Housing System
v0.2

This House is where you will find your companions and where you come to stay between jumps, feel free to build it however you like. This was created to replace the stasis pod, then if you don't like the stasis pod, and like this better fell free to use. There are more Notes and a Changelog in the end.

* Here some points for you to use: 250CP
* You get 30Cp every 15 jumps to use in the Extra Section.
* You can accumulate the CPs you get every 15 jumps.
* You can change the layout of the house every 15 jumps.
* Can't pass from 40 floors above ground, and 10 below.
* Every floor has 6 Spaces to use, Basements possess 8.(Fig. A)
* You can bring food from other place to be stocked here to eat later.
* After every jump you get 1 week to prepare for the next jump if you choose to continue.
* Some Purchases you do in jump/warehouse might improve the house.
* If you want some character from a setting and you cannot purchase it using CP, you can try to convince them to join you in your adventure, turning them in companions, if there is a CP purchase option then you only can make the character a companion if you take that option.
* You cannot get any of the items inside to use in the "current" jump if is not stated otherwise in one of the options, if you want to stock an item to use in the jump put in the warehouse.
* After the jump is done, and you have a spark or is sent home, it will go with you as a sort of base, can be a floating castle, a castle on your home planet, or space ship.
* The Companion limit is the number of rooms you, every companion must have a private room, the limit is 1872 if you use every single space to get a room for them.

Main Section:

The House(Free): You need something to start right? You get the 1 Floor of the house, come with 11 bedrooms, 1 for you , 10 for companions(8 actives + 2 extras), 1 shower room and some others rooms to fulfill your needs.

New Floor(Free): Every time you complete the spaces of a floor or buy a facility that use more spaces than the available amount in your floors, you get a new floor in the house. Come with a elevator.

Water/Electricity(Free): That's enough to cover your needs, sometimes stops working for a day or two, maybe a month.

+Water(10Cp,Free Warehouse Plumbing): Now you'll never have to worry about the water system of the house.

+Electricity(10Cp,Free Warehouse Electricity): don't worry with the electricity either.

Comp Phone (Free): A smartphone that let you communicate with your companions, can be used to access a map of the house; can be upgraded with other "smartphone like items"; every companion has one.

No time to waste(Free): Tired to wait for the next jump? With this you can go to you next jump without the need to wait for the week to finish.

Choice for you(Free): If an import option is not present in the jump, you can use your CP to buy perks/items for one of your companion, you cannot use more than 500 CP and the companion don't get any discount, and cannot improve the same companion twice in a row with this option.

Cine Room(Free): With only one show to watch 24/7, The Jumper Show, this cine room let your companions watch your adventures, sometimes even jump-chan come to watch with then. Don't show you in your private moments, Sex don't count as private after 10PM till 6AM.

Bathroom of a King(10Cp): Improve all bathrooms of the house for the ones of a King, they look more fancier.

Internet(30Cp,Free Warehouse Local Net): Adds a secure connection to the internet of the current jump, if there's none you can still use to make orders from the stores of the facilities section

Temperature Control(10Cp, Free Warehouse Heat/A.C.): You can regulate the temperature from every Floor/Space of the house.

Basements(50Cp,Discount The Sims 3 Basements Dweller): Get 1 Basement floor for Free with the Basements Dweller Perk, can be purchased 10 times, the perk count as 1. Give a floor below ground where you can put your facilities, cannot put a bedroom here.

I Can See You!(10Cp): Now you can watch your companions that stayed in the house, for 10 minutes every day, same rules for their private time.

I need more Time(15Cp): A week is not enough for you? Now you have 1 month to sort your things between every jump.

All that Space(50Cp): Improve all your companions rooms, making the rooms magically bigger on the inside and with a particular bathroom.

My School(50Cp): All the setting that have a student theme, let you use all human companions as Actives Companions, this don't give them any perk or skill as an import option would, the only way to give then perks/skills is to import then with the option or if the import option is not present, but the jump give the 8 active companions free stuff, that now applies to the others companions that exceed the 8; They now go to the same school/college as you, they can be classmates, study in other class or maybe be a teacher.

I Choose you!(20Cp): Now you can change the actives companions in the middle of the Jump, they don't get the free stuff that was given to the ones they are replacing , can change companions 1 time a year. With +30Cp you can change every month.

Facilities Section:

Master Room(10Cp): Take 6 spaces; Now you have a room that take an entire floor, this rooms is yours to customize, you get a private bathroom, and now 30 persons can lay in your bed, you can use to sleep with your companions or do other things, don't have a companion? You still can be happy with the amount of free space in it. One purchase only.

God Room(30Cp): Improve the Master Room, A bedroom fit for a God/Jumper, this room is bigger than it looks, and might grow bigger with everything you put here, your past bed now is obsolete with the new one that let every one of your companions to lay besides you in it, or regulate the amount of free space in it, what you have 100? yes the bed support that amount, 1000? I already told you that the bed support any amount, How? Jump-chan told that is Magic. You can only put inside items that can pass the average bedroom doors, human bedroom, not a huge dragon one, no you cannot put a spaceship inside. One purchase only.

Medical Facility(15Cp): Take 1 space; Used for your companions to rest, make the respawn rate faster and can help them recover from any psychological damage that they suffered, might take some time depending the amount of damage inflicted, this get a boost in performance if you have the medbay in the warehouse.

Armory(10Cp): Take 1 space; Let you stock your weapons and armors, like an gallery would expose them, you can use the armors and weapons here if you have a skill like requip from Fairy Tail, the same goes for your companions; +5CP let you expand the armory in 1 space; +10CP let you expand it in 3 spaces; +30 take the entire floor now the armory can stock any amount of weapons and armors you have.

Trophy Room(5Cp): Take 1 space; to expose your Trophies, anything that is not alive and count as some kind of Trophy can be put here; Monster head, a Medal, the weapon of an enemy, and others.

Clothing Store(15Cp): Take 1 space; Using the currency of the "current jump/last jump", you and your companions can buy clothes to use in any jump with the appropriate setting or inside the house, change the options every month, sell any form of clothes from Earth/First Jump till the last/current one. Underwear and lingerie can be found here too. One purchase only.

Game Store(15p): Take 1 space; Using the currency of the "current jump/last jump", you and your companions can buy games to play in the house, change the options every month, sell any game from Earth/First Jump till the last/current one. Comics and others "Nerdy" Hobbies can be found here too. One purchase only.

Book Store(15Cp): Take 1 spaces; Using the currency of the "current jump/last jump", you and your companions can buy Books to read in the house, change the options every month, sell any book that have more than one copy and is not Rare, from Earth/First Jump till the last/current one. No you cannot order or buy the Necronomicon. One purchase only.

General Store(15Cp): Take 1 space; Sell anything that falls into the category of instant food, cleaning products or toiletries. The foods are worse than those obtained in the food supply, but they do not need any form of preparation. One purchase only.

Bath House(15): Take 2 spaces; Now you have a bath house, that support 20 people with room for then to move around, anymore than that amount will make it a little cramped; +30Cp now the space used is 6, and the inside is a lot bigger now, and it will never get cramped, can be used with every companion inside, you really should ask jump-chan to teach you this magic. One purchase only.

Kitchen(15): Take 1 space; A Kitchen that would make any chief proud, possess every utensils needed to cook here. One purchase only.

Godly Kitchen(30Cp): Improve Kitchen, now take 2 spaces, now the kitchen is better prepared to cook ingredients that are considered unusual, and simple foods cannot be ruined anymore; Yes jumper you will never burn rice again. One purchase only.

Library(30Cp): Take 2 spaces; can be used to store your books, to teach others and you can make some researches here too; come with a robot that will help you find the book you want; improve your teaching perks. One purchase only.

Gym(30Cp): Take 2 spaces; You can train your companions here, and help them improve their physical condition, come with a robot that helps in the process and can monitor their health conditions. There is a shower room here, and the weights here have a magic, that only work here, that let even the Strength stacked jumpers to use them to train, if they fall on top of someone the magic is instantly shuts off. One purchase only.

Music Room(20): Take 2 spaces. Add a room that helps you improve your music skills, it's soundproof, you can only hear someone play inside the room.

Laundry Room(5CP): Take 1 space; you need someplace to automatically clean your clothes, right?

Arena(50Cp): Take 4 spaces; This facility let you and your companions have spars to train, there is a magic here that don't let anyone get seriously injured, instead it make them faint, nobody can die inside this room, but fainting multiple times can cause psychological damages ; If is placed besides the Library, it helps improve magical and psychics skills; If is placed besides the Gym, it helps improve Weapon Mastery and others Physical skills. If is placed besides another Arena with the new size, let you organize tournaments(Fight, Sports, Card games, and others) between Jumps, every 5 jumps, that let characters from past jumps to come and compete. You are required to participate every tournament, make Jump-chan proud. Three purchases only.

Servant Quarters(50Cp): Take 4 spaces; This facility house a number of maids/butlers to serve you and your companions, they clean your clothes and house, they can prepare food for you, this facility can house all the maids/butlers giving them a bedroom, food for their use, and other basic things for their need. You get 6 maids and/or Butlers with each floor. Comes with Maid Outfits for the female companions and Butler Outfit for the male companions. If one of your companions have a maid and/or Butler he can be found here now, but cannot be used as an active companion. None of Maids/Butlers count as companions. One purchase only.

Pool Room(20, Free The Sims 3 Pooled Resources): Take 2 spaces; An indoor pool that can be used with 20 people;+30Cp, now the space used is 4, the pool can be used with every companion. One purchase only.

Garden (10, Free The Sims 3 Pooled Resources): Take 2 spaces; Now you have a Garden that you can use to relax or play something "outside", the air is always "fresh". One purchase only.

Hotspring(50Cp): Take 6 spaces; Add a thermal source to your house, can be used with every companion , if you want can be separated into female, male and mix zones. One purchase only.

Extra Section:

Bedrooms(10Cp): Take 1 Space, add in the space taken 8 Bedrooms for your companions to use, If you have purchased the "Housing and Stasis pod" you can use the CP you spent in then to buy some bedrooms, Housing = 3 Bedrooms, each Stasis Pod = 2 Bedroom.

Food Supply(5Cp): Provides a Monthly supply of food/ingredients that can feed 5 people. If you have purchased the Warehouse Food Supply, you get 2 Food supply

Games(5/10Cp): Every purchase will give 10 games(25 for 10cp). Or items found in the game store.

Books(5/10Cp): Every purchase will give 10 books(25 for 10cp). Or items found in the Book store.

Movies(5/10Cp): Every purchase will give 10 movies(25 for 10cp), you can use this to watch movies or series in the cine room.

Transfer Points(2:1 Ratio): There is something you want to buy in the others Sections? With this you can "transfer" the CP you get every 15 jump to use in the others Sections of this Supplement.

Notes:

-You can only Teach skills that are not innate to your companions.

-The Arena can only be put besides another Arena in the Basement.

- Companions cannot resolve conflicts between them in the arena, if there is a conflict between your companions you will instantly receive a notification of the conflict.

- You can use things from jumps that are not mentioned here to improve the house, like Cooking Show Cockwares, Musician Instruments, Toriko Utensils, and others.

Changelog:

v0.1: -WIP.

v0.2:- Put the correct description for water/electricity.

- 200 -> 250, Start Cp

Fig.A:

