The Original Warehouse by Quicksilver

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! 40,000 Square Feet of empty space. And as of now, all of it is yours to use.

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. +150CP.

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 2,000 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.

***Miscellaneoues*: 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.