

Cosmic Backpack

A Warehouse Alternative supplement, by IdiotAnon. v1.0



I've finally found a solution for the cowardly jumpers that hide away in their Cosmic Warehouses! I call it, the Cosmic Backpack! This little guy has everything you need to get started on your journey. What's that? You need more space? Nonsense! I'm sure you'll get along just fine.

You get 1000 BP

Cosmic Backpack [Free] - A cosmic backpack. Comes with an interior dimension of 8x8x8 feet, or 512 ft³ (~14.5 m³) interior volume. Indestructible. If somehow lost or stolen, will always come back to you within a day. So long as an item fits within the interior, it can be stored by putting it near the mouth of the bag. Contained items are retrievable by simply willing what you want with your hand in the mouth of the bag. This bag is always light, and never uncomfortable to wear for long periods of time.

Custom Appearance [Free] - You can change your backpack's appearance to your liking. If you wish, the bag's appearance can automatically change to better fit your current universe.

Access Control [Free] - Only you or your companions can access the contents of the bag.

More Space [200] - More bag space! Doubles the volume of the bag. Can only be taken once.

Adaptive Storage [200] - Any CP purchased items from jumps will always fit inside the bag, without taking up space.

Stasis [100] - The contents of the bag exist in stasis, time has no effect on them and they won't deteriorate or rot. This can be toggled off or on on a per-item basis.

Touch and Go [100] - Storing items into the bag is as simple as touching them.

Hammerspace [200] - Bag items can be retrieved with a thought, appearing right in your hands, so long as there's room for it.

Not a Backpack [100] - Instead of a backpack, you have a different kind of bag, such as a purse, fanny pack, or roller luggage.

Attachments

All visible attachments can be hidden away with a thought when not in use.

Food Supply [100] - A replenishing supply of bagged meals, enough to sustain up to 10 people a day. Simple, but nutritious and satisfying.

Gourmet Food [200] - Upgrades **Food Supply**. Instead of simple brown bag lunches, you get hot, gourmet fare. Each day's meals are unique and delicious, and even grow to incorporate the ingredients of future jumps.

Electricity [100] - An adaptable electrical outlet on the side of your bag, compatible with any electric appliance.

Plumbing [100] - A water faucet on the side of your bag, with infinite clean water at the rate of a normal sink faucet.

Air Filtration [100] - The surface of your bag now passively filters the surrounding air to be clean and breathable for you. This ensures clean air within a five meter radius of your bag. Does not work underwater.

Air Supply [100] - Upgrades **Air Filtration**. Your bag now has an infinite supply of clean air, enough to keep 10 people breathing on the supply alone. You can choose to have the air simply off-gas off your bag, or to use the retractable oxygen masks to breath through.

Heating/Cooling [100] - The surface of your bag now acts as a heater or cooler, enough to keep your body perfectly thermally regulated.

Computer Interface [100] - Sometimes you may want to use your computer or phone without taking it out of your bag. With this, you get retractable electronic peripherals that let you interact with any devices inside of your backpack without taking them out. Includes an interface to query and sort the contents of your backpack.

Integrative Technology [100] - Upgrades **Computer Interface**. All electronic computers or devices in your backpack may be integrated seamlessly into the backpack's system, uniting all the capabilities of the individual devices.

Local Net [100] - A secure link to the local universe's internet, if it exists. May take the form of a plug, or a wireless access point.

Magic Tent [100] - This compact bedroll when unrolled creates a magical tent, with enough sleeping space for up to 10 people. The tent is always clean, and protects against the elements perfectly. When done using it, it easily rolls back into a bedroll in a couple seconds.

Magic Cottage [200] - Upgrades **Magic Tent**. Instead of the bedroll unrolling into a tent, it now unrolls into a small, cozy, furnished cottage. While the cottage looks small from the outside, the magically expanded interior of it has enough beds and furniture for 10 people to live comfortably. Includes a bathroom if **Plumbing** has been bought.

Crafting Tools [100] - This side pouch to the bag contains every tool you'd need to craft or repair equipment. This includes a portable collapsible workbench that has just enough space to do your work. Every jump, the tools included expand to include the common tools of the universe you're in.

First Aid Kit [100] - A side pouch to the bag which contains a fully equipped first aid kit. This kit always has the tools to stabilize even the most critical patients.

Healing Potions [100] - Upgrades **First Aid Kit**. The first aid kit now includes ten small healing potion vials. Whether through magic or nanotechnology, somehow these potions can fully heal anyone who imbibes it, over the course of an hour. Used potions replenish one month after use.

Weapon Holster [100] - The perfect place to keep your weapon of choice, attached to your bag. Your weapon will stay secure and safe, and when you reach for it it'll seem to leap into your hands instantly, faster than you'd be able to draw it from the backpack itself.

Options

Optional modifiers that change how your bag works.

Everything's an Item [Free] - All purchased attachments, exist in the form of an item. Items can be conveniently attached to your backpack in easy reach, or stored inside of the backpack if you prefer without taking up space.

Examples of changes:

Plumbing becomes a canteen with endless water.

Electricity becomes a portable battery that doesn't run out of power.

Air Filtration becomes a perfect filtration mask.

Heating/Cooling becomes a set of magical heating/cooling pads.

Computer Interface becomes a phone app.

Local Net becomes a wifi hotspot device.

If You Can't Hold It... [Free] If you so wish it, *all* warehouse additions, past and future, will become items. A giant clock tower that can freeze time might instead be just a pocket watch with the same capability. A vast library might become a single magical book. Large purchased regions might be represented by singular items of summoning. For example, a village you purchased might take the form of a sign post you'd have to stake into the ground to summon.

Notes

Warehouse Additions - Warehouse additions appear in-universe rather than attached to your bag, unless **If You Can't Hold It** is purchased, or the addition makes sense as a bag storage extension.

Bag Restrictions - Sentient, living beings cannot be stored in the bag.

No Trash Left Behind - Trash generated from **Food Supply** leftovers, or **Crafting Tools** byproducts, simply deteriorate away when left behind.