Outline- JumpChain Space Dock Add-on

Intro

Hey, are you mad that you can't store your favorite hard earned (or stolen.) Starship in the cosmic warehouse? Well let me introduce you to the Orbital Docking Station or O.D.S for short. This station will follow you on your adventures across the multiverse, and serve as a place to store your own personal capital ship. The O.D.S is accessed via a command tablet. This tablet will allow you to open portals to your O.D.S, and monitor the station's status at all times. You're the only one who can use the tablet, and if lost, it will reappear nearby a short time later.

Specs

- Dry-dock size: 10,000 meters^2. (100**x**100)
- Dry-dock capacity: 1 starship.
- Rooms: 1 (Airlock/Docking port)
- Docking ports: 1
- Containment system: Magnetic anchor hooks
- Defenses: None
- Mobility: None

Rules

- The O.D.S will automatically move to a secluded location nearby whenever you arrive in a new universe. You will have to manually pilot your starship back to the station whenever you either take it out of dock or add a new ship to the station.

- You may only use your starship in worlds that have other starships capable of interplanetary FTL travel. If the O.D.S detects that you're the only one with an FTL capable vehicle, it will lock your ship in dry-dock along with any other vehicles stored on your vessel.

- Living sentient beings can be stored on the O.D.S and your ship, however, they cannot be taken with you if you move on the a different universe.

- Portals opened to the O.D.S can be closed. The portals to the O.D.S can be up to 50 ft^2. Only one portal to the O.D.S can be open at a time.

- Other people can be brought to the O.D.S with you, but they do not have to leave with you.

- You can open doors to the Cosmic Warehouse through the O.D.S.

You have **200cp** to spend.

Upgrades

- **Extra Dry-dock-(50cp):** Adds an additional dry-dock to your station.
- **Extra Docking ports-(10cp):** Adds several additional docking ports to every dry-dock on your station.
- **Size Increase 1-(20cp):** Increases the size of one of your dry-docks to 90,000 meters^2. (300**x**300)
- **Size Increase 2-(50cp):** Increases the size of one of your dry-docks to 360,000 meters^2. (600**x**600)
- **Maintenance Drones-(15cp):** 200 large floating robots that automatically clean and repair any vehicle stored in your dry-dock. Can be assigned to serve more than one vehicle.
- **Fueling Station-(20cp):** A machine that can replicate any type of fossil, nuclear, or energy based fuel source used by your vehicles. Each fueling station can only service one dry-dock.
- **Crew-(25cp):** 200 humanoid robots that can automatically adapt to any crew position assigned to them. They're good for piloting, navigation, weapons control, basic combat, cooking, pretty much any task required for proper operation of a large vessel.
- **Built in Engines-(20cp):** FTL engines that allow you to move the O.D.S to different locations. Can only be purchased once
- **Shields-(20cp):** Magic based defense shields that deflect all forms of attack. Can only be purchased once
- **Defense Turrets-(10cp):** Your choice of either plasma, laser, or kinetic guns. Automated and have Infinite ammunition. Each purchase adds 20 turrets.
- **Clocking device-(15cp):** A ~~Romulen~~ standard invisibility device that renders the O.D.S completely undetectable. Can only be purchased once
- **Observation Deck-(5cp):** A large room with a huge glass window that gives you a 180° view of outside. Can only be purchased once
- **External Airlock-(5cp):** An exit that allows you to explore the exterior of the O.D.S. Includes 1 free spacesuit. Can only be purchased once
- **Hanger bay doors-(10cp):** A pair of Large doors built onto the surface of the O.D.S. Designed to allow a better entrance for small starfighters and dropships. Can only be purchased once