JUMPCHAIN CYOA

• POKEMON TRAINER • INFAMOUS • COSMIC WAREHOUSE •

QUICKSILVER

JUMPCHAIN SUPPLEMENT: COSMIC WAREHOUSE

Over the course of your adventures you're probably going to collect a metric ton of stuff. Weapons, armor, technology, cars, big evil laser beams, everything but the kitchen sink. You're going to have trouble storing it all. However, I might be able to help you with that.



Introducing: the COSMIC WAREHOUSE! 20,000 Square Feet of empty space. And as of now, all of it is yours to use.

The COSMIC WAREHOUSE is contained within its own pocket dimension that you will always be able to access no matter what universe you're in. This provides not only a safe place to keep your stuff, but also a good method of keeping things between adventures.

The COSMIC WAREHOUSE can be accessed via a special key. When inserted into any door with a lock, the door will open a gateway into the COSMIC WAREHOUSE. You are the only person who can take the key out of the lock, the gateway remains so long as the key is in the lock, and if ever lost, you will find the key in your pocket a few minutes later.

A few rules do exist surrounding the COSMIC WAREHOUSE, however:

1. As long as you are inside the COSMIC WAREHOUSE, the doorway can't be closed.
2. Living people can't be stored in the COSMIC WAREHOUSE.
3. Other people can enter the COSMIC WAREHOUSE with you, but they leave when you do.
4. When the door to the COSMIC WAREHOUSE closes, time stops inside it.
5. Only one door to the COSMIC WAREHOUSE can be open at a time.
6. The gateway to the COSMIC WAREHOUSE is only as big as the door that created it.

It isn't very inviting, with nothing but fluorescent lights and a concrete floor, but maybe you can change that a little. Here's a budget so you can redecorate. +100cp

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UTILITIES - Can't be run to outside of the WAREHOUSE.

Electricity - Wires the WAREHOUSE with electric outlets and lightswitches. - 10cp
Plumbing - Installs running water and sewer pipes. Bathroom not included. - 10cp
Heat / A.C. - Installs thermostats and a temperature control system. - 10cp
Local Net - Adds a secure link to the current universe's Internet, if it exists. - 30cp
ForceWall - Adds a forcefield to the gateway to seal the entrance behind you. - 20cp
GravityLink - Lower or turn off the WAREHOUSE's gravity for easier heavy lifting. - 10cp

STRUCTURES -Minimum 2000 sq ft. each, can be larger if you wish.

Shelving - Basic metal shelves to keep your goods on. Numbered for sorting. - Free
Terminal - Computer system that tracks all items brought into the WAREHOUSE. - 10cp
Robots - Automated sorting system. Stores and retrieves items automatically. -20cp
Housing - A fully furnished home with hookups to all purchased utilities. - 20cp
Workshop - Workspace full of tools and parts. Good for fixing all sorts of things. - 10cp
Medbay - Fully functional medical bay. Can fix up anything that still has a pulse. - 20cp

MISCELLANEOUS -Various things you may find useful.

Portal - Replaces key with a portal, can be opened on any surface. 80 sq ft. max. - 30cp
Link - Requires Portal. Open two Portals and use the WAREHOUSE as fast travel. -30cp
Stasis Pod - Take one person with you. Can be purchased multiple times. - 20cp
Free Space - Doubles size of the WAREHOUSE. Can only be purchased once. - 30cp
Food Supply - Provides a constant food supply. Enough to keep 5 people fed. - 10cp
Loft - Allows you to stack structures on top of each other. - 10cp
Hardsuit - A metal exosuit that doubles your lifting strength. Not good in a fight. - 10cp
Return - You may spend ten more years in a world you have visited before. - 20cp