional wandless magic. Once upgraded to companions, any improvements are on you and are limited by your abilities or what you allow them to buy with CP, just like any other companion.

Connecting Doors (-200 WP per pair): These doors come in pairs and can connect any two parts of your Personal Reality... or one part of your Personal Reality and anywhere else you install it... You must be physically at the location you desire to install it and once installed the Door cannot be removed by anyone or anything. The link remains and requires no key to open, no matter where you go. This means that the reality you installed the door in progresses in on the Personal Reality's internal Clock, even after you leave it, even if the door is currently closed. Breaking the Connection can only be done by taking a -100 CP hit to your starting CP in another jump and causes the Connection to decay over the course of that jump. You get your door back at the end of the jump... if you haven't changed your mind. If you do... no CP refund. Sorry.

Grand Dining Hall (-200 WP): This Housing Upgrade provides you with your own personal Valhalla, which absorbs all food purchases you have made and displays them on platters and sideboards, always perfectly fresh, always at the ideal temperature. The hall is enormous, as large as the number of guests would need, with room left for dancing and fighting and contests of prowess and might. Always clean and decorated to your current tastes.

PERSONAL REALITY EXTENSIONS

Anything acquired in this section can be acquired as extensions to your Personal Reality. This means that it is up to you if they are contained within your Cosmic Warehouse (where they are conveniently located) or attached on the edge or through your Entry Hall, where they might not be so convenient, but don't take up Starting Space or Additional Space. Once you make a choice for a given Extension, it is fixed unless you have the Limitation Labyrinth of Jumpnos or pay 50 WP to reconfigure your Cosmic Warehouse & Personal Reality. This does not allow you to swap purchases, but it does allow you to radically rearrange how everything is linked. If you do not have the capacity to gain WP or do not want to pay, you may instead take a warehouse lockout drawback in any jump that lasts at least a decade. While your Warehouse / Personal Reality is closed, you might as well remodel.

Extensions cannot be used to store anything other than their intended category. For instance, an Office can store office supplies, records, knick knacks, and furniture. A Workshop can store tools and a reasonable supply of raw materials. A Gameroom can store games... but not in bulk. That kind of thing. Of course, if you've got them as Warehouse facilities that are actually taking up your precious space, you can use them as you see fit. Fill your Entertainment Rooms with lumber or your pools with rubber ducks.

Workshop (-100 WP): Each purchase of this adds to your Personal Reality Workshop needed to perform specific type of craft, which is to be specified when purchase is made. It comes with basic set of tools and supplies. Good for fixing or creating all sorts of things, although any complex parts or nonstandard supplies will have to be brought in from outside. Additional purchases can add different types of Workshops to your Personal Reality or expand existing ones. Anything built in one of those workshops is fiat backed to be restored to its original condition within 48 hours if damaged or destroyed.

Office (-50 WP): A personal office specifically for you, so that you can perform your white collar paper-shuffling in relative privacy. A decent sized office, it comes with all the basic supplies and equipment, such as notepads, paper clips, ink pens, filing cabinets and a desk. If you purchased Computer Hub it comes equipped with computer equipment as well. If you have VOWP it has a phone with an outside line that always direct dials whoever you want to reach in your current Host Reality... even if they don't have a phone... you may not use this ability to locate them or translocate to their location or tag them with any power or ability or technology. You can ask them where they are, but they don't have to tell you. This office has the effect of slightly boosting your focus, reading speed, reading comprehension, and retention rate, but only as long as you're alone in it. Alternatively, it can be set up as a cubicle farm with 20 individual cubicles.. but honestly... why would you? If you do, each cubical gets a potted plant, an executive desk toy involving magnets or chrome balls, and a japanese lucky cat statue sized to fit on a desk. All are completely mundane. Additional purchases are allowed, each adding the next Fibonacci number of offices (or 20 cubicles per office). Thus, the second purchase will get you a second office, while the third purchase will get you 2 more offices, and the fourth will get you 3 offices and the fifth will get you 5 offices... please tell me you aren't seriously going to waste WP on OFFICE SPACE? What part of 'Keep this entertaining' escaped you, CPA Man!?

Library (-300 WP): A place to keep all the books and writings you and your companions might create or gather throughout your adventures, with all of them kept in pristine condition and automatically sorted based on your selected scheme, no matter how harebrained. Comes with reading area that has an effect of slightly boosting concentration, reading speed, comprehension, and retention rate.

Starting Collection (-100 WP): This Library Upgrade gets you pre-stocked with books you would expect to find in average town and school library, with nice spread of books on a variety of topics and in a language of your choice. This comes with 10,000 individual fiction titles and three times that number non-fiction titles covering all normal real-world subjects. Most of the books will be best sellers or classics (80%) and will cover the last hundred and fifty years or so. The other 20% will be more esoteric works, but seldom anything particularly obscure or rare.

Expanded Collection (-100 WP): The Library Upgrade specializes your library in a specific way, adding books on specific topics, things that you would expect in specialized university libraries. Each purchase of this comes with 15,000 specific titles in the language of your choice (even if such works have never been published in your selected language). The more specific a topic you pick, the more specific these books will be. So picking Biology as topic will get you books ranging from everything on animals, plants, anatomy, genetics, microbiology and ecology, while picking entomology as topic will give you extremely detailed books about different types of insects, their physiology, and so on. The subject must be one from the real world, but do remember that there are thousands and thousands of real world books on the the occult, so it's not unlikely you can find what you like.

Digital Database (-100 WP, requires Central Control): This Library Upgrade automatically digitizes every text that enters your Personal Reality, even if it's already in digital format, and does so safely (spells will contain the correct symbols but not power, memetic or conceptual texts will be rendered harmless). The entire contents of your Library are now completely searchable, indexed and intelligently cross-referenced, allowing far easier use and accessibility.

Classroom (-50 WP): This provides your Reality with a large classroom for you and your companions to use for teaching and learning new things. It is outfitted with all the basic classroom equipment like tables and writing board. If you've Got the Powa, this includes A/V setups and personal computers, and with Pipes, Pipes, Pipes it includes lab equipment. With any of the Food Options it includes cooking tutorial equipment, with a MedBay it includes first aid and medical education supplies, with workshops it includes a teaching workshop of the same kind. Whenever you acquire new technology that could be beneficial to teaching, the Classroom automatically updates to include it if you have Central Control. Also provides basic supplies for all students and slightly boosts teaching aptitude for the teacher, as well as learning speed and concentration for students. All possible safety equipment is automatically installed at no extra cost. Each classroom can seat up to 50 students comfortably.

Gym (-100 WP): This provides your Personal Reality with a large open training room for physical exercise. It comes with exercise equipment that can be used to train almost anyone dedicated enough to the limits of their potential (as long as that potential is no more than 150% of peak human potential) fitness. It can be easily converted into a sparring pit. If you have Robots, this includes extremely durable sparring automatons to learn from in your pit. Anybody using the Gym will find that training physical abilities is slightly less fatiguing than it otherwise would be.

Arena (-300 WP): This Gym Upgrade that Requires Central Control and Robots removes the limiter on what can be trained and now it can be used to train anyone to any physical potential they might have. The sparring pit is now outfitted with duplodroids, sparring partners that can duplicate the fighting strength and style of anyone you've ever fought... or even combine enemies and styles to attempt to throw you curves. Every fight you've ever been in and every fight you're in from now on can be replayed by the Arena. Fights in the Arena are never fatal, like Pokemon Battles, they only result in KOs.

The Big Pool (-50 WP): This requires Pipes, Pipes, Pipes. An Olympic Water Park (diving pool, swimming pools, warm-up pools, etc) is added to your Personal Reality. The pools upgrade with all the newest tech if you have Central Control.

The Bigger Pool (-50 WP): This Big Pool Upgrade adds a lazy river and an entire indoor beach complex to your Aquadome. You know, like they have in Japan. Because those things are absolutely titanic, the footprint of this will not be taken from your available area unless you've bought three or more size upgrades to your Starting Size. Don't try to store things in here... they'll get very wet and sandy.

Let's Have Fun (-100 WP): This Big Pool Upgrade adds waterfalls, jumping decks, and other similar stuff for your pool complex, including a wave pool and a dozen different water slides of the kind you'd find at the best water parks. This includes small coves for more private types of fun, or massaging pool for relaxing water massages.

Wellness Centre (-100 WP): This provides your Personal Reality with a size-adjustable complex in which you and your companions, followers and hangers-on can enjoy private or semi-private massages and other types of spa pampering. It's fully equipped with all the most useless and pointless 'therapy' types, but it requires purchase of Servant Quarters to keep it staffed, otherwise you'll need to come up with your own solution to get it staffed. This requires Environmental Controls, Water, and Electricity.

Bath and Body Works (-50 WP): What's a Wellness Centre without a Spa and Roman Baths? This Upgrade to the above facility provides you with a huge sauna (with or without large burly Russians or Finns to beat you with leaves) including a large snowdrift and ice pond to jump into after your steam, as well as a dozen different Roman-style, Japanese-Style, and Chinese-Style bathing pools of all different temperatures to relax in. Guaranteed to be cleaner than clean and extremely foggy.

Trophy Room (-50 WP): A spacious chamber set up for you to aesthetically showcase the various trophies and rewards you will gather on your chain. It keeps them safe and from causing harm or from decaying.

Entertainment Room (-200 WP): Keeping yourself busy isn't always easy, and sometimes you just want to relax and listen to some music or watch a movie. This is for you. A six room complex is added to your Personal Reality. Each room is an almost perfect movie theatre, music room, video-gaming theatre, sound stage, or miniature live theatre. There are 24 comfortable chairs in each (the exact level of luxury depends on your housing level). A popcorn and generic candy vendor and off-brand soda dispenser (self-service) are provided at the basic, but will upgrade to name-brands with any housing upgrade.

Kit and Kaboodle (-50 WP): There's not much purpose in having a sound-stage if you don't have recording equipment and instruments. While not the best, this Entertainment Room Upgrade provides you with professional grade musical instruments of any kind found on Earth, and a professional mixing board and easy to follow instructions on how to make best use of it. The instruments from this can't be removed from the Warehouse without the Extruder.

Auditorium (-50 WP): This Entertainment Room Upgrade adds an auditorium to your complex with stage for bigger productions and comfortable seating for viewers. the Auditorium can seat up to 400 in comfort and the followspots always follow, the lights always change on cue, and the props and sets are always in the proper order and condition.

Costume Closet (-50 WP): This Entertainment Room Upgrade adds a closet full of costumes, exactly what you need to perform your various acts or routines. The contents will adjust to the wearer and will be as comfortable as reasonable. They're self-cleaning and self-repairing, but they cannot be removed from the Warehouse without the Extruder.

Game Room (-200 WP): So much free time, so little to do. This room is the answer to that. Not only is it equipped with 6 networked PCs customized for gaming circa the year you came from, it has up to 12 real world gaming consoles and any gaming network required to connect them. The furniture matches your general housing level but will always be at least comfy beanbags. In addition to the PCs and Consoles, you'll also get a dozen real world arcade cabinets (up to four of the same machine may be counted as a single machine for multiplayer games), a pool table, a billiards table, a two lane bowling alley, a darts set up, and up to six other game specific tables, including table top board games and RPGs. The room comes with a mini-fridge and microwave if you have Powa. And a room for games wouldn't be very much use without games, so you may select 250 games from the real world to have up to 6 copies each of, and you gain 6 copies of any one new game (all DLC or expansions included) every month. Free of charge. No magical or other-wise powered games included. If you also have the Entertainment Room the two can be combined to turn the rooms into personal gaming rooms using the Game Room equipment.

Shooting Range (-50 WP): This adds a high tech shooting range to your Personal Reality so that you and your companions can to practice your marksmanship in a safe environment. The Shooting Range comes with a fully functional but harmless copy of any weapon you're familiar with. They have the exact same weight, balance, and accuracy. These duplicates are colored like nerf weapons so you don't get them confused if you accidentally take them out of the Range. If you also have the Underside or Arena, you automatically get a self-reconfiguring laser-tag arena. If you have both you automatically get an urban combat training course, and if you have the Woods, you get an outdoor shooting range / wilderness combat training ground. If you have Weather Control, you can change the terrain and climate inside this zone. Said zones' size depends on how much space you have. If you're running with only Starting Size, your Laser-Tag Arenas are going to be 40 m on a side and 2 stories tall. Every size expansion applies to the arenas as well, doubling the height and multiplying the footprint by x100 (400 m x 400 m x 4 stories, 4 km x 4 km x 8 stories, 40 km x 40 km by 16 stories, and so on.)

Pilot Simulator (-100 WP): This adds a high tech simulator to your Personal Reality that perfectly replicates the experience of driving, piloting, or otherwise operating any vehicle that exists in your Original Reality or any Host Reality you've ever visited. Up to 20 people can use the same simulator for larger vehicles and there are 12 total simulators which can be linked together to make much larger simulations or team practices. Best of all, this allows you and your companion do any required testing for various driving and piloting licenses. Licenses given with this are accepted in all jumps as long you'd qualify to that locale's basic competence level. (For instance, it's much much harder to get a Finnish Driver's License than a French one.)

Garage (-200 WP): A garage for you to place into your vehicles, automatically adjusting to meet with their requirements. Any sort of land, air, or space based personal vehicles (up to the size of 12 meters long, 6 meters wide, and 4 meters tall). The Garage has room for up to 40 such vehicles, with every increase in your Starting Size also increasing the number of slots by a factor of 5. The Garage comes with its own entry room and a set of adaptors which can turn garage doors (even non-automatic ones) into Personal Reality Portals. These adaptors respond to the presence of a Key Holder and open the way into the parking area. If you also have the Pond, this installs a Marina which comes with special adaptors for boat slots. Boat slots do not worry about the draft or masts of the boats you part in them, only the distance from the waterline to the top of the primary hull. Each size increase of the total Personal Reality also increases the maximum size of a vehicle by a factor of 5 (60x30x20, 300x150x100, 1500x750x500, etc.)

Parking Station (-100 WP): This Garage Upgrade adds 8 additional parking stations to your garage, multiplied by 5 for every Starting Size Increase you purchased above.

Fuelling Station (-50/-200 WP): This Garage Upgrade has two levels. The first provides all your vehicles with any standard mundane fuel and costs 50 WP. The second level, which costs an additional 150 WP, will fuel any vehicle you have no matter how esoteric the fuel might be, although said fuel can be used only to fuel your vehicles. Attempts to use it for other means may have terrible consequences.

The Big Garage (-300 WP): Have some vehicles that don't exactly fit in the Garage? Say... The Enterprise? Light of Terra? Dahak? A Galacti World Ship? The Big Garage can handle it. You start with 4 dry docks, each large enough to house, well, anything. Each additional Starting Size increment doubles the number of dry docks.

Mall (-100 WP): You now have an entire mall in your Personal Reality, which starts out with 15 average-sized shops. These shops include at least one bookshop, one pet shop, one drug store with pharmacy, three clothing stores, one shoe store, one computer & games shop, one grocery store and one fast food restaurant. You can pick the general theme of the five remaining shops within the mall yourself or leave it to chance. Merchandise sold in these shops is comparable to merchandise normally sold in shops in your current jump. Any currency available in your current Host Reality is required to make purchases in these shops. The mall is kept clean and filled with merchandise by automated system, unless you've purchased Servant Quarters, in which case it gets staffed by additional servants.... alternatively, if you and your companions have children, you may require them to staff the shops to earn an allowance. No shops that could not normally be found in your Origin Reality. A shop from one Host Reality may be locked in so that it won't change when you leave that Host Reality. If you ever decide to change it, that shop will close immediately and a new one will take its place at the start of your next jump. All such stores have limited daily stock, and no storage space for more... but they'll restock popular items daily and less popular items weekly. If something doesn't sell, they'll eventually stop carrying it, but there is never a 'oh, you buy this much often! We jack up price!' function. If you're an ass, you can charge everyone who isn't you a tax on anything they buy here, but you're taxing your friends and followers.

More for More (-50 WP): This Mall Upgrade adds an additional five shops to your mall, or upgrades the existing shops from low end common shops to upscale shops or from upscale to high end shops. Think the difference between a working class neighborhood mall and a white collar neighborhood and one in a highly affluent neighborhood mall.

Jump Topic (-200 WP): After every jump concludes, your mall gains a general store specific to that jump's reality that carries commonly available consumer goods and pre-packed food items indicative of that reality's cuisine. Think convenience store bentos or carry out chinese food. Also carries spare parts for mundane equipment from that reality. If you've used More for More to upgrade the general level of your shops, the Jump Topics will also be improved, carrying higher end goods and food.

Garden (-100 WP): A garden in your Personal Reality, small place filled with aesthetically pleasing flowers, bushes, trees and decorations like fountains and garden gnomes. Comes with benches for you to sit on and relax, with birds singing from branches and butterflies fluttering around. Perfect for a bit of a break away from hassle of busy life.

Park (-50 WP): This Garden Upgrade turns it into a park, with paths through it that are perfect for running and skating, and grassy areas ideal for throwing around some frisbee. Maybe you could hang a hammock among these trees?

Courts (-50 WP): While the Park is great, not all varieties of sports can be freely played on open grass. Soccer and football might be possible with some personalized rules or some chalk, but games like tennis and basketball are probably right out. With this Garden upgrade you'll find a couple of tennis courts, handball courts, and a basketball court have been added for you and your companions to enjoy playing all sorts of games.

Meditating Corner (-50 WP): This Garden Upgrade adds several hidden corners and alcoves that are perfect for meditation, being calm and relaxing. You're guaranteed never to be unduly disturbed while meditating in one of these spots and time spent meditating is quadrupled.

Greenhouse (-100 WP): A greenhouse in which you can now grow some of your own vegetables and fruits. I hear that strawberries are especially popular this season. The Greenhouse requires Pipes, Pipes, Pipes and either Natural Lighting or Powa. It is set up for soil-ponics, hydroponics, or aeroponics and is contained in a separate structure that has a footprint of exactly half your Starting Size in all dimensions. Any increase in size to your main space multiplies your Greenhouse's space by a factor of 5.

Seeds and Seedlings (-50 WP): This Greenhouse Upgrade provides you with a package once a year that contains a random assortment of seeds and seedlings for you to plant in your Greenhouse. Has enough seeds and seedlings to fill half of your Greenhouse and they're chosen (and labeled) from all the Host Realities you've visited, though all are relatively normal plants for their Host Reality.

Arsenal (-200 WP): Placing your battle armor and sword right next to your wedding dress rarely appears all that practical, so with this purchase an armoury gets added to your Personal Reality, into which you can place your battle armors and your weapons, and same for your companions. Content placed into armoury will be sorted for easy access and will be kept in pristine condition, always cleaned when placed back and minor damages automatically repaired, although for bigger types of damages you'll have to figure out something by yourself. If you have Portals, you can summon your equipment through any portal you open.

Menagerie (-200 WP): During your Jumpchain adventures you will undoubtedly acquire a plethora of animals, be they pets, mounts, or livestock. Everything from dogs and cats to horses, oxen, emu, or chocobos... Unfortunately, such animals need space... often a great deal of it it. Well, this improvement provides your Personal Reality with a nearly perfect place for each of them to go and a steady supply of feed and drink. Each Animal receives a spacious living area in your Menagerie, something large enough and varied enough that they'll be able to exercise and amuse themselves. While this area is not boundless, and it cannot be used for storage or exploited for resources, it will mimic their natural environment and can cover dozens or hundreds of square kilometers. Multiple animals can share an environment if they, in fact, can share an environment (zebras and lions for instance). The area of your Menagerie is not taken from your Starting Size and is completely separate, but each purchase of Additional Space increases the total number of environments by 10 and you start with 10, each of which maxes out at the size of Portugal.

ITEMS & EQUIPMENT

Cleaning Supplies (Free): Infinite supply of any cleaning supplies you might need for cleaning your Personal Reality. By default placed into a specific closet, but can be placed elsewhere. These have no actual chemical properties. No using this to get an endless supply of brooms or bleach. Completely safe for all complex lifeforms. Very not safe for viruses, bacteria, amoeba, or household pests.

Windows (-50 WP): Rooms in your Personal Reality receive windows which look out onto some scenery of the current Jump. The view can be customized per room, but can't be used for spying purposes or to view private moments.

Windows of Nostalgia (-50 WP): This Windows Upgrade now lets you set Windows to show scenes from previous jumps, although limited to views that happened during those Jumps' durations, nothing that happened before or afterwards.

Computer Hub (-50 WP): A top-of-the-line mainframe / supercomputer with basic additional equipment, like scanners (2D and 3D, standard- and poster-sized) and printers (color, black and white, bulk printer, 3D printer, blueprint-printer), and binding equipment. Perfectly assimilates any upgrades done to it. Comes with operating system of your choice, be it Windows, Linux, Android, iOS, etc. You and each companion receive their own personal desktop computer, laptop, and tablet. With the Extranet, all computers in the Personal Reality are linked via an internal Intranet as well. If you have Central Control and Robots, they're linked into the Intranet. All printing supplies (filament, paper, ink) must be supplied by the Jumper, but if you have the Mall, you can always find a print supply shop within without having to assign one of your slots to it.

Music Collection (-50 WP): You receive a collection of 500 albums (EPS or LPS) based on personalized criteria such as genre, artists, or themes (big band, love songs, acapella, etc.). Liner-notes, sheet-music, and creator commentary / explanations are provided, as well as live performances, remixes and covers. Total guaranteed run time not to be be less than 2,000 hours. This can be purchased multiple times and only music from previous Host Realities is available. If you find that, upon listening to an album for the first time that you do not like it, it will be replaced... but since perfect memory perks are a dime a dozen, asking for a replacement will result in a mental block being placed over the music. You'll still be able to remember you heard that album and didn't enjoy it, but not the actual music. This block is fiat backed until you hear the album again someplace else or gain your spark.

Movie & TV Series Collection (-50 WP): Functionally identical to the Music Collection, but instead containing 15,000 hours of recorded passive visual media, all in a format your systems can play. All are available in their original languages, with subtitles that are below the bottom of the image and high visibility, with commentary explaining any cultural or production notes, with creator and actor commentary where possible, and with perfectly done dubbing into a language you speak like a native... or rather all languages you speak like a native... and this dubbing sounds exactly like the original actors.

Pod Rack (-200 WP): The Pod Rack starts with a single pod and you may use it to bring along any one individual from any world you visit. This individual does not have to be willing but you will have to find a way to get an unwilling individual into the pod and they can't be so powerful they can shatter the pod from the inside. You must either force, trick, control, or convince someone to physically enter the pod, to pod them, but their size is no bar to them being podded. A good rule of thumb is that if you'd have to seriously exert yourself fighting the person, they're too powerful to pod against their will. Podded individuals (Podpanions) do not count as companions unless you make them companions. If you make someone in a pod into a Companion (Something that traditionally must be done with their consent) the pod is freed up for future use. Additional pods cost 50 WP. Note that this works on the assumption that anyone can be companioned if they say yes without the need for a pod of any kind. Paying CP for them just means they will say yes and get fiat backing immediately on you paying the CP for them. Since putting someone in a Pod does not make them a Companion, it is only really useful if you're bringing someone along who would not say yes when asked. If you need a reason for these restrictions... realize that, a NLF reading of the original pod without the limitation built in would allow you to Pod Zion without his permission or even coming into contact with him.

Pod Override Exclusion (-300 WP): WARNING. TAKING THIS NEGATES COMPANION CLARIFICATIONS BELOW. So, you don't want to use our generous Companion Option. You only want to companion people you pay for or that you pod? Well, this is for you, I guess. Your Pods can now contain anyone or anything you can actually force into them... but you can't free up a pod simply by asking the occupant if they want to be a companion. A Podpanion now remains bound to their pod until you release them, at which point they either Stay or Go Home. Podpanions don't count against the 8 Companion limit, cannot make use of the Companion Bod Mod Pod, and don't really count as Companions for things that specifically target companions, instead counting as things in your Warehouse that just happen to (probably) be human shaped. Once again, this is only for those who have their own companion rules and don't want to use the ones below.

COMPANIONS & THE PERSONAL REALITY RULES CLARIFICATIONS

By using this Personal Reality Supplement any sort of limits on number of companions you may have at any time are removed, you can have as many of them as you like. Anybody that is within your Personal Reality at the end of a Jump or a Return visit can be made into Companion simply through you paying CP to import them into any subsequent Jump. Purchasing any Companion Recruitment Option in a specific Jump simply ensures that your recruitment attempt will almost certainly be successful unless the text specifies otherwise.

Anything living and/or capable of at least some limited type of complex thought can be turned into Companion via Import. This includes Pets, Pokémon, Digimon, AIs, VIs, Sapient Sinks, even that strange Magical Fungus that grew in your fridge. Any Companion may leave your Personal Reality and enter the Host Reality as a Drop-In with Zero CP at any time as long as you have not taken a Drawback barring it or created some kind of Lockdown on your PR. While any number of non-imported companions can be out in a Host Reality at any time, unless the jump specifically allows more than 8 active companions, no more than 8 non-imported companions can be at a power level higher than the local elite mooks or peak human, whichever is greater. Any number of imported companions may be at their full power in any Host Reality.

Your Companions may return to your Personal Reality at any time by requesting 'Beam Up' or whatever, and the process takes 5 minutes to arrange and may require them to get to a specific location. Keyholder Companions can return under their own power, of course. Companions remain active and full powered inside your Personal Reality unless something else would prohibit that.

It's Small Multiverse (-300 WP): What? You have done Batman the Dark Knight Jump and recruited Batman as your companion, and are now doing Batman the Animated Series and want to import your Batman into the new jump's native Batman, combining them into one person? You want the same option for any other comparable instances? Alright then. With purchase of this you can now import your Companions as their native counterparts/analogues for free, but they will not receive any CP to spend on their purchases unless you also pay for their import via specific Companion Import option. Can be toggled on and off as wished for each individual companion.

My School (-200 WP): If you're doing a Jump during which you will spend majority of your time in school, either as a student or as a teacher, then you may import as many of your companions as students and teachers at said school as you want. Or at other schools, if canon offers more than one of them. Students imported that way receive school-appropriate origin, but do not receive any additional CP to spend on their purchases unless you also pay for their import via specific Companion Import option. This option cannot be used to turn Jump-specific Student or Teacher origins free for Companions imported via specific Companion Import option.

My Family (-200 WP): You want your mother to be your mother in all of your Jumps? Same for your father being your father in all Jumps? Same for your other relatives? With this option it is now possible, you can freely import them as natives corresponding to that role for you, but they will not receive any CP to spend on their purchases unless you also pay for their import via specific Companion Import option. This doesn't make your family into traditional companions, merely guarantees that, your family in-jump will be comprised of your selected imported family. This can be your family from your Original Reality (if you have means of bringing them along)... or your family from one of the Jumps... or mix and match. This can be toggled off if you don't want them importing into a jump, and they do not have to actually be your Companions, but can always be turned into such if you decide so. Doing so will not alter their ability to family import. Adoptive relatives or relatives by marriage can be part of Your Family, although if you want to make them blood relations unless you pay for such change via actual Companion import. Furthermore, for them to count for import with this there has to be at least legal precedent to your relationship. Keep in mind that you can only use this for importing relatives that can logically be explained to exist based on visiting reality and your own origin, meaning that you can't use this while drop-in, or that you can't import somebody as your spouse if underage, or that you can't import somebody as your children if age difference between you isn't large enough.

My Harem (-500 WP, requires Seraglio): This option allows you to combine any or all of your lovers and spouses into one or more companion slots, although once you've added a companion to a block it there is no going back and separating them once again. Fortunately for you this doesn't mean you can't keep adding additional people to a slot, in case your harem continues to grow. Additionally, you may combine your various children into companion blocks as well. This means that companions within same block get imported as a group while taking only one companion slot. It does not mean they get combined into one individual in any way.

MISCELLANEOUS

Many Happy Returns (-300 WP): You may spend ten more years in a world you have visited before. After every 5th completed jump (or once every 10 years if you ever choose to stay or go home) you will earn a Return Credit. You may return to a world only after you have spent a jump away from that world, or 10 years if you ever choose to stay or go home. You may not use two or more Return Credits in a row to return to the same setting back to back, even if you have visited two different worlds in the same setting. When you return to a world, you will be returned to the very moment you left from if at all possible.

Eye Spy (-100 WP): Are you a peeping tom? Or are you simply hypervigilant? Well, with this PR Enhancement, you can now view anything happening in your Personal Reality, or anything that's happened in the last day, PR Time. Keyholder Companions can establish blackout zones around themselves, blocking out your ability to view the room they're in or an area 20 meters radius around them. You'll be notified whenever they do so. With Jump Recording below, the one day limit is removed and you can view anything that has ever happened in your Personal Reality.

Jump Recording (-200 WP or Free): You're now the star of your very own reality TV program! Invisible, intangible cameras follow you everywhere and record everything that you and your companions do. These recordings are then edited for maximum viewability and compiled and cross indexed. What happens next depends on if you bought the limitation 'Big Benefactor'. If you did, you get this for free. If you didn't, you have to pay for it. Either way, you get the copies of the footage, both raw and edited. If you have Big Benefactor... you also get the edited footage of the show that they made for it, audience feedback figures, and all the rest. (See Big Benefactor for details.) Does not come with any equipment suitable for watching the footage.

All Your Stuff (-100 WP): This nifty little one time purchase allows you to bring everything you owned back in your Origin Reality with you and gives it fiat backing. Note that this not only includes everything you owned just prior to your Jumpstart moment, but everything you'd ever owned prior to that moment. Does not include consumable / disposable items such as fuel, food, health-care products, or non-collectable cash. It also excludes land, businesses, and homes... but not any of the furnishings, so you'd end up with cabinets and sinks and fixtures. Included are all items that you would be considered a significant part-owner, such as, say, for instance, the family dog, or the family car, or grandpa's ashes. It wouldn't include things like 'your mom's car' that she bought when you were sixteen after she gave you her old junker or things that you were only de-facto owner of, like your company's car that was given to you for your use. Also excluded are anything you own shares of. You'd keep your shares for all they're worth, but not be able to say, bring along the Ford Motor Company simply because you own a thousand B-Shares. Very specifically, this does not include any sophont beings (anything more intelligent than your very smart domestic dog or cat or parrot). No Great Apes, Elephants, Dolphins, Whales, AI's, Sapient Toys, or Slaves of any species.

Pets (free with All Your Stuff): You want to bring your dog along, as well as the cat that was a family pet? Goldfish, other fishes, a pair of horses, that hamster you rescued from being duct-taped... Slow down! Any animal that you were personally the owner, or that you could be considered its significant part-owner, like a family pet cat, you can now bring along as well. Any animals brought along this way will be kept in the prime of their lives and healthy, and should they for manage to get themselves killed they will be restored back to life and full health in 24 hours. Does not come with any food for them, though, so you will need to figure out something else for this. Other requirements of All Your Stuff apply.

Companion's Stuff (special): A Companion may take one or more personal drawbacks valued at 500 CP total, over one or more jumps (as personal drawback is herein defined as one that will impact the taker, not the world-state). They gain Zero CP for that / those drawbacks, but once they cross the 500 CP value threshold they earn a copy of All Your Stuff that applies to their own previous belongings. Same restrictions of property, buildings and cash apply, so companioning Hal Jordan to get the Oan Main Power Battery with this will not work since he is in possession of it only due to his job. In addition to these previous restrictions, this companion version also blocks out any weapons, starships or magical items more powerful than anything the Jumper already owns. This does not in any way affect or limit stuff that Companions already bring with them when they get recruited, that part is entirely under your purview.

LIMITATIONS

Warning, these are permanent drawbacks that cannot be turned off and that trump your other purchases (so no using Security Systems to cheese Unsecured). They can be picked up whenever you want to, including mid-chain. They can be bought off at the cost of four times their WP cost in WP if you are in a mode that allows you to gain additional WP. If not, you may buy them off by reducing your CP in 4 consecutive jumps by the WP value of the Limitation in CP at the rate of 1:1. The limitation ends at the end of the fourth such jump. Once bought off you are not permitted to pick same limitation again.

Bat Cave (+50 WP): Your Personal Reality is now an actual batcave. The ceiling has been replaced with stalactites and bats will fly around all the time. Thankfully, just like the Batman's Batcave, they won't actually poop on everything.

Real Bat Cave (+150 WP): We lied. Guano... everywhere.

Weregild (+50 WP): Every time you or anyone else attempts to access your Personal Reality, the entrance demands some kind of payment as toll or it will immediately close again without you being able to enter. Anything paid to the Warehouse is, of course, yours, but you must add new things to pay for transit. It can't be something taken from your Personal Reality already, nor anything that you've created. It must be something of intrinsic value. This means that a penny will not do, unless there is something special about that penny. A piece of art, a rare signature, a chunk of valuable material... and the Warehouse will know if it's something useless to you and not accept it.

Warehouse Funk (+100 WP): Your Warehouse no longer odor-scrubs itself. It will smell like people and everything else you have inside it. Any attempt to deal with this problem can mitigate it but never completely get rid of it.

Zero Time (+100 WP): You no longer have any downtime between jumps.

Fluorescent Lighting (+100 WP): Well, not always, but that's the default. Slightly bluish lights in bar form. Any lighting you install in your Personal Reality will always be missing one or two of the key wavelengths and your personal devices no longer are guaranteed not to have health affecting problems.

Lost and Found Section (+100 WP): Things that get misplaced in every world you visit keep winding up in your Personal Reality. Expect a large number of random socks, pennies, the occasional shoe... a car... very seldom will it be useful, and you'll never really know where in your Personal Reality the crap is being dumped. Sorting Solutions will never properly be able to handle the junk from the current jump, but by the end of each jump they'll have adapted to that jump's stuff.... just in time for a new batch.

Whorehouse (+100 WP): Somehow, for some reason, everything in your Personal Reality is just a bit Lewd... and tacky. Getting people to take the furnishings seriously when the paisleys look a little... suggestive... might be hard. Anything produced inside your Personal Reality will have something suggestive and mockable about its design, no matter how good the quality is. "It's a lovely car, Margo, but have you noticed the hood looks a little like a stripper's behind?"

Dangerous Wildlife (+100 WP): This limitation requires you to have picked up the Wildlife Upgrade and causes animals wandering around your Personal Reality to become outright antagonistic towards you and everyone else within there. Automatically provides enough animals for this to work. You can now expect hordes of bees mass-stinging you, a wolf pack to ambush you whenever you're outside alone, racoons seriously damaging your cabinets, and so on.

Infestation (+100 WP): You keep getting colonies of small vermin and pests infesting your Personal Reality. Bats, rats, mice, cockroaches, silverfish, spiders, mosquitoes, bedbugs, fleas, termites, ants, wasps, centipedes. They'll adapt to whatever you use to keep them out or exterminate them, though frequent and diligent cleaning (by Companions or You... automated systems and magic won't help) will keep them more or less under control. Allowing the situation to get out of control is ill advised.

Nasty Creepy Ugh (+100 WP): While not technically a Downgrade of Infestation, this does something similar... only with fungus, molds, mildews, spores, and plants. Expect to find mushrooms where you don't want mushrooms. Same stipulations from Infestation apply. Can be combined with Infestation. Let the combined get out of control and things will become downright Lovecraftian.

Museum Tours (+150 WP): For some bizarre reason, your Benefactor is now selling tours of your Personal Reality to Japaneseoid Tourists. They will come at all hours of the whatever and take pictures of you and your companions doing whatever and no part of your Personal Reality can be secured against them. They'll never take anything they aren't allowed to take (yes you can sell them souvenirs and food, but they pay in a currency no-one knows how to exchange for anything, not even Rich Uncle Pennybags) but they will probably leave wrappers and fingerprints all over your stuff.

Interstitial Lighting (+200 WP): There are large sections of your Personal Reality that are completely unlit and your own lighting solutions are never quite guaranteed to work properly. Flickering lights, brownouts, annoying buzzing... that sort of thing.

Maintenance Issues (+200 WP): This downgrade to Interstitial Lighting causes all of the various systems and equipment within your Personal Reality to start experience maintenance problems. Maintenance Systems and servants will now have trouble keeping up with them, so expect leaking pipes, dust gathering in corners, electricity blackouts, furniture breaking, and so on to keep happening just close enough to each other to be annoying.

Unsecured (+200 WP): The Personal Reality can be breached by superhuman powers or brilliant skill. A mega-genius could hack their way in, a superman might bash his way in, a sorcerer supreme might magic... etc. The Force-field option no longer has complete backing, meaning enough force or trickery can bring it down, though it will start out covering all entrances.

Real World Location (+200 WP): This downgrade to Unsecured means that your Personal Reality has a fairly accessible physical location in each jump and thus it can be found and (potentially) breached that much more readily. It also means you'll have to actually go to your Personal Reality's location to access it unless you have portals. If you have portals, they will be less reliable, changing how far they can go or how big they can be or even if you can open them at all depending on the phases of the moon or something. No placing the warehouse deep in the jungle or in the heart of a star. it has to be someplace a regular person could, without specialized gear, at least reasonably expect to walk by it.

Uncontrolled Portal (+200 WP): This downgrade to Unsecured seeds the worlds you visit with legends of your Personal Reality that fit into the culture of those worlds, as well as gateways to your Reality that, although locked and guarded with traps and potentially worse, will attract the power-hungry and the curious.

Warehouse Clock (+100 or +200 WP): Level 1 - You may spend no more than one hour per day in your Personal Reality while in a Jump. Level 2 - The time limit is now 15 minutes.

Natural Disasters (+200 WP): Is this an earthquake? How did this hurricane get in there? Is Personal Reality getting flooded? In any case, no matter how possible or impossible it should be, your Personal Reality keeps getting hit by natural disasters, be that earthquakes, massive storms, hurricanes, floods, natural fires and so on. Even the occasional volcano forming in the middle of your Warehouse or a meteor hitting your Housing Complex would not be impossible. Thankfully, your Personal Reality's fiat-backing means it will all reset to perfect condition at the end of the current Jump, but until then good luck finding stuff that you need... Thankfully, your Personal Reality has very good Early Warning systems, so you'll have 15 minutes warning before the disaster strikes in which to evacuate. These disasters are guaranteed not to hit more than once every other month and will usually happen about 3-5 times a jump. They'll persist for up to 6 days, though the systems that are knocked or damaged by the disaster will remain damaged until you repair them or the jump ends.

The Labyrinth of Jumpnos (+300 WP): You have everything you've paid for. All of it... it's just stuck in a massive-ass Labyrinth that you are pretty certain keeps rearranging itself at least once every year. Anything left in the passages of the Labyrinth eventually ends up crammed into one of the many rooms of the Labyrinth.

Jumpotaur (+200 WP): This downgrade to the Labyrinth means that a very large and aggressive monster lives in the passages of your Labyrinth. While it won't actually kill you, it likes to hunt you and your companions as you try to make your way through the Labyrinth. It is very good at adapting to you and seems to pick up tricks from the enemies you encounter in your various jumps. On the plus side, it will kill intruders. Authorized individuals just get roughed up and dumped in the Medical Bay if you have it, or into the entrance if you don't. Roughing up might vary depending on current jump, victim's gender and victim's looks. It can't enter any of the rooms, but cannot be blocked by a room from reaching a passage on the far side of that room.

Big Benefactor (+500 WP or +50 WP every Jump): Welcome, Jumper! You're now the star of the most wide-reaching, longest-lasting reality entertainment experience in the history of everything! I hope you and your companions didn't want privacy! Every moment of your lives will be recorded, edited for maximum entertainment, and watched by countless and numberless entities throughout the cosmos and beyond. Of course, there's more to it than that. Not only will the producers assign you extra challenges (nothing worthy of more than 50 CP drawbacks.... like egg the Batmobile or get a selfie with Deadpool in the bathroom or photobomb the Mona Lisa) but failure to complete these challenges or just being not entertaining enough will result in punishments (such as being forced to eat MREs for a year) or even, dun dun dun, the dreaded EVICTION!... which is where the viewers decide they don't like one of your companions and send them packing. They might even, if you are exceptionally dull, send you home... or at least to several gauntlets in a row. This comes with Jump Recording free of charge!

Never the Twain Shall Meet (+500 WP): Your Personal Reality is now completely Virtual. Only people's psyches can transition from the Virtual Personal Reality to the Physical Host Reality... even if the Host Reality is a VR world, but not counting VR worlds inside Physical Host Realities. So in Reboot, no taking stuff from the VPR to the VR reality that is 'The Mainframe' but in SAO, it's completely legit to take stuff from the VPR into Aincrad. This carries with it the full force of a Drawback so no using any magic, technology, or power to bridge the gap. You wanted the points for this craziness. This means that your body remains in the Physical Host Reality while you're inside your Virtual Pool. Please note... this Limitation is a very bad idea and should only be taken if it somehow improves the story your telling. It completely bones the entire concept of buying things with CP. I cannot stress how much this is Code Black.

NOTES

Interactions between Personal Reality Supplement and Renegade Jumper Supplement

Only differences noted here apply. Everything else (building up the Renegade, the reward CP you get for dealing with them, etc.) remains the same as outlined in the Renegade Jumper Supplement. All of the prices mentioned here refer to CP from said supplement.

Renegade's Supplement: If you use the Personal Reality Supplement, then your Renegade used it too. No mixing and matching with Supplements that this replaced, meaning that you can't use Personal Reality while the Renegade used Warehouse, Housing System, Companion Housing Complex, and The Bay. Nor can the opposite be true.

Ownership of Renegade's Personal Reality (-300 CP): You become the new owner of the Renegade's Personal Reality. For all intents and purposes it counts as the same thing as the Second Reality option offered above. It comes with all associated freebies and the Entrance Hall can be used to connect them, for easier movement between them.

Personal Reality Upgrades: If you want it to retain any of the upgrades that your Renegade Jumper purchased/made for their Personal Reality, you will need to pay for them from the budget you got for defeating the Renegade, at a 1:1 CP to WP Ratio (meaning that if the price of something in this Supplement is 100 WP you need to pay 100 CP from Renegade Supplement budget to keep it). Only things that the Renegade Jumper purchased for their own Personal Reality can be bought this way. Options offered in that supplement as Warehouse Upgrades are not available to you.

Prisoner Pod (-300 CP): An occupied Podpanion Pod that contains a prisoner that the Renegade Jumper imprisoned in one of the Jumps they visited. The limitations of Pod Rack with Exclusion apply to who the Renegade Jumper could or couldn't imprison in it. You may attempt to do as you like with this prisoner, but they might object... possibly strenuously. You are not bound by the Exclusion unless you took it, so if you can convince the prisoner to join you without undue influence, you can companion them. You're not a Renegade... are you?