THE TWO WAREHOUSES

A Supplement Supplement

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Note: This does not replace the standard Warehouse Supplement by Quicksilver. It is intended to clarify and give perspective on that document.

Welcome to the Jumpchain. By now you'll probably have heard of the Jumpchain Supplement known as 'The Cosmic Warehouse'. You might also have heard of some of the endless debates about what the original text means. In order to improve clarity, we here at Quicksilver Industries would like to provide you with some clarifications… but since there are two major camps of Jumpers, we thought we'd provide both of their views. This is the result, A Supplement of Two Warehouses, using only the original Cosmic Warehouse's options.

First, the basic description of the 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! 40,000 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 you 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

A few clarifications, since the COSMIC WAREHOUSE is not meant to be a death trap or all that confusing.

a. The air in the COSMIC WAREHOUSE always refreshes to breathable every time the Gateway is opened. The atmosphere inside the COSMIC WAREHOUSE is a standard Nitrogen / Oxygen atmosphere.
b. The COSMIC WAREHOUSE's floor plan is 200 feet by 200 feet. The ceiling at the walls is 20 feet high and in the arched center are 25 feet high. The walls / ceiling are made of prefabricated aluminum and there is nothing beyond them, so don't punch through them… or the floor. These statements are made based on the image included in the original document and are thus a Literalist & Common Sense statement.
c. The Door into the COSMIC WAREHOUSE always opens in the same place in the same wall of the WAREHOUSE. Doors wider than 200 feet or taller than 20 feet might cause problems. We recommend avoiding them.
d. The Document makes no mention of the Warehouse repairing itself. Common Sense says it probably does, as it is Fiat Backed. Literalists may assume this as well, since that is a typical statement related to things purchased on the Jumpchain. Assume damage repairs in 24 hours.

Section 1: Utilities (Can't be run to outside of the Warehouse[1])

		COMMON SENSE	**LITERALIST**
Electricity[2]	10	This option installs electrical wiring in the walls of your WAREHOUSE, complete with outlets and lightswitches. This system provides enough electricity to power 25 standard homes (roughly 40 kWh per hour). This is exceptionally generous, as the average non-refrigerated warehouse typically uses just 4 times what a standard US home uses (1.25 kWh vs 6 kWh).	The text says "Wires the WAREHOUSE with electric outlets and lightswitches."... that clearly means you get all the electrical power you could possibly want. Ever. Why? Because this is Jumpchain and giving a freshman Jumper enough electrical energy to power NYC for 10 CP seems like something Quicksilver would do.
Plumbing	10	The average shower uses about two gallons of water a minute. Because a jumper might reasonably have twice that in companions, we'll say that the plumbing can provide you with 20 gallons of water a minute. This water is guaranteed clean and fresh, with no chlorine or fluoride, and just enough added minerals to taste good.	The text says "Installs running water and sewer pipes. Bathroom not included." This clearly means that you get as much water as you want whenever you turn on the tap. Hook up fifteen fire hoses and you can blast anything you want… but you can't extend them outside the gate of the Warehouse. Says so in the rules.

Heat / A.C.	10	Warehouses are used to store any number of things, from dry goods to frozen bodies. This system allows you to designate any substructures in the warehouse as refrigeration or dry storage, chilling the area or removing humidity. The change in temperature is gradual. If you don't buy this, the WAREHOUSE remains at 72 degrees F all the time.	The text says "Installs thermostats and a temperature control system". This clearly means that the warehouse mirrors the outside temperature whenever you open a door / portal if you don't buy this. If you do buy this, changing the setting instantly changes the temperature inside the warehouse without need for air vents or any of that nonsense.
Local Net	30	Secure means untraceable. This is an internet Link that works from inside your WAREHOUSE. Not much to power wank here.	The text says "Adds a secure link to the current universe's Internet, if it exists." See Common Sense.
ForceWall	20	It's a forcefield that keeps those you don't want inside your warehouse outside while the door is open. Is it utterly impermeable? Probably not. But unlike the Literalists, the permeability can be controlled, so you could get a breeze or look out without most hostile agents being able to get in and hurt you or steal your stuff.	The text says "Adds a forcefield to the gateway to seal the entrance behind you." This forcefield is utterly impermeable to everything, including light and heat and sound. Nothing can pass through it but you. What's the difference between having this and being able to close the door? None at all.
Gravity Link	10	Common sense says that, if it can lower the gravity, it can also increase it. So feel free to dial the gravity between three G and zero G, and you can do this by zones. If you have the shelving units, they'll maintain just enough gravity of their own to keep your stuff from drifting about while in zero or low G. Also gives your system some kind of inertial dampening, so massive objects can be shifted safely.	The text says "Lower or turn off the WAREHOUSE's gravity for easier heavy lifting." This does exactly that. It's a dial that ramps down the local gravity (set at 1 G by default). It doesn't have zones, so when you turn the gravity down, it affects everything in the WAREHOUSE, including stuff on shelves. Might want to install some webbing to keep things from drifting if you use this a lot. Also, massive things still have inertia in zero G. Just a reminder.

Note 1: What does 'Can't be run to outside of the Warehouse' mean? Probably that no electricity or heating can be run directly, and no water can flow out of the Warehouse, but can be carried as in a bucket or battery.

Note 2: Here, we are assuming that the original intent was that the wires actually be hooked up to electrical power by purchase of this option, although the original text doesn't say so. The Warehouse clearly has electricity already, as it has fluorescent lights.

Section 2: Structures (minimum 2000 sq ft. each, can be larger if you wish.)

		COMMON SENSE	**LITERALIST**
Shelving	0	Anytime you need more shelves, just ask.	The text says "Basic metal shelves to keep your goods on. Numbered for sorting"
Terminal	10	Common sense implies that this means that your terminal knows where everything inside the WAREHOUSE is at all times. Terminal doesn't take up space.	The text says "Computer system that tracks all items brought into the WAREHOUSE." Literally says "tracks all items". Doesn't say it stops tracking them when they leave the WAREHOUSE.
Robots	20	Replaces the Terminal. These WAREHOUSE bots will fetch anything you have stored in your WAREHOUSE and deliver it to you as long as you have a Gateway open to the WAREHOUSE.	The text says "Automated sorting system. Stores and retrieves items automatically." These will retrieve anything taken from the warehouse or store anything you bring into the warehouse… whether you want them to or not.
Housing	20	It's a home. What do you want?	The text says "A fully furnished home with hookups to all purchased utilities."
Workshop	10	Common sense says that if the Medbay is automated to repair people, the Workshop will automatically repair any busted machine or item that can reasonably be repaired. Maybe not as good as new, but to working order.	The text says "Workspace full of tools and parts. Good for Fixing all sorts of things." It's a Workshop that has tons of tools and spare parts. Odds are, if it's not a unique tool or part, it might be in there. No guarantee on how well it's organized.
Medbay	20	Automated medical bay. Heals all injuries short of extended medical death. Will not stop working if your heart stops beating temporarily.	The text says "Fully functional medical bay. Can fix up anything that still has a pulse." Will stop working the moment the patient's heart stops beating.

Section 3: Miscellaneous (Various things you may find useful.)

		COMMON SENSE	LITERALIST
Portal	30	It's a portal into the Warehouse. Can be any size from pinhole to 10 foot diameter. Opens to desired diameter in about a second. Can be opened on any surface outside or inside the WAREHOUSE. Portal will cut anything not alive when it closes. The portal opening triggers time to flow inside the WAREHOUSE since it replaces the Door.	The text says "Replaces key with a portal, can be opened on any surface. 80 sq ft. max." Takes as long to open as a door does, so the bigger the portal, the slower. Can be opened on any surface outside or inside the WAREHOUSE. Portal will expel anything not alive when it closes. Since the Portal replaces the Key to the Door, opening a Portal causes time to flow inside the WAREHOUSE.
Link	30	This allows you to open a second portal from inside the WAREHOUSE to a place you've previously opened a portal. You must keep at least one portal open to the outside universe at any time.	The text says "Requires Portal. Open two Portals and use the WAREHOUSE as fast travel." Two portals. You have to open both from outside the WAREHOUSE.
Stasis Pod	20	This allows you to store living things inside your WAREHOUSE. They are frozen in time when the doors are closed. Per Quicksilver, they count as a Slotless Companion[3].	The text says "Take one person with you. Can be purchased multiple times." This doesn't allow you to store people inside your WAREHOUSE, but does give you a Slotless Companion[3] per Quicksilver.
Free Space	30	Increases the interior of your warehouse from 200x200 to 283x283. The height does not change.	The text says "Doubles size of the WAREHOUSE. Can only be purchased once." Size isn't really open to question. See Common Sense.
Food Supply	10	Common Sense says this is a varied food supply. It also says that 5 people is stupid because the companion limit defaults to 8 and this item (unlike the Stasis Pod) doesn't say it can be purchased multiple times. Instead, this provides enough food for 5 people + all official companions.	The text says "Proves a constant food supply. Enough to keep 5 people fed." "Food Supply" is vague. "Fed" is vague. One could argue that this provides just enough generic food to prevent 5 people from starving to death. But let's be generous and assume it means basic nutrition for five normal people, or about 12,000 Calories per day.
Loft	10	Doubles the internal height of the	The text says "Allows you to stack

		WAREHOUSE to 40-50 feet. You can now build a second floor if you like… or really, a third floor as well.	structures on top of each other." You can stick your medbay on top of your workshop or your obscenely large terminal on top of your robots?
Hardsuit	10	Common sense says no one is going to take this.	The text says "A metal exosuit that doubles your lifting strength. Not good in a fight." Literally no one is going to take this.
Return	20	Common sense says that this allows you to return to any jump's world you've already visited. It can be used an unlimited number of times, but no new CP is gained and each usage extends your time in those revisited jumps by a decade, no more, no less.	The text says "You may spend ten more years in a world you have visited before." This is clearly meant to be used as a single time rejump, giving you another trip through the same jump. You can choose to repeat the original decade (maybe as a new person) or continue the time you spent there.

Note 3: What is a Slotless Companion? It can be some or all of the following - Someone from your point of Origin, Someone from a jump that doesn't have a companion purchase option, a ninth companion if you have a hard limit of eight, a ninth active companion if you have a hard limit of eight actives, a ninth companion for all those import options that say 'import 8'. The pod may or may not be a physical thing. Each pod cannot be used for more than one companion at a time. If the companion linked to the pod goes home, dies permanently, or stays someplace, you can reuse the pod.