Cosmic Motorhome

A Jumpchain Compliant Supplement

Created by Yorokonde

Lost in the wide open space afforded by the Cosmic Warehouse? Are you in search of something comfier, cozier, and more portable? Then toss away that door key and let's get you a brand new set of car keys instead. Don't worry, there's no credit check and I couldn't care less if you have a driver's license or not. So just give me a second to go over the basics and then you can start personalizing your new RV.

Speaking of that, here are **1000 RV.**

Please feel free to select from the customization options below

The Basics

- The Cosmic Motorhome is intended as an alternate choice for those not interested in the Cosmic Warehouse. You will never permanently lose it.
- The vehicle is highly resistant to damage, much more so than a normal RV, but can still be damaged by determined foes. Repairs can be done manually or will mend themselves slowly given time.
- Unless certain customizations options are chosen below, the basic Cosmic Motorhome is no harder to break into than is typical of modern, non-electric car locks.
- The standard Cosmic Motorhome does not need general automobile maintenance, fuel, or septic tank flushes. However, the water tank will require regular refilling.
- The vehicle is a Class B sized motorhome from the outside but offers the interior of a Class C sized motorhome. Essentially, it is slightly bigger on the inside than it should be. Only the most observant individuals will find this odd.
- The standard interior comes fully furnished in a manner similar to what is shown on the title page. While the design aesthetics can be freely customized, the amenities offered in the basic package won't change.
- The standard interior is designed with the comfort of Earth-standard bipedal mammals in mind. As are the driver and passenger seats.
- A small mental aversion field has been added to the cab of the Cosmic Motorhome, which will prevent outsiders from thinking it is strange for anything between children and fantastical creatures of all sizes to be sitting in the driver's seat.
- An owner's manual that doubles as a repair guide in case anything breaks and you don't feel like waiting around for the Cosmic Motorhome to repair itself.
- An Extradimensional Door. On its own this door does nothing at all beyond the ordinary task of allowing one to enter and exit the Cosmic Motorhome from the living area. But when you purchase add-on or additional properties that would normally be tacked onto your Cosmic Warehouse, you can link them to this doorway instead. When you do this a small knob will appear on the door with colors or pictograms depicting each add-on or additional property linked to the doorway. Switching the knob between each color/pictogram will allow you to access each property freely.
- Upgrades below may be purchased once unless they state otherwise.
- Upgrades made to the Cosmic Motorhome after its purchase (by the owner or through various purchases) will remain on the vehicle between worlds. Though upkeep of those upgrades falls squarely on the owner's shoulders.

50 RV Upgrades

Additional Bunk: For those who like to travel with a friend or two along, an additional bunk can be added above the driver's cab. You can purchase this a second time to transform it into a double bed that is added to the rear of the motorhome just past the shower. With a third purchase you can have both the double bed and the bunk above the cab.

Automated Laundry Service: This adds a pair of compartments into the floor of the motorhome that can be easily opened with small latches. Together they add roughly the storage space of a small wardrobe. Even better, clothes and bedding placed inside these drawers overnight will be clean, folded, and smelling like sunshine in the morning. The compartments will also mend small holes and other light damage.

Basic GPS: A small screen is added to the dash containing a simple but informative navigational program. Simply punch in your destination and it can easily direct you from point A to B while routing around any hazards in the path. In any modern world, or better, it will automatically update itself with new maps. In more primitive worlds it will be able to accept analog/physical maps as well, but will only provide information as detailed as it is given.

Basic Security System: The rudimentary locks on the motorhome and cab have been upgraded to power locks. This also includes a key fob for remote unlocking and locking, remote start, or remote activation of the rather powerful siren. In addition to unauthorized entry, the security system also detects window breaks.

Bathroom Amenities: Having the toilet and shower share a small, closet-sized space is certainly economical but it can feel a little claustrophobic to some people. This upgrade will moderately increase the interior size of the bathroom without taking up any additional floorspace. It will also add bidet features to the toilet for those who desire an extra clean undercarriage.

Bed Comfiness: Moderately thick slabs of firm foam may get the job done as far as bedding, but they can certainly be improved upon. All beds, including additional ones purchased, will now have much thicker, much more comfortable memory foam mattresses instead. Also, the provided bedding will include a comfortably warm quilt as well as a cooling feather comforter to accommodate those who prefer either temperature when sleeping.

Blackout Curtains: This set of thick curtains will be added to every window in the motorhome side of the vehicle as well as the empty doorway that leads into the cab. When drawn, they will keep out even the most brightly lit of cityscapes with ease. Should you park right in the middle of the main street in Vegas, your motorhome would remain dark enough to be used as a photography lab.

Climate Control: A decided upgrade to the rather meager wall air conditioner included, this full climate control system doesn't take up any more space despite its full range of functions. Not only does it include air conditioning and heating but also humidifier and dehumidifier functions. It can even fill the air with a range of scents or simply neutralize odors in general. The climate control system requires power but is extremely efficient. A full car battery could run it for a week nonstop.

Custom Interior Resizing: For those who are of nonstandard sizes, purchasing this will allow the interior to be resized to the desired proportions. The motorhome can be made comfortable for anyone from two feet tall all the way up to twelve feet in height. A second purchase would allow further customization so that those with non-humanoid forms will be more comfortable moving and living inside.

Driver Seat Controls: A full range of power-assisted adjustments have been added to the sides of both seats in the cab. This includes several toggles that allow those with non-humanoid forms to drive comfortably. No matter what shape, the driver will only get sore or stiff muscles from the most grueling of marathon dives.

External Visual Package: For those looking for a little more style in their life, look no further. This will allow you to design the exterior appearance of the motorhome to your liking. Within reason. You cannot change the exterior size without also purchasing the Motorhome Expansion option. This is a purely aesthetic upgrade.

Foldout Grill: There's a certain magical flavor that only appears when one grills food, especially when one spends the day relaxing. This grill neatly folds into the outside of your motorhome just in front of the rear wheel on the driver's side. While simple in appearance, its propane-fueled racks serve its purpose admirably without ever tarnishing or dirtying. For an additional **50 RV**, you can ensure the grill never runs out of propane.

Furniture Enhancements: This upgrade adds a booth-style seating area just to the right of the motorhome's door. While a little snug, it is surprisingly comfortable. It also comes with a pair of short stools that can be easily folded and tucked away under the desk. These are also surprisingly comfortable as well as sturdy.

Generic Food Rations: A small cardboard box tucked into the cupboard below the microwave that contains six plain white tubes with large black letters printed on them. Two have Breakfast, the next two have Lunch, and the final two have Dinner on them. While they are certainly nutritious and will keep even an active body well fed, their texture and taste leave much to be desired. The tubes are enough for two people and you can buy more boxes… if you really want to subject more people to these taste trainwrecks.

Nearly Unpoppable Tires: The traditional rubber tires have been reinforced with a self-healing membrane as well as puncture resistant foams. They will resist casual punctures or slashes from being driven over all but the most damaging of road debris. They can still be slashed or damaged by a determined assailant but will repair themselves if left alone for several days.

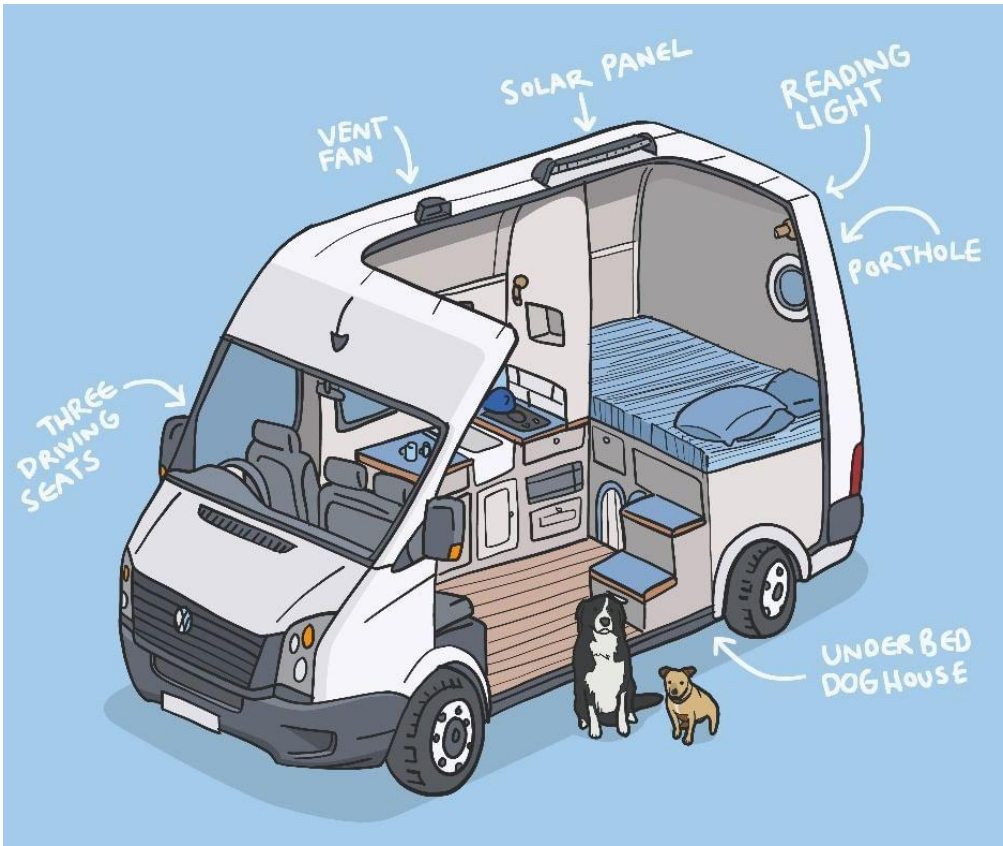
Smooth Suspension: For those who are looking to take this motorhome into some inhospitable back trails, these reinforced springs will ensure that you feel only the truly drastic bumps. Perfect for those looking to off road or drive in shifts without disturbing the passengers.

Soundproofing: Purchasing this upgrade will cause very little outward difference in the appearance of your motorhome. A little extra caulking around the windows and doors is almost unnoticeable unless one knows what to look for. However the difference this makes to the soundproofing of the motorhome is profound. Only the loudest sounds will be able to make it through the walls now. Even the lightest of sleepers could comfortably catch forty winks while parked in the middle of Woodstock without hearing a single thing.

Truck Nuts: This tasteful… An addition… Fuck it. These are truck nuts that hang off the back of your Cosmic Motorhome. You and I both know what they are and look like. This purchase allows you to choose from black painted, chrome plated, brass coated, or disturbingly realistic appearances for your truck nuts.

Truck "Nuts": This small, open-topped cardboard box contains several packets each of salted, honey-roasted, and praline peanuts. It can be found in the small cupboard underneath the microwave. Each one of them loudly and proudly displays one of a number of moderately inappropriate slogans. Such as "Put these nuts in your mouth!" or "Suck on our sweet nuts!". You will find the box refilled each day. Should you prefer, the packets can feature cashews, almonds, pecans, or macadamia nuts instead.

Universal Driver's License: A simple card that will prove you are legally allowed to drive the motorhome no matter what universe, region, or government you find yourself in. Even if you were to appear to be a child, no law enforcement would question your right to drive. This card can also function as identification for most worlds and will automatically update itself with the relevant information needed.



100 RV Upgrades

Active Security System: In addition to all the functions of the Basic Security System, this more advanced system is capable of distinguishing determined crooks from wandering kids or stumbling innocents and providing the right deterrent for each. This could be a simple warning to please step away from the vehicle, a small electric shock, or all the way up to nearly lethal bean bag launches in their direction.

Advanced GPS: In addition to a larger screen than the Basic GPS, this version offers auto-updating maps and higher accuracy no matter what kind of world you find yourself in. It also offers better route-finding that takes into account congested traffic, current accidents, and even relatively unknown shortcuts. Additionally, it comes with several voice options that you can freely customize to your liking.

British Bus Style: An option that expands the floor space of your Cosmic Motorhome upwards instead of outwards. Simply put, it adds a second story onto the RV. The space has been left empty so that you can customize it as you wish. It makes for a great storage area or some extra places to put beds if you want to bring along a few extra friends. Just don't drive under any low bridges.

Decent Food Supply: This small box of MREs can be found in the small cupboard under the microwave. It includes six meals every day, enough for two people, but only refills those used. Unlike most MREs these taste like actual food with remarkably little prep time. The variety in these meals is fairly wide so you will rarely end up eating the same thing two days in a row. If you wish, you can buy this option multiple times.

DMV Booklet: A small book that can be found in the glove compartment. It is a learner's guide that is capable of teaching even those utterly unfamiliar with technology how to drive the motorhome with at least a modicum of skill. Given a few days of practice and this booklet, nearly anything will be ready to drive on modern roads.

First Aid Box: A small red box with a large white cross on its cover that can be found just under the sink. It is filled, and will stay filled, with a wide assortment of bandaids, medical creams and salves, as well as a splint and several rolls of gauze. It also includes a small booklet capable of walking anyone literate through basic first aid techniques up to setting a broken bone.

Gasoline Supply: A moderately sized jerry can that contains twenty liters of gasoline. It refills itself each week and will explode very dramatically if shot. After which you'll get a new one in a week. You may buy this option more than once for an additional refill per week or an additional jerry can, at your discretion.

Generator: This relatively small gasoline-powered generator will be added to the back of your motorhome, just below the spare tire mount. It is quiet as far as generators go but will still make a noticeable amount of noise inside the motorhome. This unit outputs just under three thousand watts of electricity that can be accessed through any of the plugs inside the motorhome. It will automatically throttle its output to only provide what is being used. With its fifteen liter tank the generator can run full steam for roughly eight hours before running out of gas. Naturally it will run a lot longer with lighter loads required of it.

Interdimensional Radio: A direct upgrade to the motorhome's radio with some crystals that we don't really understand will allow you to pick up radio stations from any world you've already visited previously. Provided that the world has radio stations to pick up, that is. Now you won't have to worry about missing your favorite morning talk show just because you've left the universe behind.

Internet Connection: A wireless hub that sits on the inside of your roof and is capable of tapping into any local internet network. Provided such a thing exists. Its speed is blazingly fast. Additionally, several layers of firewalls will ensure that your intrusion goes undetected unless you desire it to be.

Local Cable TV: This small set of rabbit ears are attached to the roof of your motorhome near the rear of the vehicle. While a little silly looking, they allow any television hooked up inside to pick up any cable or satellite television networks without being forced to foot the bill. Naturally, if there is nothing to pick up, any television inside will only get static.

Motorhome Expansion: For those looking for a little bit more space, this upgrade will add an extra ten feet to the length of your motorhome. While this may not seem like much the difference will certainly be visible to those inside. The exterior size of your motorhome will remain the same unless you would prefer the additional length to be reflected there as well.

Refrigerator Upgrade: Travelers who aren't interested in subsisting entirely off nutrient bars and MREs will find this option much more appetizing. While the outward size of the minifridge included in the Cosmic Motorhome for free won't change, inside it will become capable of housing a week's worth of groceries for four people. Which is exactly what it will fill up with every other week. What about the week between you might be asking? Well, you could always buy the option twice if shopping locally doesn't interest you.

Rough Water Rafting System: A very obvious lever with an oversized handle situated in the cab just next to the gear shift. With a single pull the undercarriage of the Cosmic Motorhome will shift and transform into a massive raft. Why, you ask? Because you never know when you'll need to go even more offroad than normal. The raft material is capable of surviving just as much punishment as the Cosmic Motorhome itself, even a tumble over a waterfall or two, without popping or tearing. A second pull of the level is all you need to stow the raft away until you need it again.

Skydeck: Rather than leave the roof of your Cosmic Motorhome empty, save for whatever luggage you tie on top of it, this upgrade transforms it into a sitting area. While not terribly wide, it is nearly as long as your motorhome is and contains several comfortable benches for seating lots of friends. A wide cooler just above the cab doubles as storage for the bench cushions when not keeping drinks cold. No ice necessary.

Solar Panels: This option mounts a pair of four hundred watt solar panels on top of the motorhome as well as adds a moderately sized lithium battery pack to its back, just under the spare tire mount. While not nearly as powerful as the generator, the solar panels don't make noise and generate energy even when the vehicle is in motion. The battery pack is capable of holding enough electricity to output one thousand watts continuously for eight hours, or less for longer, on a full charge.

Tank Treads: Perhaps tires simply aren't rugged enough for where you're planning to take your Cosmic Motorhome. After all, you can't explore the arctic ice sheets or go too far off road with just tires. This upgrade swaps your tires out for a complicated looking series of gears attached to the axle, all wrapped in a ruggedly durable set of treads. Some speed will be sacrificed but your vehicle's grip and ability to traverse terrain will be unrivaled by anything that isn't a specialty vehicle.

Water Recycling System: An invisible addition but one that is certainly very useful. The water tank of your motorhome will now require far and away fewer refills thanks to this system that recycles waste water back into pristine potable water. What little water is lost can be refilled manually or simply by waiting for it to rain. A small spout built into the roof will ensure rainwater makes its way into your tank to be purified. Don't worry, it will never overflow on you.

200 RV Upgrades

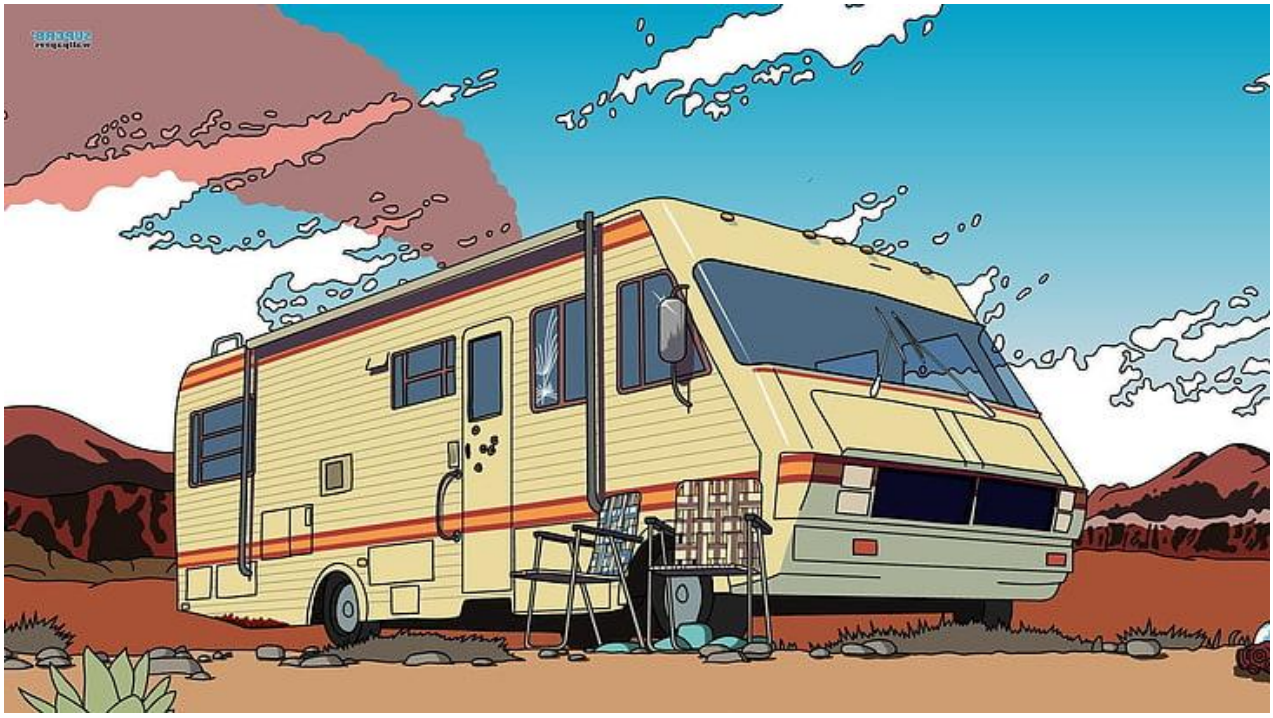
Anti-Thief Field: A unique addition to your motorhome that actively deters would-be thieves and vandals with light mental distraction techniques. All but the strongest willed of beings will be unable to consider your Cosmic Motorhome as a target for theft or casual destruction. While this won't protect against collateral damage, stray enemy fire, or attempting to use your motorhome as cover in a firefight, you certainly won't have to worry about anyone stealing your home no matter where you leave it.

Autodrive System: This upgrade adds a small screen to the dashboard of the vehicle's cab. This can either be the same screen if you own a GPS System as well, or a completely separate one. On its own, the Autodrive System records locations that you have visited and will automatically navigate the motorhome to any of them at a push of the button. The system is capable of maneuvering in any kind of traffic and will do anything in its power to avoid collisions with other vehicles, pedestrians, or buildings. If you own a GPS System, the Autodrive System will be able to drive you to any location that the GPS System can identify.

Fantastic Food Supply: This small, colorful pack of gum may not seem like much but each one of its nine sticks is a delicious, nutritious, three-course meal all on their own. They represent the ultimate in portable fine dining. Each pack can feed three people every day and will replace any used pieces of gum. You can rest assured that you will only rarely encounter the same meal twice unless you specifically request one that you have had before. If you happen to lose this pack of gum, a new one will appear the next day in the cupboard under the microwave. This option can be bought multiple times.

First Rate Surgery Kit: Using technology stolen from a world that isn't going to miss it very much, this blue zipper bag contains a six pack of syringes filled with an ominously glowing green fluid. Don't worry, this medicine has been rigorously tested and will absolutely not cause you to grow another arm for at least a few hundred years. When injected into a person, this medicine will instantly set bones, seal several gunshot wounds, and even cure a headache! They're practically magical but you'll only get six each month so try not to use them on every hangover.

Interdimensional Cable TV: A small, innocent-looking satellite antenna will be added to the rear of your motorhome pointing up towards the stars. In reality, where it's pointing doesn't make any difference. This dish will allow any television inside your Cosmic Motorhome to pick up television signals from any world that you have previously visited, should they exist. This also includes a DVR capable of recording up to twelve hours of shows for those times when life gets a little too hectic to tune into your favorite show each night.



Shrink-Rite EZ-Carry System: This upgrade will cause a small button to appear just to the left of the side door of your motorhome under a hidden panel. You, and only you, will be able to find it and activate this system. When pressed, your motorhome will be shrunk down to the size of a Hot Wheels. Which is to say, one-sixty-fourth its original size and weight. Simply carry your motorhome in your pocket instead of leaving it behind! Beings of all sorts who are inside when you press the button will find themselves ejected outside.

Spaceship Engines: This upgrade adds a second shift-lever within easy reach of the driver. Pressing the button on its head and pulling it back will deploy a pair of engines from each side of your motorhome. While streamlined, each engine is nearly half the size of your home and will certainly cause your vehicle to stand out. These engines are not made for enhancing ground travel. Instead, they will allow you to fly your motorhome into space and even to other solar systems with ease. Don't worry about air supply or any of that. This upgrade makes sure you will be just as comfortable flying through space as you would be driving down the road. Your Cosmic Motorhome won't have any weapons, but the engines are startlingly fast. Just don't go plaid! It's really hard to control at that speed.

Squeeze-EZ Mobility System: Since we know you're going to be taking your Cosmic Motorhome a lot of places it really shouldn't be, we're proud to offer the latest in not-getting-stuck technology. Once installed this will make your motorhome capable of squeezing into, under, or through tight places it has no business being able to fit. White it won't fit anywhere utterly impossible, like under door frames, it will compress and squeeze through any space an ordinary car would normally be able to fit. Onlookers might give you a few strange looks if you use this too often in public but at least you won't be stuck in traffic very often.

Downgrades

You Can Pay With Grass, (+50 RV): You are now required to provide your Cosmic Motorhome with fuel if you want to get anywhere. The Mr. Fusion fuel system accepts any kind of household waste. Rotten meat, banana peels, a half-empty beer plus the can, even shoes if you cut them up a bit to fit them down the tube. Just make sure you don't stick your hand inside. Meat is meat after all.

,Ass , (+50 RV): The Mr. Fusion fuel system appears to be out of stock, so instead we attached a good old internal combustion engine instead. You're going to need gasoline, or a close approximation, to get your Cosmic Motorhome out of the parking lot.

Or Cash (+50 RV): No more internal combustion engines? Okay, what else have we got? You're stuck with an engine and fuel system that requires a decidedly expensive and exotic fuel if you want to drive down the road. While you can choose exactly what this fuel might be, it must be at least as hard to get ahold of as enriched plutonium would be in a modern world. Which means in some worlds it will be all but impossible to find without making it yourself, while in others it may be a little easier.

Gonna Need The Toolbelt (+50 RV): While your Cosmic Motorhome would not normally need any kind of regular maintenance, now you're going to have to keep scheduled oil and filter changes in mind. We've provided the typical mileage/kilometer marks you're going to have to dig around in the engine and what for. Failure to perform this maintenance will mean far more major problems down the road.

Bring Me The Sonic Screwdriver (+50 RV): This is no standard vehicle, so it should come as no surprise that the Cosmic Motorhome would need some wonky components to complete even standard maintenance. Cobalt bolts, figurines of small mechas, or even wilder things will be on the shopping list now. Strangely, all of them will turn into regular looking components once you start trying to use them for repairs or maintenance. Don't worry, we've included strange objects you'll need for your standard maintenance as well as most common repairs.

Gonna Need The Whole Garage (+100 RV): It looks like your Cosmic Motorhome is something of a lemon. You're going to find yourself spending several hours each week under the hood just to keep it running with major repairs cropping up a few times a year no matter how well you tinker with it.

Sightseeing Autodrive (+50 CP) [Requires Autodrive]: We're sorry to tell you this, but the Autodrive system we installed in your Cosmic Motorhome has a few bugs in its programming. Thankfully they're nothing dangerous. Every so often your Autodrive system will simply turn itself on and wander away on a miniature scenic tour. Sometimes it will do this even while you're driving but usually it prefers to travel when you're asleep inside it. Don't worry! It won't take you anywhere dangerous. It prefers remote but scenic places in nature. You might wake up to find yourself and your Cosmic Motorhome sitting at the top of a waterfall or in a lovely clearing in the middle of the woods. It might take you a while to get back on track, but some people would argue that the sights you'll see are worth four or six extra hours.

Adventurous Autodrive (+50 CP): All right. So. The bugs in the system are a little more enthusiastic than we thought. They're looking to get out and see the really interesting places in each world you visit. It's going to yank control away from you a little more often now, especially when there's something strange nearby to see. Haunted battlefields and insane asylums as well as fey mushroom circles and glades full of flowers that are constantly on fire are all likely points of interest for your Autodrive system. It might even join in an active police chase once in a while. You won't be bored, but you'd better stay on your toes when you wake up in strange places.

Suicidal Autodrive (+50 RV): Good news, your Autodrive still works. The bad news is that the system has major issues and it looks like it wants to take them out on the road. Don't worry, it'll still get you from point A to point B. Except that whole part about it doing its best not to collide with anything is thrown out the window. It **will** drive like a maniac, cut people off, scrape by spots almost too tight to fit, and will regularly leave flakes of paint behind as it speeds along at truly horrifying speeds. Your Cosmic Motorhome will constantly be covered with dents if you insist on continuing to use your Autodrive system.

Gonna Need Some TLC (+100 RV): Your Cosmic Motorhome is something of a work in progress. Except we didn't really get much work done before you showed up. Simply put, your motorhome is a disaster zone, in several pieces, and is going to need a lot of work to get it fixed up again. Work that you'll have to do wherever you end up next because we can't have you taking up our garage for weeks or months while you get the job done. Thankfully, once you fix it up your Cosmic Motorhome won't need to be rebuilt again unless you picked a certain option below.

A Lot of TLC (+100 RV): You just had to have those extra points. Now your Cosmic Motorhome is going to need to be rebuilt every time you enter a new world. Wherever you end up, your motorhome will follow you in several pieces, possibly missing several vital parts scattered in a wide area, and with your stuff all over the ground.