BASE OF OPERATIONS

A JUMPCHAIN CYOA SUPPLEMENT (1.1)

To be clear, this is a very blatant riff on the original Warehouse Supplement. The reason I began writing this was also almost purely so I wouldn't have to keep manually writing down my builds whenever I used the Warehouse Supplement.

While I was at it I expanded a bit since it seemed like fun. I'd already made my own version of the Bodymod, so making my own Warehouse didn't seem like a bad idea. Apologies ahead of time if it takes too much from the original.

For those unfamiliar with the concept of the Warehouse, the Cosmic Warehouse is one of the original Jumpchain Supplements as designed by its creator Quicksilver. The idea is that it's a sectioned off pocket dimension where you can safely keep your things between worlds.

This supplement will mirror that supplement in so far as function, options, and balance more or less, but with changes suited to my tastes, and the addition of new options and greater customization for the sake of build variety of which I am a particular fan.

You will be granted **1500 Base Points** to customize your Base to your liking.

THE BASICS

>The Structure - "By default, your Base resembles a vast, underground bunker with metal walls and concrete flooring. The pocket dimension is wide open and empty, with **40,000 square feet** of space to work with for the sake of storing your loot, equipment, and other possessions. Other than the hanging lamps and a light switch for them, there's not really anything else going on with it."

>The Key - "To access your Base, you are granted a Cosmic Key. The key can fit any door's lock, and by presenting the key to a door without a keyhole, you will find one has manifested where the shape of the door would suggest the existence of one; near the handle, generally.

By opening the door using your key, you open a portal leading directly to your Base of the same dimensions as the door. As long as the key is in the door, the way is open. You are the only person who can remove the key, and while in use the door and lock are as immutable as the Base.

The key is intrinsically bound to your being. It cannot be destroyed, cannot be stolen, cannot be lost, and cannot be used by anyone besides yourself. If you do lose it, you will simply find it on your person again when next you check for it."

>The Furniture - "Large shelves sit inside the Base for laying objects and saving space. They're almost impossibly sturdy and can easily hold immensely heavy objects as one would expect from something like an industrial storage space. There's also several ladders for reaching the upper shelves. If damage to furniture or other extensions of the Base is incurred, automatic repair will set in."

>The Rules - "As long as you are inside the Base, the doorway can't be closed. Complex organisms from insects up to humanity and beyond can't be stored in the Base by default and attempting to shut the Base while they're inside will simply transport said entities somewhere near the exit.

An exception is made for Companions, Followers, or Items that would fall under these restrictions, and they may be sealed inside like anything else.

While the portal is open, anyone or anything can simply pass in or out. While closed, time pauses within the Warehouse allowing one to maintain perishables for lengthy periods. Only one entrance to the base can be open at one time. That about sums that up for how it all works."

STRUCTURE MODIFICATION

The Base of Operations has the defined shape of a bunker, with a set of dimensions and aesthetics that are very mundane. However, should you wish to alter its shape or structure in some way then you may purchase any of the below options to do just that.

>Big Base (200BP) - “By purchasing Big Base, you are provided an additional 40,000 square feet of space to expand your Base of Operations. May be purchased multiple times.”

>Little Base (+100BP) - “Mutually exclusive with Big Base, you may instead cut the baseline size of your Base in half in return for points. May be taken twice, granting a Base size of 10,000 square feet.”

>Base Aesthetics (Free/50BP) - “By default, your Base would appear as a dull, underground bunker with shelves and a couple ladders at most. With this free option you may change that to a different sort of structure, or perhaps an environment mimicking one of Earth’s.

In case of a building it could have many rooms and multiple floors, with space taken up by walls and other divisions not counting towards square footage. Expected furniture such as benches or chairs might be present, though the only things that would work by default are the lights.

In case of an environment, the scenery provides an air current, and a day/night cycle that can be toggled at a free standing panel. The grass and trees may well feel alive and natural. Still, the square footage of the warehouse hasn’t changed, the boundaries are just invisible.

Alternatively, there is a third option. Your Base can be made receptive to the local multiverse, changing itself at the start of each Jump to match the aesthetics of the Jump in question. Locals could view the interior and find it familiar. Your key will similarly change with this option.

By spending 50BP, you may purchase a second design for your Base to optionally toggle between at the start of each Jump. This also allows you to save aesthetics of the Third Option and apply them at the start of a Jump, instead of always using a new one.

You may purchase this repeatedly for as many custom Base aesthetics as desired, but this has no additional effects in the context of the Third Option. No significant advantages are offered regardless of choice in aesthetics.”

>Layers (100BP) - “Different from the space being broken up by multiple floors or rooms through Base Aesthetics, Layers provides the ability to distribute the Base’s square footage between multiple distinct spaces, like installing a basement or exterior. Each purchase grants one more layer.

Each distinct space may be influenced by options such as Base Aesthetics on an individual basis, allowing you to customize the Base as you split it up. One could - as an example - design one layer of their Base as a manor, and the second layer as a surrounding garden.

The Jumper may designate which layer they’re opening a doorway into, and how the spaces connect within reason. So - for example - one could use one layer as a small airlock or security checkpoint of sorts, and take an elevator into the dominant storage space.

You may purchase this option up two times, with each purchase granting an additional 10,000 Square Feet of space, which does not interact with Big Base or Little Base.

>Property Conversion (+100BP) - “Rather than a pocket dimension divorced from space and time, you may take the questionable option of converting your Base into a Property that may be placed in a location of your choosing at the start of each Jump.

Your Cosmic Key, when used, will transport you to the space still, but it isn’t strictly necessary for entry anymore. Made part of the world now, it’s not quite as immutable as it once was either, for good or ill. There’s ground below, sky above, and the walls made of real material.

Since it no longer has a dimensional boundary forming a wall or ceiling, square footage applies solely to width. Various functions attached to the Base may operate within its original boundaries. Options such as Windows lose some of their mysticism as well.

By spending 100BP you may instead turn this into a toggle effect, returning it to more standard conditions when not being used as a property. Whether it is or isn’t must be decided at the start of a Jump.”

>Windows (Optional) - “By default your Base resembles that of an giant bunker, and the only lighting comes from the artificial sources above. Take this option and you may install windows around your Base granting you a view of the scenery around wherever you’ve opened it.

The windows can’t be opened, can’t be perceived on the outside, and can’t be influenced. They are in the end solely for the sake of scenery. Odd for a bunker, but there they are.”

>District (100BP) - “As you proceed throughout a chain, you will find an abundance of items that have the option of becoming a ‘Warehouse Attachment.’ The Base of Operations as a substitute/variant on the Cosmic Warehouse is applicable as a target for these types of spaces.

Purchase of this option however allows you to expand a bit, as well as designate where they all sit in relation to each other. Each attachment will now connect to the Base via a system of roads - by default - in an overarching space that grows in scale and complexity with each added.

The District’s aesthetics default to an urban landscape resembling a North American city as of the 2000’s era, similar to the empty yet vaguely modern interior of the Default Base. Options that alter the aesthetics of your Base can extend to the District as well, however.

Utilities, atmospheric options, and other function based options can extend to the District. The District also has its own invisible boundaries even if scenery exists beyond it, though these expand with more attachments.

A second purchase of District allows you to potentially slot other types of properties into the District. Beyond just Warehouse Attachments, integration of any Properties as long term facets of your growing pocket dimension is made possible. They may also be detached at the start of the next Jump, to be used as normal Properties once more.”

>Complex (200BP) - “You can’t call any old building a home, and neither can your companions, but you can definitely buy one. On purchase, you will find a stairwell, elevator, or what have you attached to the Base even if you didn’t purchase Layers.

By following the exit, you can enter a new floor with a room at the end of a long hall marked (0001). This is a room, made for your personal use, accessed with your key. The interior is a moderately spacious and pre-furnished apartment complete with a bedroom, bathroom, and kitchen.

When opening the Base, you may designate this room as a point of entry at your discretion. That isn’t the end of things however. Whenever you make a new companion, a new room will be added to this floor, and they will be granted their own Cosmic Key.

Their key allows them to access the new room, a room just for them, and they may use this key to access the room from anywhere in the world much the same way you would access the Base. That said, they can’t access the Base without you opening it up, maintaining the time lock.

The floor may contain a total of one hundred rooms before a new floor is born. Each companion knows exactly where their room is. You may designate whether a Follow obtains a room or not. If Purchased with District the rooms may be found outside as individual homes, or in the form of apartment buildings accessible via the road systems.”

>Special Note (-) - “While the Base of Operations itself will go into stasis when the door is closed, you may freely designate whether all external facilities and attachments follow the same rule or not for the sake of Companion freedoms.

That is to say, if you read the Complex description you’ll see Companions can use their rooms when and where they like even when the Base isn’t open. This isn’t a unique effect, and rather than placing companions under stasis, you may leave them free to wander around. They may even enter the Base, though you may also use your key to ‘lock’ it if you’d prefer not.

Whatever rooms or attachments you’ve built upon the Base become free game for all inactive Companions to go about their daily lives; or not. You can also default to having basically everything frozen as long as the door is closed still, if you like.”

HIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIH

ADDITIONS

Although spoken of briefly, throughout Jumpchain there are a number of 'Warehouse Attachments' you can slap onto your Base of Operations. These attachments are built off of the Base with their own independent purposes. This section offers small, generic options which work in a similar way.

The below Additions are each fairly similar from one to the next. The first purchase of a given Addition grants a room off the side of your Base with a specific purpose and a personal scale capacity. The second purchase expands the scale and complexity of the facilities such that an entire entourage of companions could get use out of it.

Note, these do not take up the Base's finite space, functioning as Warehouse Attachments.

>Medbay/Clinic (100BP) - "On purchase, a white door with a red cross appears on the wall of the Base. Within the room there's several small beds, a pod shaped device, and cabinets with disinfectant and basic medical supplies. The pod is a medical device that is ***very*** good at treating wounds and illness.

As long as whoever you're putting in the pod isn't already super dead or missing like half their body or something, the pods should generally be capable of patching them up. Although by default it looks like some form of electronic device, there are no mechanisms to study, it simply is.

A second purchase secures a much larger space with multiple rooms, a surgical room, a great deal more resources, and an additional nine pods. There's enough for you, your companions, and a friend to recover after getting the absolute piss beaten out of you."

>Workshop/Grand Workshop (100BP) - "On purchase, a brown door with a gear symbol appears on the wall of the Base. Within, the Jumper can find several reinforced work benches, a wide variety of tools hanging from the walls or in a nearby chest, and 'parts' for 'things.'

Imagine what a middle-class hobbyist might have in their garage and you pretty much got it. Go digging around whenever you go to a world with a different level of technology and you'll find new mundane tools and parts that might help there; probably.

A second purchase grants a much larger workshop with more expensive tools and parts for much larger and more elaborate things, including some industrial scale machinery. There's enough workspace here for multiple craftsmen to go do their own thing without crossing streams."

>Kitchen/Cafeteria (50BP) - "On purchase, a white door with a small window appears on the wall of the Base. Within, the Jumper will find a pretty decently sized home kitchen and adjoined pantry. Within the kitchen there's counter space, modern earth appliances, and a dining table.

The Kitchen also includes a pantry and refrigerator with enough ingredients for a single person to consume three square meals a day for a week, restocking each week. Sadly the utilities are currently shut off requiring external power, but there's wood for an antique oven.

A second purchase grants the Cafeteria, a drastically larger space with many more tables and a much larger kitchen. The Cafeteria provides a great enough variety of ingredients to feed the Jumper and all of their companions. It contains both modern appliances, and wood fired ovens.

Common ingredients from current and previous Jumps may be found within, and this applies to either level of purchase. There's a memo pad inside on a random counter where desired ingredients can be delivered next restock day, though nothing particularly unique.

If purchased with Complex, ingredients can be delivered straight to individual rooms."

>Garden/Greenhouse (50BP) - "On purchase, a green door with a small window appears on the wall of the Base. Within, the Jumper will find a plot of soil in which plants may grow. There's a small shed with gardening tools, and a skylight allowing sunlight inside.

Included within the Garden is a panel where one can order several packs of mundane seeds of your choice - or bags of fresh soil -l with a week long cooldown for orders. Even without utilities, there's an old fashioned hand pump you can get water from with a bit of elbow grease.

A second purchase grants the Green House, a much larger space with glass walls and ceiling, and many more plots of land. This area includes a sprinkler system for when utilities are turned on, separate areas for heat management, and a much larger amount of resources available to order.

A second purchase also includes soil ph level control options on the included panel."

>Dressing Room/Clothing Outlet (50BP) - “On purchase, a red door with a gold star symbol appears on the wall of the Base. Inside, one will find a dressing room with attached walk-in closet. In addition to mundane clothing in your size, there’s also a variety of makeup and some jewelry.

Very little of what you’ll find is very expensive or unique, but it offers diverse clothing options that are virtually tailor made. A panel on the wall allows clothes originating from the Dressing Room to be locked, as any unlocked will be replaced with setting appropriate clothing at Jump start.

A second purchase grants a much larger space resembling a store with racks and racks of clothes as well as various dressing rooms and makeup stations. This Addition to the Base will also carry clothes of past Jumps, and in sizes appropriate for Companions in addition to Jumper.”

>Home Gym/Deluxe Gym (50BP) - “On purchase, a glass door with a bar shaped handle appears on the wall of the Base. Inside, one finds a room with modern exercise equipment from medicine balls and dumbbells to treadmills and yoga mats.

There’s something peculiar about the Home Gym, in that the weights and equipment will generally offer upper limit options based on your current limitations, up to peak human limits. It also has a small cabinet with supplements and protein powder.

A second purchase increases the scale and variety of equipment drastically, includes higher potential workout equipment up to several times human peak, and a terminal with workout plans built for Jumper or companions. It even includes a pool and showers if you have Plumbing.”

>Storage Closet/Decontamination (50BP/100BP) - “On purchase, a metal door with a blue droplet symbol appears on the wall of the Base. Inside you can find a vacuum, mops, buckets, brooms, rags, towels, latex gloves, and all manner of other cleaning supplies and products.

The original room is relatively small but has everything you need, and regularly restocks whatever you need as well. It also holds a miscellaneous variety of other consumable, household products such as paperclips or tape, which curiously expands to cover products relating to other options, such as toiletries should you acquiring Plumbing, or paper towels for the Kitchen.

The second purchase at 100BP includes a large room of higher end products, tools, and supplies and provides cleaning and consumable products to the Complex and District. It also adds another room at the back of the space, which is a large chamber with a reinforced door that pours non-toxic disinfectant fog into the room with extreme sterilizing properties.

A panel on the wall of this room shows any foreign bodies or contaminants currently existing in, on, or around the occupants of the room and one can choose to target or avoid the sterilization of certain substances or microbes before activating the room.”

>VR Room/Holodeck (100BP) - “On purchase, a purple door with a pair of silver eye symbols appears on the wall of the Base. Inside you find a black room with green grid-lines covering all surfaces, and a control panel near the door.

Using the panel, you can simulate various sights and sounds based on your experiences or media you’ve consumed. This can be used for game based purposes, relaxing on a false beach, meditation, or whatever you might be interested in.

A second purchase meanwhile allows the space to also simulate touch and taste, allowing you to use the room for training purposes like fighting an old enemy. Of course the scale is also greatly expanded for more elaborate scenarios, though ultimately none of it is real.”

>Breaker-Box/Power Core (+50BP) - “Your Base now has a breaker box found near the entrance, regardless of where you decide to enter it. Your Base can only run a select number of rooms or utilities at any one time, and this wall panel helps with determining which ones are running.

Not only is the Base’s lighting tied to this, but things such as the doors that would allow entry to certain areas, utilities, and other features of the Base are represented by a switch found in the breaker box. How many can go at one time? Figure it out, not all of them though.

For twice the points, there’s also now a dedicated room containing the Base’s power core which looks like whatever you really feel like. Unless the power core undergoes regular maintenance as noted in an accompanying manual, all features of the Base will lose power until it’s fixed.

As an alternative to routine maintenance, the Base will have specific hours in which it needs to shut down, and you will lose many of its features during those hours; generally one to two.”

HIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIHIH

FUNCTION MODIFICATION

The Base's base functions - strictly speaking - are being a safe place you can freely access for the sake of putting all your stuff between Jumps. Other options might grant some more liveable space, or provide attachments to the Base with their own functions, but the Base doesn't really change.

This section is for making those changes, giving the Base other functions beyond what's been promised so far. Between turning on utilities to altering base mechanics, this can all be found below.

>Utility: Plumbing (100BP) - "Your Base now has access to running water and drainage. Standard for all utilities, the size and positioning of this plumbing can be controlled at a panel near your Base's entrance, allowing you to manifest input and output anywhere you need.

Plumbing obviously comes with both hot and cold water. Plumbing is automatically hooked up to all Base structures where applicable. Alternative Base aesthetics may include running water in a form of their choosing, such as a stream or waterfall."

>Utility: Power (100BP) - "Your Base now has access to electricity and natural gas for the sake of running various mechanisms or appliances. Standard for all utilities, the scale and positioning of outlets or gas lines can be controlled at a panel near your Base's entrance.

Power is functionally unlimited, but capped by how much can be drawn at any one time. Power is automatically hooped up to all Base structures where applicable. Alternative Base aesthetics may include electricity or gas in forms of their choosing, such as runes or volcanic vents if desired."

>Utility: Communication (100BP) - "Your Base now has high speed, untraceable access to the local communications such as telephone and internet. Standard for all utilities, altering the connection such as setting your number can be performed at a panel near the Base's entrance.

A mundane phone and average computer can be found near the utility panel for your Base after purchase, nothing special. Connection is clear and steady from Base or any adjoining properties. The only thing that can be transmitted through this connection is information."

>Atmospheric: Air (50BP) - "Your Base now has a more complex ventilation system along with heating and air conditioning. Similar to utilities, atmospheric options can be controlled via a panel near the entrance of the Base allowing Jumper to set temperature in the Base or Attachments.

Jumper may influence the intensity of air flow, as well as the positioning of vents through the Atmosphere Panel. Alternative Base aesthetics can manifest this in alternative ways that appear natural such as air currents rather than vents."

>Atmospheric: Humidity (50BP) - "Your Base now provides complex control over the air humidity via a control panel near your Base's entrance. There are no obvious signs of how or where this moisture would be stemming from as with Plumbing, air is simply more or less wet as desired.

As with other options of this sort, all adjoined Attachments and spaces may be similarly influenced on an individual basis. With more natural base aesthetics, the humidity options can be used to manifest cloud coverage or fog."

>Atmospheric: Light (50BP) - "Your Base now provides more complex lighting options and control over them via a panel near your Base's entrance. In addition to dimmer switch options on default lighting, the Base now has access to black and solar lighting types among other mundane options.

Base lighting can be made much more dim or much more intense than before. Base lighting control and options extend to adjoined properties and spaces. Alternative Base Aesthetics that may include a sun-like feature can now adjust the intensity and appearance of the star via the panel."

>Atmospheric: Gravity (50BP) - “Your Base’s Atmospheric Panel now has options for adjusting the gravity within, which defaults to standard Earth level intensity under normal conditions. They can adjust it up or down, potentially dropping it down to nonexistent levels if desired.

Upward limits of gravity alteration are less intense, only about five times greater at max. More easily lift heavy objects, add to your resistance training, or experiment in alternative gravity conditions. The control panel can be used to influence individual spaces and objects independently.

A second purchase of Gravity allows you to set gravity wells and other rules at the control panel, such as making it so the walls and ceiling are as easily traversed as the ground when you step foot upon them to maximize your space.”

>Malfunction (+50BP) - “Every now and then with little rhyme or reason behind it, Utility or Atmospheric settings may slide or skip out of place. This results in minor accidents or oddities cropping up within the Base of Operations.

One day you may find a random, flowing pipe sticking out of a wall. Your lights might be a little brighter or dimmer than you remembered them being. Things like this occur and need to be managed at the control panel to set them straight.”

>Stock Terminal (50BP) - “The Base’s control panel - found near its entrance - now has an inventory functionality where it registers all objects, substances, or things stored in the Base, and may be used to keep track of item locations and patterns of movement over time.

Should you wish to figure out what you have, where it is, and when it was added or removed, then you should purchase the Stock Terminal. The Stock Terminal contains basic details for objects stored but nothing terribly intimate.”

>Helper: Automatons (100BP) - “Your Base is now staffed by a number of automatons resembling simple robots. Automatons are quite strong, but relatively slow, and capable of following basic instructions allowing you to leave moving items around your Base to them.

You are given one Automaton per 5,000 square feet of space, and per additional space attached to the Base. Automatons have additional functionality based on any Attachments allowing them to assist the Jumper in that Attachment’s functions, such as spotting in the gym.

Automatons have great memory and are good at reading the Jumper’s intent rather than following the letter of their words, so they may move according to various instructions based on conditions and schedules as needed.

Automatons may be controlled at the control panel found near the entrance of the Base, or through other forms of communication. Automatons can alter various functions of the Base if directed to do so, like aid in small tasks like gardening or moving heavy objects under low gravity.

Larger Attachments purchased from various Jumps may optionally provide multiple Automatons to staff them. Automatons are not actually mechanical in nature and may not be reproduced. Alternative base Aesthetics may have them manifest in other ways, such as golems.”

>Helper: Elves (50BP) - “Your Base is now staffed by numerous tiny humanoids or sprites. These Elves are far weaker than Automatons, but also far more numerous and mobile. Elves can work together perfectly to carry heavy objects if need be, and maintain more facilities at once.

It’s hard to say exactly how many Elves there are, as whenever you attempt to quantify it they always come out as something vague like ‘a lot.’ While directly less capable than Automatons and prone to occasional mistakes, they’re also more emotionally intelligent.

Their strong point tends to be in specialized jobs rather than hard labor, able to cook more complex and tasteful dishes in the Kitchen, or handicraft well made shoes using the Workshop. They even give fashion advice for those who purchased the Dressing Room.

While less artificial and ‘perfect’ than Automatons, they may still be directed at nearby control panels. Elves are not organic in nature and require no sustenance to live. Alternative base Aesthetics may have them manifest in other ways, such as gremlins or toy soldiers.”

>Helper: NPC (50BP/Free) - “Your Base is now ‘populated’ by people who mostly just meander about and help to make it feel lived in. They act like normal people - or animals - that might be found in whatever type of space your Base is meant to emulate.

They’re not perfectly subservient or advantaged in the same way other Helpers are, though can indeed assist you and often defer to you over basic matters. The number of NPC’s is generally ‘appropriate’ for the space, and they may be found in other spaces like Additions.

If you’ve purchased Complex or District, this option is Free, and the NPC’s can be found in potentially great numbers in these spaces, and helping them feel less empty as well.”

>Helper: Ghosts (+100BP) - “Base is haunted. Your Base is haunted now. Ghosts are in your base. Taking this option gives you points but puts ghosts all up in there. They’re not the horrible murderous kind as much as persistent troublemakers though.

Every now and then objects might float, or fly off a shelf. You might also be jumpscared by an ambiguous, incorporeal entity. It doesn’t help that they’re in the control panel and might shut off the lights or make it rain or what have you.

None of their meddling is actually that harmful; they won’t break anything important or anything like that. Sometimes they might even throw you a bone and levitate something over to you. They’re just as likely to hide it in a random corner and giggle in the dark though.

As with other ‘Helper’ purchases, they spread to all associated Attachments and Properties connected to the Base as well. Despite their behavior and appearance, they aren’t real ghosts and can’t be exorcised or whatever. Aesthetics may alter how they look though.”

>Artificial Intelligence (150BP) - “This purchase bestows upon the Base an artificial intelligence able to perform complex tasks, and control all functions of the Base and any attached spaces at will. Base Artificial Intelligence - or B.A.I - can operate through Helpers to optimize their efficiency.

B.A.I may use the Stock Terminal and its own problem solving skills to locate miscellaneous objects from scraps of information granted to them vaguely from your memories. The Base and everything attached to it functions are the body of B.A.I, and it may communicate through speakers.

Using the Base’s control panel, B.A.I’s influence may be narrowed or expanded, but defaults to overarching awareness of the Base. B.A.I can be granted more or less emotion, with a voice of choice, as adjusted by the Base’s control panel.”

>ForceWall (200BP) - “Ordinarily the Base would be open to whatever wanted to cross in once the door was opened, however with the ForceWall a barrier will protect the entrance, stopping foreign matter, forces, entities existent or non-existent, and so on from passing inside without permission.

Like the Base itself, the barrier does not work off of any underlying metaphysical properties, and simply is; rendering it immutable and impervious while in operation. By default it may be assigned to shut out everything except the Jumper.”

>Entry: Chisel (50BP) - “Through this purchase, your key has become larger and sharper, allowing a mild application of strength to scratch lines on most walls or mundane stone. By scratching the shape of a door and lock in this way, the Jumper may treat this drawn door as a real door.

Despite the examples being hard, any surface is viable as long as the shape is complete and enclosed. To open it, insert the key into the lock, turn it, and pull the enlarged base as a knob to open. While able to use ‘fake’ doors, the rules otherwise follow that of the Cosmic Key.

This purchase is mutually exclusive with other Entry options. ”

>Entry: Corner (100BP) - “Through this purchase, you sacrifice your key, and acquire the ability to reach the Base by rounding a corner into what is an otherwise unobserved space. There, you will find yourself in front of a rocky outcropping - by default - and can access it via a downward ramp and door.

A small amount of space exists around the Base, though it’s dark, and there’s nothing here; enough to park a truck though. Alternative Base aesthetics may see you enter from a dirt road, or a cavern. Others may follow you around the corner to your Base once it’s been established as existing.

When you leave and pass by the original corner, anyone left inside at that time will suddenly find themselves safely in the space that the Base replaced. Using existing doors left unlocked is also an option for entering this tertiary space outside your Base providing the interior was empty.

This purchase is mutually exclusive with other Entry options.”

>Entry: Reflection (100BP) - “Through this purchase, you sacrifice your key, and in return acquire the ability to enter your Base through reflections. It need not be a mirror, it could be a window, or a puddle of water, or even a shiny kitchen platter. Providing it reflects light, it works.

There’s often a case of disorientation when jumping or stepping in at an angle, but you can smoothly bring things in or out based on the scale of the surface in question. While inside the Base, the reflection will be replaced with a window into your private little dimension.

To open the way you have to pass in first, but may be followed from there. This purchase is mutually exclusive with other Entry options.”

>Entry: Stomach (+100P) - “Through this option, you sacrifice your key, and instead must use your own mouth to access the interior of the Base. This generally means being incapable of storing anything much larger than however wide you can open your mouth.

While you can open your mouth wider than before, it doesn’t counteract the detriments caused, especially since you can’t step inside of your Base through normal means this way. You can grab hold of whatever you’re looking for though, providing it’s somewhere inside your Base.

As an alternative to physically pulling things out, you can also ‘spit’ objects out and into your hand or what have you. If purchased with the second level of Property Conversion, a Companion, Follower, or organism type Item such as a Horse can be designated as the entrance at the start of a Jump, allowing the Base to be accessed through their stomach.

It should go without saying but this purchase is mutually exclusive with other Entry options.”

>Entry: Secret (100BP) - “Through this purchase, you sacrifice your key, and in its place have the ability to use secret passageways to enter your Base. This can appear in any number of ways, such as a phonebooth opening a trap door that slides you right in, or a hidden trigger on a book case.

These secret passageways did not exist before you found them, you just happen to spot them and their triggers where they plausibly could be. As with any other Entry, they will also stay open for however long you’re inside.

There is the minor secondary requirement of not being able to open them unless you do it secretly, but whatever that means is likely something you can define yourself. This purchase is mutually exclusive with other Entry options.”

>Entry: Portal (200BP) - “Through this purchase, you sacrifice your key, and in its place you acquire the ability to open a portal to your Base freely on any existing surface. This portal may be circular or rectangular at your discretion, and up to three meters in height and width.

Unlike the Cosmic Key, the portal may be used anywhere, at any time, allowing free access to the Base without need of a door. Like the door opened by the key, the portal cannot be closed while you remain inside, and is subject to other similar restraints.

A second purchase of Portal grants the ability to open a second portal in and out of your Base, letting you cross vast distances on the local world using the Base as an intermediary. The second purchase also allows one to open portals as tall and wide as one boundary wall of the Base.

The second purchase also allows you to close the Portal behind yourself when entering the Base, as your new ability to open a second portal allows exit from new locations already. This purchase is mutually exclusive with other Entry options.”



TERTIARY CHAIN OPTIONS

In the original Warehouse Supplement, there were two options that stuck out as potentially abnormal in the context of modifying and customizing your Warehouse. These options were the Stasis Pod, and Return. Rather than the Warehouse, they had a more meta interaction with your chain.

This section contains several options within that theme.

>Stasis Pod (200BP) - "A unique object of sorts that can now be found within your Base of Operations. Resembling a large, metallic chamber with some form of electronic components, this thing opens in the presence of strangers; those who are not you or companions.

To be simple, this can be used to turn a local of a given Jump into a Companion, right then and there. They simply step inside - and it is always big enough for whoever that might be - after being told how it works, and then sit still as you press a handy, dandy button.

It has a cooldown of 1 Jump, so be careful with where and how you apply it. You may purchase this option multiple times, acquiring several pods that have their own independent cooldowns allowing you to take more than one person as a companion per Jump.

Not a real technological object, cannot be reproduced. As with everything else, can be made to look like all sorts of other things if Aesthetics are purchased."

>Return (100BP) - "With this option, whenever your time in a Jump ends, you have the option of returning to a past Jump of your choice for two years. Time flows once more as you pick up where you left off in the world you once ventured through.

You may call it quits early and go back to your chain rather than go through the whole year. You may purchase this option multiple times, acquiring additional years, which may then be spent in different past Jumps. Whether you cut your time in any one Jump short or not doesn't effect the rest.

Returns may not be banked."

>Wait (100BP) - "With this option, whenever a Jump ends, you can decide to simply pass time within your Base for however long it is you desire before moving on to the next. The Base and all attached facilities are in flux during this time, and may be used by yourself, companions, and followers."

>Afterlife (100BP) - "It's known that Companions respawn, but such rules vary when it comes to those who come along as Followers, or even Items. Sometimes they respawn slower, and sometimes they don't respawn at all, replaced along the way by someone else who fits the role.

Through this purchase, your Base becomes the center for a small afterlife extending outwards with the Base as the core of it all. Souls of deceased Followers and other lifeforms that come with you between Jumps will travel here by default.

The theme of this vast space is urban to match the default warehouse aesthetic of your Base, but it's not bad. Skyscrapers, the ocean, parks, it's not bad. As attachments are added it'll get better. Purchase of this option can optionally make it the waiting area before Companions respawn.

Also, it goes without saying, but Aesthetics and other options can be used to influence the Afterlife here to make it appear how you like."