General Major Benefactor's True Storage Supplement



Welcome Ladies and Gentlemen to the wonderful *AHEM* Replacement for the Cosmic Warehouse Supplement that's commonly used, so I hear.

Within This Document You will find “PROJECT SESTUS” A relatively Run down and currently non-operational Relativity control military base. For those not in the know, this means this base is designed to be “Displaced” from one reality to another and maintain its existence in said new place. For Jumpers this means it will appear within each jump once repaired. For those outside a jump, this is a relativity complex that will provide the ability to move from one dimension, story, history, or even subjuncture of reality to another… At least once it's repaired.

So let's have at it shall we?

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Setup

So… The setup. This is where we begin and it's mandatory for everyone using this supplement so lets get started.

1. **Step 1: Repair Power Generator (Reward: 50 Points per Completed Task)**
    a. **Recover or replace the main Generator Core Unit.**
    b. **Redistribute power via rewiring the main circuit box.**
    c. **Recovering or producing insulated power lines.**
    d. **Reactivating Power substations and switching all junctions to its active transfer state.**
    e. **Recover lost data from storage banks to recover/replace previously stated methods.**
        1. **IF All are Accomplished: The base is fully recovered, with a full capacity to generate 150Yottawatts per hour of energy. Everything will function relatively well and the base will now maintain its powergrid autonomously as needed.**
        2. **If Some are Accomplished: The base is operational, however, it still needs some fixing before it can run properly. Generates 150 Gigawatts per hour of energy, and will sometimes blackout and require a restart roughly every 3-5 months.**
        3. **If only 1 was Accomplished: The base is still not operating at this time, if the generator was fixed, it can't route power, if the main circuit box is fixed, then the base can transfer power in, but not maintain its own, if the power lines are recovered or replaced, then the base will be able to power itself via a minor generator if available, if either the storage banks or power substations are reactivated, they will fail on their own as they require an active power grid to function.**

2. **Step 2: Replace the Central Computer Core (Reward: 100 Points per Completed Task)**
    a. **Remove the central core from its housing located within the main structure towards its north side, It is covered in large bulky wiring that leads into the ceiling.**
    b. **Replace the core with a viable alternative or replacement from storage/productions.**

c. Recover Lost Data Drives located around the base (Totaling 8), they are a small black box that is 4mm by 5in by 8in in size.
d. Restore The computer Core's main Files
e. Reactivate the Central Computer Core
f. Run System Restore and repair mode on the Core to fully recover lost data and general information on how to start the Transference program.
    1. All of the following need to be completed to begin using the installation's ability to "Displace" or jump everything within its compound into another reality.

3. Step 3: Recover Assets within Storage (Reward: Free restock of items "Stored" every 3 months)
    a. Repair The main Terminal Computer located at the left side of the warehouse, it is missing its storage Drive, External Processor Core, co-processor unit, and powerbank.
    b. Repair the damaged shelves and production modules attached to each section of shelves.
    c. Rewrite the previous inhabitants repository after recovery and input your blood into the main terminal's genetic repository.
    d. Groffit.
        1. All previous steps need to be completed in order to benefit from this section. The blood analysis kit will begin growing fresh clone bodies that are a perfect replica of you, they will become inhabited by you if you die, each tank takes a year to make one and they will last as long as you do via genetics at least. Lastly, Each shelf will produce a new item of something that was previously placed there every three months, and rotates out stock based on who is saved in the mainframe. There are 40 tanks in total for your clones.
4. Step 4: Reactivate Battery Bank Subsystems (Reward: 100 Points per Completed Task)
    a. Collect and reinsert mobile battery packs into selective slots located on each major powerbank, the large structures almost 2 men tall with large grooves on each side panel. Each pack increases total storage capacity by 120 Yottawatt years.
    b. Flip all breaker switches next to each power bank to off if any are on.

c. Replace and repair any wiring thats currently damaged along the mainline towards the power generator. They will be in a deactivated state and can be removed modularly.
d. Recover and or remove damaged battery packs in each battery bank.
e. Replenish reserve generator energy supply by winding up the backup generator located at the back of the battery bank substation. The wind up looks like a large circular handle on the front of the generator facing the front door.
f. Once the reserve generator is primed, activate it for 30 seconds to replenish backup power banks, they may need to be replaced with additional battery packs.
g. Flip the main breaker located at the front of the battery bank substation, towards the main entrance. Then once on, press a lit-up green button. If the button is red, the wiring needs to be replaced somewhere.
    1. The Battery bank Subsystem can store up to 380,000 Yottawatt years of energy in total, but can be expanded with additional banks and packs. The System is modular so feel free to complete its wiring. There is room for 4 such banks before the building needs to be expanded.

5. Finally, Begin Repairing the main Control Station located at the center of the base. (Reward: The ability to “Jump” across alternate realities.)
    a. Rebuild the main computer control console located in the “Bridge” section of the base.
    b. Recover any lost data that can be salvaged from the various computers located on the “Bridge” of the base.
    c. Check all wiring and computer systems before final preparations
    d. Check power input to the “Bridge” and validate all dials are green before proceeding, if any are red, then that section's wiring needs to be replaced.
    e. Check software on the main console for errors by running the repair program located on its main screen.
    f. Finish final checks and complete any needed restocking.
    g. Establish a link to the next “Jump Point” on the Dial System.exe File located on the main control console.
    h. Complete your first Jump.
        1. Unlike a normal jumpchain, you can choose to enter any reality or random reality as desired, and best part of it all is that the computer system can allocate extra power to

modify that reality to the whims you have. Once you jump out of a reality, it's a completed jump by a jumpers standards and thus any "Quest Rewards" become a permanent boon to the base itself as well as its inhabitants. Best of luck Base Director… you're going to need it.

Final Notes…

Unlike a normal base of operations this one is designed to be modular. Its main structures are placed on a specialized "Materna Utility Flatboard" which acts as the conductive plating to control where the base will direct itself when shifting into another reality instead of carrying terrain with it every jump. This means that you will need to supply materials to make it, but otherwise will be able to expand the base indefinitely.

Last Thing, The base has room for 280 people to begin with, enough functional hydroponics located by the barracks to feed them, and a water condenser unit, which collects atmospheric moisture and provides it in a clean and sanitary manner to the messhall, located as an attachment to the barracks. Everything else you will need to build up on your own.

Universal “Drawbacks”

“Well good morning director, now that we have made our first successful jump into another reality, I wish to alert you to our current predicament as we are short on time. The main Bridge Terminal has a small terminal next to it, this terminal you may have noticed provides you with something referred to as “Points” which are a form of currency to use with our main systems. If you wish to earn more, you will need to take a universal “Drawback” which applies before the next jump to the one dialed for our next arrival. These points can be spent in the same terminal for permanent reality manipulations to benefit you and your staff later on.” -On site UNI (Universal Navigation Intelligence).

Utility Drives (+100 Points):
Now you may ask why this is a drawback, well it's a special modification to the base, requiring you to provide it with 25 Universal Utility Drives. These drives allow the base to modify itself for future benefit to you, and is more a simple chore. Allowing anyone or anything to modify the base to increase its performance if you allow them to. This is a simple benefit to using the UUDs. each increases the capabilities of the attached facility by 50%, and reduces its material needs by 5%.

Heavy Stockpiles (+100 Points):
This one is simple, producing enough resources in food, water, and standard materials/parts to fill and maintain the base's stockpile at 65% before departing to the next jump. I don’t believe this will be difficult for you so it's also an easy grab.

Additional Constructions (+100 Points per Completed Project):
The base requires expansion Director, as such, the base will more than likely be expanded upon with additional structures, defenses, and other utilities as you see fit. This is to reward any completed construction project you had in mind.

Reinforcing Personnel (+200 Points):
Now this is a simple exchange, provide your personnel additional comforts like alcohol or comfortable enclosures. This is only applicable once per jump, as it's usually easy to obtain the means to supply these comforts from our manufacturing bay.

Construct additional Pylons (+200 Points per Pylon):
Power Pylons are a needed means for the base to expand its energy grid in a wireless format, and is also the means by which we extend our radio uplink

towards any recon teams we send out. Expanding our network is a much needed benefit if we want to expand our operations further with communications remaining intact.

Temporary Power Shutdown (+300 Points per 3 days):
The base should be given a temporary power shutdown every now and then, as the system often will overload itself moving through reality to land at your designated region. Please note that this can be seriously disadvantageous if the region we land is hostile, as as such provides additional points in comparison to previous options.

Recruitment Drive (+400 Points):
As you should know, having people populate the base can be the difference between working 16 hour shifts every day of the week, and having to work 2 hours a day every week. Just don't forget to take care of their needs on occasion Director as people can be stingy at the best of times. This applies each jump but only once if we successfully bring in new personnel (Regardless of quantity).

Resource Expansion (+400 Points):
As you should know, our stockpiles should always be growing as we continue to increase the size of our base. As such, please expand our main resource storage structure or provide secondary expansions as the more room we have to sustain ourselves, the more we can preserve for extended periods.

Universal Conversion Research (+400 Points per Project):
During our expeditions out into the realities we have departed towards, there can often be various items of great utility like external power systems, replacement equipment and gear, new vehicles… you get the idea. Bringing them into our storage and reverse engineering them can provide various insights into how they operate and what we can do to replicate their creation. For each such project completed and accessibly added to our manufacturing bay, you will be rewarded extra points!

Warning! Danger! Danger! (+500 Points per Tower):
Our base requires Detector Towers to validate any enemy movements that may attempt to locate our base. Please make this a priority as our base will be overrun without notice otherwise. The more towers we have available, the more likely we can detect future threats making their way towards us.

A What Emitter? (+600 Points per Emitter):
We have a prototype emitter available in our local storage, with the means to produce more. These Emitters will attract various hostile fauna (Possibly Flora?) and attract them towards the location of the emitter. For Each Active Emitter every jump we complete, you will be awarded additional points, and each emitter will grow more powerful as well. Each Emitter works in a range of 10 miles to begin with, and grows in strength by 25%, increasing the range and intensity of its draw on the local hostile life within the region.

There Was Always War (+1000 Points):
My Protocols indicate that mankind is often incompatible with alternate reality life… so much so that they are often driven to the same conclusion. If you so desire, we can engage all local forces regardless of allegiances making them naturally hostile to us as well, and for giving in towards mankind's endless hostilities you will be rewarded additional points per completed jump.

But… Could There Be Peace? (+1200 Points):
However, our primary directive may change from endless conflict and aggression towards alternate reality based entities or AREs for short. As such maybe peaceful resolutions can be taken to minimize risk and improve our conditions within the local territory. As such, if peace was made with at least 1 faction, you will be rewarded points, this of course cannot provide additional points for allies produced by our base's reality distortion capabilities, FYI.

Reality Distortion Controlled Benefits (RDCBs):

“Now what the hell is a RDCB you may be asking, the answer is a reality alteration made for your benefit Director. These alterations can be provided by input from any text prompt devised, and often provided by the wonderful communities that provide something called a “Perk” which these were devised. You can create your own of course, and our system is intelligent enough to produce a reasonable and quantifiable variable for each, like ‘-Removed Moral Reduction Capability from Staffs Subconscious’ or ‘-+300% Resource Acquisition from Salvage Robotics’ which of course is of great value to the base and its personnel.”

Cunning Prodigies (Costs: 100 Points):
Our Staff could benefit from improved and substantially useful alterations to their present learning capabilities. This RDCB increases all Base Personnel’s Ability to learn by +150%, as well as increasing the likelihood of them developing a -Burning Passion for any skills they use regularly. These “Burning Passions” increase the individual's morale when completing any task they have this passion for, as well as increasing the likelihood they experience a breakthrough via techniques or general knowledge and improvement involving their tasks. I shouldn’t need to tell you how useful this can be.

Universal Supply Cache (Costs: 100 Points each):
A unique opportunity can be provided towards our local drop-off at each reality we enter. Nearby our base, within 500-800 meters, you will encounter a small outcropping of structures that contain necessary supplies for sustaining your people. It will contain enough materials to supply our base for 1 month per cache and has any possible needed materials, food, gear, ect. Just know that it may be altered depending on the reality we enter and could contain something entirely foreign to our current database.

Reliability Drives (Costs: 100 Points each):
Reliability Drives are a great benefit, providing our personnel the ability to increase work speed and reduce odds of task failure by 20%. This means that not only are they getting the job done faster, they aren’t likely to fail even if they’ve never done it before, making them far more reliable overall as a generalist for your purposes Director.

Truth Sustainment Field (Costs: 100 Points each):
Director, I understand the need for the truth more than most, as such, this RDCB is meant to aid in sustaining general transparency among staff and any visitors you may have. Each of these TSFs will be overlaid on our personnel as well as the general area of the base, each providing a +20% increase in likelihood that the truth will be mentioned during questioning or general interactions. Each Purchase will continue to stack as a benefit to the base as well as to you… Director.

Mobile Defenses Cache (Costs: 200 Points each):
Our base could use some additional defenses. These caches will appear within 400-600 meters of the base, within a largely defended outpost friendly towards our staff. Inside we will find anywhere from 30 to 180 separate defensive constructs like turrets, layers of barbed wire, and many other opportunities to reinforce our base Director. It should be noted that the statement "Mobile" is quite correct, as each of these can be carried by personnel without the need for vehicles or heavy machinery and will often weigh less than 25lb or 12kg on their own.

Vehicle Depot (Costs: 200 Points Each):
This RDCB will appear anywhere within 1000 meters from our base Director. It will be a foreign and most often abandoned Vehicle Depot with supplies, replacement parts, and various tools. These Vehicle Depots may even contain a functioning vehicle inside, but more than often they will only contain salvage or wrecks from some long forgotten battle. Be cautious Director, as several instances of these Depots contained hostile defenses that were operating at reduced capacity.

Mobility Platform Adjustment (Costs: 300 Points):
Our Base lacks a mobility Director… We should change that. By altering the location our base jumps into, we can land on a preset mobility platform that allows universal movement on a variation of Tank track that connects directly to the base itself. Even better, with some mild adjustments, we can permanently weld it into our Materna Utility Flatboards (AKA; MUFs), allowing us to transfer it with us as we go, and it even will expand to fit any additional expansions we add to the base!

Expansion Plates (Costs: 300 Points each):
The Base will grow Director, but this gives us more general construction space and universal ductwork for easier construction. Each Expansion Plate we purchase increases our total surface area by 250 meters. Sure that doesn't sound

like a lot, but we have to jump the entire structure every time we move into another reality Director, that alone makes this understandable. However, I am aware you will want a better explanation, the expansion plate is a full “MUF” that has all internal infrastructure including ductwork, power, general utilities, and access vents already emplaced along the new addition. Such expansions should be taken after power expansion as fair warning, we may not have enough power to jump if we expand more than we can power afterall.

Research Center Expansion (Costs: 400 Points each):
Our base lacks a dedicated research center Director, this expansion will be of great utility as each section contains tools, stations, and of course access ways to move anything unique like materials or assets obtained from exploration into it. A course without the research part would be futile, so we devised a new Artificial Hyper Cognizant Intellect we call Arya. Arya will personally dissect, reverse engineer, and of course, study any topics, assets, or concepts you ask of them Director… ah no Director she will not act like the mother from the alien movie and try to use you for alien embryo gestation… Entirely unlikely to even think of it, Director.

Universal Turret Substation Expansion (Costs: 400 Points each):
A UTSE is crucial for any long term defense we may have need of. Not every reality tends to be safe after all, Director, that's why we utilize UTSEs. Each UTSE is directly connected and piped by our Materna Utility Boards, providing them ammunition, power, and essentials to repair itself from the bases storage reducing need to shuttle resources directly from personnel. Yes Director, you can indeed add the Halo Wars Turrets to these if we have the blueprints for it.

Universal Constructor Utility Unit Bay (Costs: 400 Points each):
Alright I understand the acronyms need to stop, but it's hard when every single designation was made this way, Director. The UCUUB is a large construct that has the ability to 3-D print parts, flatten and forge plates, and even weld and terraform on its own. Each Unit is 5 meters x 8 meters x 2 meters, and walks on a quadrupedal leg setup, with eight small tentacle-like grasping appendages, as well as 2 large lifter arms, and 4 separate Human-Like arms. They will work on any projects you designate for the base Director without the need to have personnel influence the project, though, they will speed it up a tad.

Alliance Formation (Costs: 500 Points each):
Allies are hard to come by, and we can use any and all that could make their way to us Director. Each Ally faction you produce this way can be tailored at your

discretion, please make sure they will be of use to us Director as not every harem oriented faction can fight properly when they are functionally naked.

Hardened Protection Shell (Costs: 500 points per week):
Great news Director, our previous RnD department was a fan of clash of clans! They made a special utility that acts as a barrier against unwanted aggressive parties that's only really limited by time. As such, we can maintain this barrier by 1 week per point allotment spent, keeping everything safe for that duration uncontested every jump we begin.

Droid Manufacturing Facility (Costs: 500 Points each):
Yes Director, I understand that our intelligences are already a blasphemy against god and that clankers have no reason to disrupt gods well constructed order, but are you sure you're dealing with your god Director? Either way, this facility can with resources provided to it construct up to 500 units of varying capabilities every week. Hope that R2D2 won't hear your rude comments about clankers Director.

Mobile Construction Yard (Costs: 600 Points each):
These large vehicles are mobile bases taken straight out of Command and Conquer Commander… Sorry I meant to say Director. This base has the ability to manufacture other structures and are essentially mobile outposts that can form anywhere, though keep in mind their fastest speeds are 48 kph. On a side note, The Mobile Construction Yard has an attachable depot to our base upon purchase, so they can be rapidly deployed the moment we complete a jump to another reality director.

Autonomous Mining Fleet (Costs: 600 Points per 5):
The autonomous mining fleet is a set of 5 universal resource collectors that have a specialized collector bridge that pulls up liquified metals, pulls up minerals, and collects has without the need for additional equipment. The functions of these collectors are experimental, however, they rely upon magnetic coils and rapid induction coils to melt and pull the melted metals, as well as beating the ground with a seismic lance that pushes minerals up to the surface. As for gasses, the bottom functions like a form of vacuum, trapping gasses for sorting and separation to your needs Director. They will establish themselves in a vehicle depot attachment that will apply itself to the base upon jumping to the next reality.

Personnel physical Alterations (Costs: Variable):
Director, the need to alter your personnel has come to my attention, however, I advise against using this too often, the psychological adjustments aren't often provided during alteration. I do hope you know what you're doing. Per 300 personnel you alter, it will cost 100 points to do so, if you want them to change psychologically as well, know that it will be 200 points per the same allotment of personnel and the changes may have fragmentations from their previous form. If you want those fragments to separate as well, it will cost you 400 points per 100 personnel affected in this manner Director. If you have a Universal Alteration you wish to apply to all staff at the same time, that will cost 1200 points, and can be an alteration of every staff member into a woman with the hots for you, to big burly men the size of Arnold Schwarzenegger during his prime. Whichever you prefer.

Resupply and Productions Center (Costs: 800 Points each):
I understand that our base will need many supplies and resources Director, however, our forces can only bring in so many at a time, and even with the AMFs that you may have purchased, this will still be a slow process indeed. Luckily for you Director, the RPC is a universal resource collection point for an "Autonomous" set of flying drones that will branch off and collect the needed supplies for our base. As a benefit, the drones are 12 in total and get restocked shortly after departing due to possible losses in the field. Lastly, please be aware that this is a much slower process as each drone can only carry 50kgs of resources at a time, though, this means it's a sustainable alternative for long term sustainment.
Note: Enemy forces may be led back to our base by following the drones.

Phoenix Driesch Project (Costs: 1000 Points):
The PDP was a last ditch effort from our program to establish an advanced network of databases collecting human genetic samples, embryos, clones, and a massive sequence set for a reseeding project in case mankind was destroyed. Now with the points provided to unlock it, we can attach this massive 120 meter structure to our base, and begin processing mankind back into the worlds we enter Director. Even better, they come with custom gene-tailoring studios, growth vats, and a large sequence of medical equipment in case of emergency transfers that may happen when a clone or newly grown lifeform needs the attention. Lastly, the PDP is run by Hans, an AI personality that was developed after Hans Spemann who helped cultivate the first cloned farm animals in the world. This facility can comfortably produce up to 500 people, 30,000 plants, and 4,500 animals every 6 months in near perfect health.

Universal Resupply Reality Alteration and Distributions (URRADs)

Alright, that's a mouthful and we understand that it can be a bit much, however, the URRADs are a variation of "Item" that can produce a large series of resources, assets, and supplies that any growing base could need. Even better for us Director, the URRADs can similarly to RDCBs be programmed from simple prompts, and provide a standard of roughly 250,000 USD in assets per resupply, with the exception of vehicles which come in fleets depending on their general size and costs. Enjoy the freedom of never needing to worry about resupplies Director, as they will come in every year upon our Jump into any reality we entered.

General Restock Resupply Pod (Costs: 100 Points each):
A large 25m x 10m x 10m sized tube with a flat top will drop nearby or to a local resupply center if you have one. It contains everything from standard metals, MRE pallets, large crates of water (450gal), and standard gear and weapons. This crate will possess anything the base is lacking in or can be tailored at the same console you purchase this.

Universal Weapons Cache Resupply Pod (Costs: 100 Points each):
A large 25m x 10m x 10m sized tube with a flat top will drop nearby or to a local resupply center if you have one. It contains every available weapon you can blueprint from our manufacturing facility. All weapons will be stocked on racks with ammo containers secured under each rack for their designated weapon, and can be tailored to your tastes (Augments included) at the same console you purchase this.

Trade Crate Resupply Pod (Costs: 100 Points each):
A large 25m x 10m x 10m sized tube with a flat top will drop nearby or to a local resupply center if you have one. It contains Sets of rare metals, valuable cargo, and a series of colorful garments, rugs, mats, and other similar goods used for exchanging in a more barter oriented system of trade. These Pods will fill with a varied set of goods and can be tailored to your tastes at the same console you made purchase of these pods.

Universal Armor Cache Resupply Pod (Costs: 100 Points each):
A large 25m x 10m x 10m sized tube with a flat top will drop nearby or to a local resupply center if you have one. It contains every available armor you can blueprint from our manufacturing facility. All Armors will be stocked on racks with custom containers and adapters placed in crates under each rack of armor. Each

Pod can be tailored to your tastes (Augments Included) at the same console you purchase this.

Simple Vehicle Drop (Costs: 200 Points per 20):
You can call down a vehicle of any style of shape we have available from our Manufacturing facility as an available blueprint that's under 25 tons. If the vehicle is only 5 tons in size, quadruple the total number provided, to a total of 80 vehicles. Each vehicle can be customized using the same terminal you purchased this vehicle drop from.

Advanced Vehicle Drop (Costs: 300 Points per 10):
You can call down a vehicle of any style of shape we have available from our Manufacturing facility as an available blueprint that's under 65 tons. If the vehicle is only 30 tons in size, double the total number provided, to a total of 20 vehicles. Each vehicle can be customized using the same terminal you purchased this vehicle drop from.

Massive Vehicle Lander (Costs: 400 Points per 2):
You can call down a vehicle of any style of shape we have available from our Manufacturing facility as an available blueprint that's under 120 tons. If the vehicle is only 80 tons in size, double the total number provided, to a total of 4 vehicles. Each vehicle can be customized using the same terminal you purchased this vehicle drop from. Vehicles of this size are like the Mobile Construction Site, or something as large as an Atlas Assault Mech from Battletech.

Notes:

- **Released 1.0 Edition, containing the whole of the document and additional assets like resupply pods and various equipment as well as the varied assets and reality alterations made possible with this supplement.**