

## Jumpchain Inventory Bag Supplement.

In the original Pokemon CYOA you get a bag, with no description other than that it's "Bigger on the Inside". This optional supplement allows you to specify exactly what your bag's appearance and capabilities are. You can take this supplement even if you haven't taken the Pokemon Jump though. As per usual, you get 1000 CP. Yes you can divide this across multiple bags. The features you purchase only affect one though.

**Bag Type:** Do keep in mind that the size of the bag's opening restricts the size of objects that you can fit inside of it. All options appear full, but feel weightless when worn.

**Purse (50 cp):** A Stylish handbag for carrying personal items.

**Fanny Pack (50 cp):** Can clip into your belt or be strapped around your waste.

**Pouch (50 cp):** A small, flexible, and shapeless bag that you can tie around your waist.

**Tote Bag (75 cp):** A simple rectangular bag with an open top and one or two straps.

**Briefcase (100 cp):** A rectangular case, with a handle. Associated with business types.

**Backpack (100 cp):** The timeless classic, carried by two shoulder straps.

**Messenger (100 cp):** Trendy and Versatile, With a long strap to wear across the body.

**Sack (100 cp):** A large flexible, and shapeless bag, can be strapped like a backpack.

**Suitcase (100 cp):** A Bag meant for carrying luggage on long travels.

**Wheeled Suitcase (150 cp):** handle can be extended to allow suitcase to roll on two wheels

**Hammerspace S(200 cp):** You can produce pocket sized objects out of thin air.

**Hammerspace L(300 cp):** Same thing, but with a backpack sized opening.

**Shifting Bag (300 cp):** Gains a new, setting appropriate appearance each jump.

**Incredible Shrinking Bag (300 cp):** Can be folded from a backpack, down to the size of a credit card and then placed in your pocket.

**Jump Pack (400 cp):** Gives you the ability to boost up to 15 feet above ground.

**Appearance:** Hammerspace need not apply, defaults to a plain burlap appearance.

**Accessories (50 cp):** Add a Button, pin, or ribbon to your bag.

**Color (50 cp):** Add some color to your bag, can pick multiple times.

**Pattern (50 cp):** Pick a pattern or design for your bag. Multicolor bags default to stripes

**Material (100 cp):** Pick between options such as Leather, Cotton, Nylon etc.

**My God it's full of stars! (100 cp):** Change the appearance of the extradimensional space inside of your bag From a basic but expanded interior

**Strapless Technology:** Can be attached to any surface like a magnet. Will only stick to What you want it to.

**Expensive (400 cp):** Add luxury elements such as gold leaf filigree or glistening gemstones.

**Transforming (Variable cp):** Design another form for your bag using the bag type and appearance sections. More control over form than shifting bag.

**Attributes:** Add some Functionality to your Inventory.

**Capacity (25 cp):** Adds a cubic meter of Space for each time purchased.

**Connected (50 cp):** Connects to the pockets on any clothing you are wearing.

**Garbage Disposal (100 cp):** Teleports your unwanted trash to the proper facilities.

**Watertight (100 cp):** Prevents your bag from flooding, even when open and submerged in water.

**Airtight (100 cp):** Seals an atmosphere into your bag using a forcefield.

**Fireproof (100 cp):** Prevents your bag from being set on fire.

**Preserving (100 cp):** Food, drink and other perishables you store in the bag will never go bad.

**Returning (100 cp):** You can summon it back to you by thinking about it.

**Climate Controlled (200 cp):** Adjust the temperature and humidity of the bag and it's subpocket's

**Sorted (200 cp):** The particular item you want to retrieve is always at the top.

**Menu (200 cp):** An easy to navigate display that you can pull up to find what's in the bag.

**Security (200 cp):** Anyone else who opens your bag will find it to be empty.

**Cleaning (300 cp):** Put dirty Items into the bag and wait for a day. They will come out clean.

**Security II (300 cp):** Anyone who attempts to steal your bag will find themselves hit by a painful electric shock. Guaranteed to knock them out.

**Sub Pockets (300 cp):** For Organization, each one has 25% space of main opening.

**Flooded Pocket (100 cp):** Can be filled with salt or freshwater. You can not pour, scoop, or suck the water out of the bag.

### **Additions:**

**Wallet (50 cp):** Comes with infinite space, but only for money and identification.

**Compass (50 cp):** Allows you to Find which way is north when applicable.

**Flashlight and Emergency Flare (50 cp):** Useful in case of an emergency.

**Make-up (50 cp):** Moisturizer, Foundation, Contouring, powder, Lipstick, Lip Gloss, Mascara etc. Comes with a small mirror and perfume.

**First Aid Kit (100 cp):** Bandages, Antiseptic, Scissors, and tweezers.

**Campfire Kit (100 cp):** Enough Tender, Kindling, and Firewood, as well as a lighting implement to start a campfire wherever you want.

**Mess Kit (100 cp):** Includes, pots and pans, and a plate, cup, and silverware for four people, perfect for campfire cooking.

**Hygiene Kit (100 cp):** Self Cleaning toothbrush, razor with shaving cream, shampoo, conditioner, and bodywash.

**Folding Tent and Bedroll (100 cp):** For the Jumper who enjoys the wilderness, Tent Can be Customized using the bag Appearance Section.

**Tent Upgrade (requires Tent and Bedroll) - Weather Resistant (50 cp):** Stays warm In snowy weather, and cool in the hot sun, waterproof, and wind resistant.

**Tent Upgrade (requires Tent and Bedroll) - Yurt (100 cp):** A larger round tent with Room for a fire, and some furnishing. Comes with up to three extra beds.

**Power Generator (200 cp):** Will automatically adjust power socket to the required standard.

**Reusable Parachute (300 cp):** Useful for when you need to jump from a crash landing.

**Emergency Raft (300 cp):** Used in water-landings or quick getaways via river.

**Life Support System (300 cp):** Comes with a mask connected to a tank with clean breathable air. Can even be modified to fit into spacesuits.