

Companion Housing Complex Supplement Redux 0.1

As you continue on your journey, you're certain to collect allies, friends, and companions. These companions should have a place to rest their head, to relax while you are doing your own thing. They should have a place to call home. I'm going to give you a small space just for that, and a budget to help you get it looking good. You'll start with a single room with enough bunk beds for each companion.

Here's a +1000 CP

Utilities

Electric – 25 CP, free if Warehouse has electric – Self explanatory

Plumbing – 25 CP, free if warehouse has plumbing – Free plumbing, includes water and waste management.

Heat/AC – 25 CP, free if Warehouse has Heat/AC – Free temperature control for each room. Very accurate.

Internet – 50 CP, free if warehouse has internet- Automatically connects to the outside world's internet if there is one.

Bedrooms

Simple Bedroom - 50CP – This gives each of your companions a small room of their own. Comes with a twin sized bed, and a small dresser.

Deluxe Bedroom – 100 CP – Gives each of your companions a medium size bedroom. Comes with a small closet, a few pieces of Ikea furniture, and a queen sized bed.

Royal Bedroom - 200CP - Gives each of your companions a large bedroom. Comes with a large walk in closet, finely crafted furniture, and a California King sized bed.

Bathrooms

Simple Bathroom – 50 CP - A simple shared bathroom. Single toilet, a Sink, and a simple shower.

Deluxe Bathroom – 100 CP – Each companion is given a personal bathroom. Toilet, Sink, A nice shower and little things like towel racks or mirrors.

Royal Bathroom – 200 CP - Each companion is given a large personal bathroom. Comes with all of the above, plus a nice Jacuzzi tub, a steam shower, and a toilet fit for a king.

Common Areas

Dining Hall – 50CP - An area for your companions to sit down and enjoy a meal together. Always has enough seats.

Simple Kitchen – 100 CP - A very simple kitchen, comes with a small fridge, stove, microwave, and a sink. Comes pre stocked with silverware, plates, and simple cooking tools.

Deluxe Kitchen – 150 CP - A kitchen that comes equipped with a large fridge, Stove, Dishwasher, Sink, and all the common kitchen tools found in your average kitchen.

Entertainment Center – 100 CP- A large room for watching movies, TV, or playing games. Comfortable couches, chairs, and top of the line equipment. Does not come with any media.

Game Room – 100 CP – A room designed for games of all kinds. Comes with several Smaller TVs, comfortable chairs, and several arcade games of your choice.

Bar – 100 CP – A very well equipped bar for your companion's enjoyment. Comes stocked with all kinds of liquor and refills itself when low.

Shooting Range – 100 CP - A high tech shooting range that allows you to practice your marksmanship in a safe environment.

Pilot Simulator – 100 CP – A high tech simulator that lets the user practice piloting and controlling a large variety of vehicles. Multiple simulators are included for practicing as a team.

Music Hall – 100 CP - This spacious room is designed with acoustics in mind. Comes with a stage for small shows, some spare instruments for beginners, and an automated recording booth. Rock on.

Library – 200CP - A place to keep all the books and other learning materials your companions will want or need. Comes pre-stocked with all the books you would normally find in a library back home. Has a nice effect of slightly boosting the learning speed of your companions while here.

Gym – 200CP – A large open training room for physical exercise. Comes with exercise equipment that could train someone up to peak human fitness and an extremely durable sparing pit. Companions will find training their physical abilities here to be slightly boosted.

Garden – 150 CP – A large garden for your companions to relax in. The plants require no work. Has a soothing effect on all those who relax within.

Pool – 200 CP – A pool is added to the complex. Comes with a hottub, diving boards, and temperature controls.

Facilities

Cleaning Closet – 25 CP - A small room that comes with an industrial washer, dryer, and replenishing cleaning supplies.

Maintenance -100 CP, free if you have robots in Warehouse- A crew of robots who will clean and maintain the housing complex. Will keep it spotless and are practically invisible unless you look for them.

Medical Bay – 150 CP, free if Warehouse has Medical – A medical bay to help quickly heal and recuperate any companion who was injured in the line of duty. Guaranteed to help get your friends back on their feet sooner.

Engineering Bay – 150 CP, Free if warehouse has Workshop – A room for your companions to use to build, repair, or tinker with any equipment. Comes with all the machines you might find in a mechanic garages or machine shop back home.

Misc

Rooms with a view – 25 CP - The rooms of the complex are given windows which look out onto scenery of the outside world.

Music – 25 CP – A large collection of music from back home are placed in the complex for your companions. Can come in whatever format you want.

Movies – 50 CP – A large collection of movies from back home are placed in the complex for your companions. Can come in whatever format you want.

Video Games – 50 CP – A large collection of video games from back home are placed in the complex for your companions. Comes with whatever you need to play them.

Time Controller – 50CP - A device made to slow down the flow of time within the complex. Ranges from freezing time for the complex to matching that of the outside world. Cannot speed up time.

Phone – 50CP – A communication system that allows you to contact the complex wherever you may be.

Theme – 50 CP – You can set the theme of the complex. Steampunk, futuristic, magical, something that matches the outside world, or anything else. Each companion can customize his, her, or its room with their own theme.

Infinite Closets -100 CP – Each companion is given a closet to hold all of their clothes and accessories they may come to own in their travels. Comes with a mirror that allows them to preview clothes. Cannot store weapons or armor, mundane clothing only.

Trophy Room – 100CP - A room made to show off your most impressive feats and collections from your travels. Shows off the items in the best way possible. Items can be put in and taken out only between jumps.

Transporter – 200 CP - Allows companions to teleport to you from the complex and to teleport back as well.

Notes:

- 1- Whenever you gain a new companion, another bed/room will be added for them.
- 2- The Gardens and windows view will resemble that of the outside world.