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Welcome to the stars! You are about to enter the world of Starbound, a vast galaxy filled with strange wonders to explore, interesting people to meet, and new things to find every single day. However, it is also a world of great danger; where mercenaries, cultists, monsters, and more wait to kill those that stumble across them. Mighty conspiracies plot in the background, and a shadow of ruin is falling across the galaxy.

You will begin shortly after the destruction of Earth, awakening in a broken spaceship, orbiting above a lush green world, upon which you will find a mysterious radio message coming from an ancient gateway. You will have 10 years in this universe, and it is up to you whether you are a surviving member of the Terrene Protectorate or not. However, even if you chose a different origin, the danger of the Ruin hangs over everything, so you may end up drawn into the fight regardless.

You will have **1000 CP** to begin you on your journey.

SECTION 1: RACES

You may choose from one of seven playable races, or possibly an NPC race, each of which comes with its own cultural baggage and history. You can freely set your sex and appearance, and you arrive in the prime of life for whatever species you choose.



Human

You are a human, from the planet Earth. However, your planet is no more. You will awaken in your spaceship, floating above a lush green planet. You could be an ordinary human settler who was already living out in space. Or, perhaps, you might decide to be a member of the Terrene Protectorate, who has just fled from the destruction of Earth. Or you could be a member of the USCM, which was disbanded long ago, but whose members still roam among the stars.



Apex

You are a member of the Apex, a species artificially evolved by the compound known as VEP. You somewhat resemble an evolved form of the apes of Earth, but you don't actually share a relation with them, and you are far more technologically advanced. You can decide whether you are a loyal follower of the Miniknog, the *totalitarian-benevolent* government that controls almost all of Apex-kind, or you might be a rebel, fighting against the regime of Big Ape, and possibly even having joined the group known as the Terrene Protectorate.



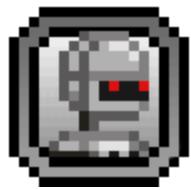
Avian

You are a member of the Avian, bird-like humanoids that claim to have been fallen followers of the God Kluex, banished from the spiritual skies for disobedience. Your society is heavily religious, though there are some, known as the Grounded, who have chosen to give up worship of Kluex. You may decide which group you are a part of, just keep in mind that those Avian who joined the Terrene Protectorate were almost all Grounded.



Floran

You are a member of the violent Floran. Most of Floran civilization is still rather savage, participating in hunting and bloodsports and venturing out into the stars using spaceships scavenged from the other races. They view other meat-based life as not being truly alive in the same way that Florans are, and thus perfectly valid targets for hunting and killing. A few Floran, however, have learned the benefits of co-existence, or at least of not killing everything that annoys them. You may choose which group you belong to, and if you are part of the later, you may even have joined the group known as the Terrene Protectorate.



Glitch

You are a member of the Glitch, mechanical beings constructed in the image of biological life by some unknown races in the distant past. Glitch have maintained the same medieval style of society for thousands of years, with each Glitch happily fulfilling their given role. However, some few Glitch have begun to long for more, and have chosen to go out to explore the stars, joining organizations such as the Terrene Protectorate. You may choose what you position is life is, for despite your mechanical nature, you are alive. Glitches respirate and use the process of digestion to gain energy, although the exact purposes of these processes differs from that of biological lifeforms.



Hylotl

You are a member of the aquatic Hylotl, a distinguished and civilized race that seeks to spread their brand of peaceful enlightenment to the other much more brutal (in their minds) and savage races. They have been called at times arrogant or haughty, but they are simply self-assured in the superiority of their own culture, which bears a remarkable resemblance to that of the area of Earth known as Asia. You might simply be an average member of the species, or you could choose to be associated with some other organization, such as the Terrene Protectorate, or maybe even the Hylotl-owned Lethia Corporation.



Novakid

You are a member of the mysterious race known as the Novakids. Vague and flighty, the Novakids wander around the universe, pursuing whatever in particular peaks their interest. They lack any particular culture, or indeed any enduring racial history, as they never really bother to write anything down. So, you'll begin with almost no background at all, though you could have some memories of working with a group called the Terrene Protectorate or some such.



Other Race (+400 CP)

There are several other races to be found in the Starbound Universe, and even more if you decide to implement a certain toggle later on. If you wish, you can choose to become a member of one of these other races. Much of these races' culture and history is unknown, and often mysterious. Taking this option will grant you an extra amount of CP, but, you will not have any race-specific perk or item discounts. Dare you to tread into the unknown?

SECTION 2: PERKS

Racial perks are discounted by 50%, with 100CP perks being free for the given race. Generic perks are undiscounted.

Generic Perks

Environmental Protection (Free)

It is a dangerous universe out there, and you'll need protection. You know how to make Environmental Protection Packs (EPPs), specialized devices designed to protect the wearer from hazards such as lack of oxygen or heightened levels of radiation. You can fine-tune them to block out most forms of danger that you come across. Just be aware, the more dangers you are blocking, the more energy and exotic materials your EPP will require.

Basic Techs² (Free)

Tech are special implants that give the user various abilities designed to increase their range of movement, which can be used at-will, though some of them do use energy. This perk unlocks the basic tech groups: Morph Ball, Dash, or Pulse Jump, along with the three variants of each of those techs. This also comes with a free tech station in your Warehouse / Spaceship, where you can switch between your chosen techs. You can decide whether the Techs that come with this are actual implants, or just innate abilities. Given time, you may be able to figure out how to implant techs in others as well, using your own as a basis.

Craftsman (50 CP for 1, 100 CP for 3)

Building things is a major part of the Starbound experience, and with this perk, you gain a leg-up on crafting and building. Any purchase of this Perk grants you a basic knowledge of how to craft things, to the point where you can take a mental concept for some simple item or piece of furniture and flesh it out into a full crafting blueprint given a few hours to sit and think about it. You can also select from the below list of specialties, picking one if you paid 50 CP, and three if you paid 100 CP. You can take this multiple times to get even more specialties.

- Workbench Specialty: You know how to make various items of furniture, ranging from beds to doors to lamps to storage chests and more, and you know how to alter their appearance to match a theme without having to compromise on the basis of materials. So, you could have a door made of solid steel which looks like it is made of rice paper, without sacrificing any durability.

- Anvil Specialty: You know how to shape metal, extracting it from ores and turning it into items, mostly melee weapons of various sorts. You have an instinctive understanding of how to make different alloys, and you can even break down existing metals and reshape them, without the metals weakening.

- Architectural Specialty: You have a complete knowledge on how to build large structures and buildings in ways that are both structurally sound and aesthetically pleasing. This includes knowledge of how to build elevators and other moving platforms, as well as integrating wiring for locking and unlocking doors, triggering lights, and other such tasks.

- Farming Specialty: You have an instinctive knowledge of how to make plants grow, even those with more exotic requirements. Plants under your care will flourish, even those that might normally require extremely delicate care, and best of all, the growth of any plants in your care is extremely accelerated. Plants that might take months to produce a harvest will grow to fruition in mere weeks, or possibly even days.

- Kitchen Specialty: You are a whiz in the kitchen, capable of making dishes with a variety of health benefits, that also happen to be both filling and delicious. The foods that you make will actually produce tangible bonuses in those that eat them, starting with enhanced healing, and branching out into increased strength, agility, energy, resistance to heat or flame, to such exotic effects as glowing in the dark or damaging those that touch you.

- Medicine Specialty: You can make a variety of medical treatments, suitable for handling a wide range of bumps, bruises, burns, and more. Your treatments will have boosted effectiveness, with everything from your bandages on up promoting healing beyond the norm. You also know how to make certain chemical stimulants, which can safely (and non-addictively) provide a boost to those who use them.

- Tech Specialty: Beyond the twelve basic Techs, there are many more possibilities for implanted tech-based abilities. With this perk, you gain the ability to craft techs for yourself, such as tech for creating a temporary sphere of null gravity around you, giving you a burst of super-speed, allowing you to shoot energy from the soles of your feet to fly, or even giving you a short-range, line-of-sight teleport. You will have to work out how to craft these abilities for implanting, and you'll have greater success with designing tech-based versions of movement abilities that you already possess. However, the more powerful the ability, the more energy it will take as a Tech. Only three Techs can be implanted in any one person at a given time.

Mech Master (200 CP)

Anyone can learn how to pilot a mech fairly easily, but you have an incredible talent for it. When under your control, your mech can move with extreme grace and precision, to the point where you are effectively wielding it as an extension of your own body.

Penguin's Friend (200 CP)

Wherever you go, you can always find a run-down bar called the Beakeasy. Inside, you'll find penguin mercenaries for hire, who like you enough to work for a discount. Just make sure to have some dubloons or diamonds on hand. These mercenaries are not Companions, and you won't find the same mercenaries in different universes.

Blessing Of Aegisalt (300 CP)

The unique energy of Aegisalt has infused you, causing the energy reserves for yourself and your items to increase threefold. Any weapons you have that use actual ammunition will have each piece of ammo count for three shots before actually being expended. Your senses have also been magnified, and ranged weaponry you use gains a potent boost in both power and accuracy.

Blessing Of Ferozium (300 CP)

The unique energy of Ferozium has infused you, multiplying the damage of any weapon you wield threefold. You have an additional boost when wielding magic or magical items, such as staves and wands, making their effects hit harder and last longer while using less energy.

Blessing Of Violium (300 CP)

The unique energy of Violium has infused you, giving you improved health and regeneration, making you three times harder to damage and causing you to heal three times faster. You also gain enhanced strength and reflexes, especially in regards to melee combat, and you can somewhat ignore the weight of melee weapons you use, allowing you to swing and maneuver them faster.

Heir To The Cultivator (800 CP)

You have inherited the mantle of the Cultivator, who, in aeons past, traveled the cosmos and seeded it with life. You now have the ability to freely shape your local environment, out to the range of a few miles, raising or lowering the terrain and altering the climate, and can even produce objects such as trees or animals ex nihilo, though initially you can only create a few at a time before needing to rest. Your power will grow over time, and after a few centuries of practice, you may reach the point of being able to create and shape entire planets and new races of life.

Cultist Of Ruin (800 CP)

You have chosen to worship the power of the Ruin, and have been blessed with its destructive might. You can summon copies of the tendrils of this beast in the nearby area, twisting and distorting the world for a few miles around you, as well as unleashing destructive blasts of energy drawn from the Ruin's power. In time, you may rise to reach the level of the Ruin itself, capable of destroying entire planets and civilizations in moments through applications of your destructive power, though it will take centuries to reach that point.

Human Perks

Survivor's Strength (100 CP)

You have lost your entire planet, and yet you manage to continue on. Grief and heartache may hurt you, but they will not break you. Mental traumas that you experience will heal much faster, mental scars fading in days and weeks, rather than lifetimes. You have a core of inner strength that allows you to rise above such problems.

Capsules (100 CP)

Over the years, countless worlds have been seeded with small white capsules, filled with supplies to help any weary traveler that might stumble across them. Now, no matter where you go, you'll find these small white canisters laying around, full of money or simple items that will help you on your journey, all you need to do is crack them open. As a bonus, no-one else seems to notice them, nor will they comment on you breaking these open.

Protectorate's Reputation (200 CP)

The Terrene Protectorate was highly regarded throughout known space, and you gain the benefits of that reputation, even if you weren't actually associated with the Terrene Protectorate. In other universes, you'll be able to be associated with other similarly well-regarded organizations, even if you don't actually belong to them. If you so choose, you can choose "fear" instead of "respect", and be associated with the USCM or another similarly feared organization.

Gotta Catch'em All (200 CP)

Capture pods are a marvelous technology that allows you to catch and tame wild monsters. Why does this sound familiar? Regardless, you can tweak your various capture pods to allow you to capture stronger and stronger monsters, and may be able to tweak them in other ways, such as giving them the ability to capture sentient beings.

Bounty Tracker (400 CP)

Space is vast, with millions and millions of stars and planets that people could escape to. And yet, members of the Terrene Peacekeepers would manage to track bounties across the galaxy when needed. You now have the ability to pick up a metaphorical 'scent' when you are pursuing something or someone. The more you study it, the stronger this trail will become, guiding you to a specific star, planet, biome, and exact location as you focus on a specific target.

Building... IN SPACE! (400 CP)

Without a homeland, humanity has to get by with settlements and space stations, and you know how to build the latter. From the orbital mechanics needed to keep it in orbit, to the process of hiring people to help run it, you know everything you need to know to build and keep your space station running efficiently. You are also effectively immune to any rigors or disorientation that can come from living in zero-G or low-G environments.

Power Of The Pixel (600 CP)

The pixel is both a form of currency, and a building block for making almost anything. This marvelous technology is the secret behind most manufacturing in the galaxy, and now, you possess this power as an innate ability. You can take any item that you own and break it down into pixels, based on its substance, power, and value. You can also take pixels and shape them into any item that you know the structure of, at a pixel cost equal to said items substance, power, and value. This power can extend to other forms of currency as well, though it does require actual physical currency to work. Please note, this power operates off of an objective value of the object, not any fiat value. You will get the same small amount of pixels for an ordinary pebble, even if you manage to get someone to sell or buy it for thousands of dollars.

Apex Perks

Conform To The Norm (100 CP)

You are very good at presenting a mask to the world, showing them what they want to see. This allows you to hide any thoughts you might have, especially if they're seditious or rebellious. You also have an innate sense for what the cultural norms are in a given situation, even if you aren't clear on the exact details.

Surveil This! (100 CP)

You gain a feeling whenever you are being watched, letting you know when to be on guard and when you can let your hair down. This functions for both in-person and electronic methods, as well as more exotic methods of spying. In time, you may be able to train this instinct to be able to determine if the watcher is benign or hostile to you.

Mandatory Service (200 CP)

All members of Apex society are required to submit to military training, and now you get to reap the benefits. You have the training and instincts of a trained soldier, you know how to fight, basic squad tactics, and how to keep your cool when under fire. You are familiar with both melee and ranged weaponry, and can familiarize yourself with new weapons fairly easily.

Lab Standards (200 CP)

You are comfortable around technology. You can deduce what complex machines do, at least as far as scientific principles go, and once you understand them, you can standardize them. Technology that you study can be converted into generic versions which may be weaker or less versatile but are easier to maintain and produce. You also can follow the most complicated techno-jargon as if it was plain English.

Genetic Improvements (400 CP)

Why settle for what Mother Nature gave you? You have the knowledge to tweak and refine genetic code, including your own, bringing out hidden qualities and introducing new ones from other samples. You know how to build the technology needed for these sorts of feats, and have a basic grounding in the appropriate scientific areas.

Hi-Tech Marvels (400 CP)

Technology is your plaything. Holographic interfaces, massive computer cores, even impressive shield generators that can render nearby matter almost indestructible. You can build some really impressive shit. You also get an upgraded version of the reverse-engineering that comes with Lab Standards, allowing you to build versions of technology you've studied that are much closer in performance to the real thing.

Face Of Big Ape (600 CP)

The Miniknog have chosen you as the face of Big Ape. Luckily, you won't just be a floating head, but you do gain the innate ability to create and shape holographic weapons, flash-forge missiles, fire lasers from various orifices, and more. You are basically a living armory. In addition, you have a dominating charisma that will make weak-willed individuals more likely to follow you, and even those with stronger wills can be caught up in your words. This perk will be very helpful in taking down the Miniknog if you've decided to side with the rebels.

Avian Perks

Uplifting Faith (100 CP)

You believe in something. The source of your faith is up to you, whether it is Kluex, some other deity, your friends, or even yourself. You can hold onto that faith, even when doubts might arise, and actually draw strength from it, becoming just that little bit stronger or tougher by focusing on what you believe in.

Skyborne (100 CP)

You feel at home in the skies. You have no fear of heights, and have a knack for landing safely, even after long falls. This isn't miraculous, however, too long of a drop, and you'll still splat, but if there is even a chance for someone like you to land safely, you'll manage it.

Hotshot Pilot (200 CP)

You may not have wings, but you can still fly. Maneuvering craft through the atmosphere or space is easy, thanks to your instinctive grasp of 3-D movement. You have an innate sense for the tolerances of any craft you are in, and just how far you can push them, and you can maintain awareness of your surroundings, never neglecting the Z-axis to focus too much on X and Y.

Wandmaker (200 CP)

There is more to life than just technology. You have mastered the mysterious process of binding elemental phenomena to seemingly harmless wands and staves, allowing those that use them to summon up fire or ice or acid or other stranger effects. With practice, the power of the effects your wands and staves can create will grow, and you could even manage to bind multiple effects to a single weapon.

Sacrificial Offerings (400 CP)

There is power in sacrifice, power which you can unleash. By sacrificing things, ranging from objects to living beings, you can grant blessings to yourself and those around you. You could make yourself faster or more agile, make an engine run more powerfully or efficiently, or make a harvest of crops grow faster. Just choose an effect, and you will be able to work out a way to channel the power of sacrifice into it. Sacrificing material goods and dumb beasts can give minor blessings, but the real power comes from sentient beings, if you aren't afraid to get your hands dirty.

Lesson From Antiquity (400 CP)

There are ancient wonders throughout the cosmos, and you can tap into their ancient knowledge. The older a piece of technology or artifact, the better you can understand it, how it works, and potentially how to replicate it. As a side effect, you can very accurately date ancient artifacts, to an accuracy of years, if not months.

Chosen Of Kluex¹ (600 CP)

Your soul has awakened and you have regained your ethereal wings. You now possess the powers that Avians were said to have possessed prior to falling. Among other things, you gain the capacity for flight, the ability to step between the material world and the spiritual one, and a large pool of spiritual energy. In the beginning, you can fly as fast as a quick bird, step between the material world and the afterlife, use your planar travels to teleport across planetary distances, and use your spiritual energy to provide blessings on those around you. As you grow, you will be able to fly faster, cross interplanetary or even interstellar distances while teleporting, travel to other dimensional planes, and learn to use the spiritual energy you possess in other ways, such as for soul-based attacks. True dimensional travel will be blocked until you gain your Spark.

Floran Perks

Killer Inssstinct (100 CP)

Does someone need to die? Well, you can kill them without pesky things like guilt or morality getting in the way. You'll still retain your moral compass, but when it comes to killing, you can set aside your hang-ups and do what needs to be done, and you can maintain that detachment afterwards as needed.

Rad Junglesss (100 CP)

Not only can you endure oppressive humid heat without breaking a sweat, but you can even process heightened levels of radiation without ill effects. Too much at once can still break through, but you could walk through an irradiated wasteland without too much fear. You also have some basic survival skills for surviving in teeming jungles or rugged wilderness.

Hunting Trailsss (200 CP)

If you have prey, you can track it down. You'll have to have seen them at least once, but once you've set your sights on it, you'll keep finding clues that put you back on its trail, no matter what they do to try and hide. When the clues run low, you'll be able to use gut instinct to trace your way to whatever you are hunting. However, if you abandon the hunt entirely, you'll need to spot your prey again before you can pick up the trail once more.

Disssection (200 CP)

You have a way with meat, and other bodily pieces. You can dismantle your kills with expert precision, harvesting all of their pieces so that nothing is damaged or lost, and even gain insight into how to weaponize the various bits and bobs you pull out. Dragon's Breath Flamethrower, anyone? In addition, you have quite a bit of skill at cooking what you kill in very flavourful (and nutritious) ways.

Ssspill The Blood (400 CP)

You are a lean, mean, green killing machine. When you're in a fight, you know just what to do to bring down your target. Works better if they are made of meat, but the principles still apply when tearing apart circuits or stripping away bark. You can spot their weaknesses and know just what to do to exploit them.

Plantsss Promisssesss (400 CP)

Plants have a potent potential in making potions and other elixirs. Now, you know exactly how to process your green brothers to bring out the best, from enhancing regeneration, to giving great strength, or even making someone glow in the dark. Even funguses or strange matter that fills a plant's niche in an ecosystem can fall under this ability.

Greenfinger (600 CP)

You have a great power, the ability to commune with and control any and all forms of plant life. Beyond even that, however, is your ability to grow plants under your control which can mimic the effects of technology. You need some understanding of the underlying principles, but once you have that, organic teleporters, plasma weapons, spaceships, and more are all possibilities. These technologies can retain benefits of their plant-like origin, including photosynthesis, regeneration, and other plant-based attributes.

Glitch Perks

Self-Awareness (100 CP)

You have a greatly heightened awareness of your own emotional state, as well as insight into its causes. Very useful in meditating on mental or emotional issues and working through problematic feelings. Does come with a tendency to preface your sentences with a description of your emotions.

Facsimile Of Life (100 CP)

You are metal, and yet alive. You can use medicine and other healing items to regain vitality, even when it shouldn't make sense to be able to do so, but you can also use repair tools or other such mechanical solutions, even if you are a bit fleshy. You gain the best of both worlds in regards to repair and upkeep.

Societal Positioning (200 CP)

You know your role in society, and you can bring your best when accomplishing it. When given a job, you can do it endlessly, without growing bored, and you'll always be able to bring your A-Game while doing it. People are also more willing to accept you into their society, provided that you do your best to fit in.

Down To The Wire (200 CP)

You live and breath circuitry, and have an instinctive understanding of how to link up electronic doo-dads, switches, breakers, and more to create a massive interconnected network. Given access, you can also break into existing networks, and work to re-configure them, though those monitoring such networks will probably catch on to what you are doing if you aren't careful.

Bone Rider (400 CP)

That which is dead, might live again. You can mix the bones of a deceased organism with technological parts to create skeletal-mechanical beings. They are pretty mindless and will follow your commands, though giving them sentience may be possible after a lot of practice. Eventually, you might be able to make your own Bone Dragon.

Ultimate Repairman (400 CP)

No matter how broken or trashed a machine is, you can find a way to put it together. You may need to replace a few parts (or a hundred), but you can eventually put it back together good as new, or maybe even a bit better.

Machine King (600 CP)

You are more than a peasant or knight, you are a King, and all machines respect your authority. Whether locks disengage when you want to pass, or spaceships starting up even if you don't have the "keys", machines will do your bidding. Only sentient machines have a chance to resist, but even then, they will still feel awe at your royal splendor.

Hylotl Perks

Serenity Of The Waters (100 CP)

The ocean flows where it will, heedless of obstacles or obstruction. You are calm and at peace, even when surrounded by utter savages or threatened with danger. Your mental equilibrium is like a calm pond.

Blessings Of The Deep (100 CP)

You can move through water as easily as a bird moves through the sky, breath water (and other oxygenated liquids) as easily as you do air, and you have some resistance to poison or other contaminants that you might find yourself submerged in. Liquid-dwelling creatures will also be more inclined to be friendly to you, unless you choose to disturb them.

Way Of The Enlightened (200 CP)

You are a beacon of civilization within a brutal universe, and you can spread your civilized nature wherever you go. People will generally stop to listen to what you have to say, and you have a great deal of success in getting those who do listen to follow their "better nature", for a given definition of better (specifically, your definition). If you mean no harm to those around you, you'll also find them to be slower to violence against you, though this effect isn't absolute.

Secrets Of The Echirus (200 CP)

You have access to secret documents of the Lethia Corporation, describing the mysterious Echirus crystals and the power they contain. You can manipulate this power, grow Echirus crystals of your own, and perhaps even tame the deadly power of the angry beings that seem to haunt these powerful crystals. Just be wary, as this power can be deadly if misused, and those beings can be implacable to those who cross them.

Seeker Of Knowledge (400 CP)

You have a burning desire to learn. When studying a given subject, you will find that you comprehend the materials extremely quickly, and can retain the information that you have gained perfectly. This is aided by an eidetic memory, which is especially sharp in regards to things that you have read, and the ability to draw out details from even cursory examination of your surroundings.

Leader Of Settlements (400 CP)

As enlightened as you are, you are naturally the best person to lead and establish new settlements, which will naturally grow into thriving metropolises over time. You have a knack for urban planning, putting together settlements that will stand the tests of time, and organize those that live within them to be prosperous. When you seek them out, you'll always be able to find those who wish to join your settlement, and they will come with a variety of useful skills and talents. Even after you leave, your settlements will continue to prosper.

Lethia Corporation (600 CP)

The Lethia Corporation is a Hylotl owned conglomerate, with fingers in almost every pie in the galaxy. And now you are on the board of directors. Sure, there are a few graveyards worth of skeletons in the closets, but the position comes with power, prestige, and wealth almost beyond imagining. And who knows, maybe you could steer them in a better direction... or not. In future universes, you'll find yourself on the board of directors of a similarly powerful company, or in a similar position of economic power.

Novakid Perks

Carefree Wander (100 CP)

Who cares about the past? You're looking forward to the future! Worries, nervousness, stress, it is all completely foreign to you, as you are perfectly happy wherever you happen to be.

Who Needs Air? (100 CP)

You certainly don't. Oxygen does nothing for you, so a lack of atmosphere is no burden to you. Similarly, things like poisonous gases aren't going to affect you in the slightest. You can still choose to take in beneficial gases, if you so desire.

Sharp Shots (200 CP)

You want to shoot down an insect buzzing around a tree on the next hill? Go for it. You may or may not have eyes, but that doesn't mean you can't hit whatever you are aiming at. So long as your weapon can physically hit whatever you are aiming at, you always have at least better-than-even odds of hitting it, even on the very edge of your range. At more reasonable distances, it will be basically a guarantee that you will hit exactly where you are aiming.

Gunsmith (200 CP)

The point of a gun is simple, take an object, and accelerate it very quickly into another object. You've mastered these principles, and can make a truly astounding variety of weaponry, from assault rifles, to shotguns, to flamethrowers and other more exotic guns. You can also add special features and secondary firing modes, mixing and matching to your heart's content.

Call To Adventure (400 CP)

You don't just want to sit around all day, you want to go out and do something! You have a seventh sense for adventure and exciting situations. As long as you follow the pull, you're sure to find yourself with something exciting to do, which fits within your tastes.

Energizer Burny (400 CP)

You are so energetic, it simply bleeds off of you. Batteries and other energy storage devices refill when they are around you, and items that recharge on their own do so faster. Processes that require energy require just a little bit less, because your presence provides some of their requirements. Even people will feel a little more energetic just from being around you.

Starkin (600 CP)

You were born of the stars, and some small piece of them lives in you. This stellar core allows you a variety of powers, most notably the ability to defy gravity and fly, even through the depths of space, and the ability to unleash some energy blasts, though those can be rather draining. You may discover other possibilities from having a fraction of the power of a star living beneath your skin. If you happen to have any abilities that are powered by proximity to a star or the light of a sun, this inner fragment will help keep them powered for you.

SECTION 3: ITEMS

Players get one 50 CP and one 100 CP General Item for free, and one 200 CP General Item for 50% off. The 100 CP or 200 CP General Item discount can be spent on your Mech if you wish. Your race's 100 CP item is also free, and all other racial items are 50% off to their respective race.

General Items

Basic EPP (50 CP)

A small, self-contained backpack, the Environmental Protection Pack (EPP) provides a climate-controlled atmosphere within a thin, body-hugging forcefield. Provides oxygen in areas where you can't breath, and some resistance against cold, heat, and radiation.

Medicine Kit (50 CP)

A box containing 10 Bandages and 10 Salves. Each are useful for healing, with Bandages being good for treating immediate life-threatening trauma, and Salves being good for encouraging healing over time. After being used, the Bandages and Salves will replenish within a week.

Box Of Rations (50 CP)

A box containing 14 cans of rations, and a small flavoring kit. The flavoring kit can be used to flavor the rations, making them taste like steak or ice cream or whatever you want. Each can of rations provides enough food and nutrients for one person per day, and can be eaten by almost any living being. Once eaten, a new can will appear within a week.

Furniture Set (50 CP)

A set of furniture which all shares a common theme, selected by you. This can range from 'industrial' to 'bone' to 'meditative' to 'astronaut' and more. The set consists of a bed, table, a few chairs or a couch, some wall panels, some lamps, a storage chest, and a couple of doors.

Weapon (50 CP / 100 CP / 200 CP)

You can select any canonical weapon for this, including procedurally generated weapons. For 50 CP, this can be any weapon of Tier 2 or below. For 100 CP, this can be any weapon of Tier 4 or below. For 200 CP, this can be any weapon of Tier 6 or below. Can be purchased multiple times.

See <https://starbounder.org/Weapons> and <https://starbounder.org/Tier> for full listing.

Armor (50 CP / 100 CP / 200 CP)

You can select any canonical armor set for this. For 50 CP, this can be any armor set of Tier 2 or below. For 100 CP, this can be any armor set of Tier 4 or below. For 200 CP, this can be any armor set of Tier 6 or below. Can be purchased multiple times.

See <https://starbounder.org/Armor> and <https://starbounder.org/Tier> for full listing.

Rental Panel (100 CP)

A wall-mounted panel that you can set up in any building that you own to arrange for tenants to come and inhabit it. One panel can manage up to a dozen rooms at once, allowing you to set criteria or desired traits, and within a few days, a matching individual will be found and teleported in from somewhere in the universe. They will pay rent to you regularly while you are here, but do not count as Companions.

Teleporter Core Dispenser (100 CP)

A large device that will periodically dispense teleporter cores for you to use. It will dispense one core every two weeks, and each core can be set up into a full teleporter with just a few minutes of work from you, and then linked into your teleporter network, or any other existing network.

One-Stop Crafting Station (100 CP)

A single large workbench that can reconfigure its surface and toolset to handle all of your crafting needs. As long as you provide the ingredients and blueprints, you can use this crafting station to construct anything you want. Note that while you could use this to help you build all the pieces of a starship or skyscraper, you'd still have to put all those pieces together yourself.

Cosmetic-o-Tron (100 CP)

The Cosmetic-o-Tron is a closet-sized device that allows you to combine two sets of clothes into each other, setting one as the 'appearance' while the other will be the 'effect'. So now you can take your set of ultimate power armor, give it the appearance of a t-shirt, shorts, and baseball cap, and still be just as protected. Your weight will match your appearance, unless you choose otherwise, but the functionality of the outfit depends solely on the outfit chosen as the 'effect'. So if you disguise a bikini top as a sweater, it isn't going to keep you warm. Only clothes worn on the same location can be merged, so you can't make your helmet look like a pair of sandals, but you can make it look like a sweatband or pair of glasses. Fused items can be unfused with this device as well.

Challenge Door (200 CP)

A large stone door, lit with a purple glow and marked with ancient runes. Passing through this door will lead you to a challenge gauntlet with a prize at the end. The more challenging the obstacles and enemies faced here, the better the prize that will result. You can set the difficulty on the door before entering, and the door will reset with a new challenge each week. Only one person can use the door at a time, and once a given person has beaten a specific set up, they will have to wait for it to reset before they can challenge it again.

Terraformer (200 CP)

A large monolith that can be used to reshape the biomes of an entire planet. It will start off fully charged for use, and will regain a full charge one year after use. You can choose to restrict it to only affecting a portion of a planet, causing it to only use up a portion of a full charge, and can freely manipulate how various biomes and mini-biomes are placed within the area of effect.

Outpost Portal (200 CP)

This large stone gateway will add itself to your Warehouse, or can be placed within a new world at the start of each Jump. It leads back to the Outpost, with all of its shops and amenities.

Anyone can travel through the gate to come here, but unless they are companions, they will return to their world of origin when they leave the Outpost. Can house hundreds of beings, with room to expand for even more across the barren landscape around the outpost.

Mech

Mech³: (Free/100 CP/200 CP).

Mechs are large bipedal vehicles, used for both land and space travel. Each mech comes with a central body that determines its energy reserve and defense, a set of boosters that determines its flight speed and maneuverability, a set of legs that determines its ground speed and jump power, and comes with two weapons set in each of its arms. Each mech has an internal energy supply, which drains over time as the mech is in use, and drops sharply as the mech takes damage. If the mech's energy drains completely, it ends up "despawning" to await re-deployment and avoid total destruction.

You get a basic mech for free, along with a mech crafting/repair station, which will store your mech between deployments. This station can be placed as an attachment to your Warehouse or set in a section of your Spaceship (does not provide additional room in your Spaceship). For 100 CP, you can upgrade to a mid-tier mech, and for 200 CP, you can upgrade to a high-tier one.

The basic mech has one of the basic prototype mech bodies, with enough energy for roughly 8 hours of deployment, basic mech boosters and legs, and comes with a flak cannon and drill on its arms. It can fly in space at around 60 kph, and run on land at around 30 kph.

The mid-tier mech has one of the advanced mech bodies, with enough energy for roughly 12 hours of deployment, simple or advanced mech boosters and legs which can fly at around 120 kph and run at around 50 kph, and can come with any two of the following arms (or upgraded versions of the flak cannon or drill): heatrifle, tommy gun, missile rack, split shot, cluster mine, homing missile, wobbleshot, plasma drone, neo chainsaw, gatling gun, or cannon.

The high-tier mech has one of the high-tech or experimental mech bodies, with enough energy for roughly 16 hours of deployment, high-tech or experimental mech boosters and legs which can fly at around 200 kph and run at around 80 kph, and come with any two of the following arms (or upgraded versions of a lower tier arm): beam sniper, spike fist, beam drill, energy rifle, swarm drone, shield drone, energy blade, guided missile, dual rifle, gravity mine, or tesla stream.

See <https://starbounder.org/Mech> for a full listing and description of possible parts. Basic Mechs can't start with any parts that have any stat higher than 1. Mid-Tier Mechs can't start with any parts that have any stat higher than 3. High-Tier Mechs can start with any part.

All of the Mechs can be upgraded manually.

Human Items

Memento (100 CP)

Earth may be gone, but it is not forgotten. You have here some piece of Earth memorabilia, ranging from a lava lamp to a hula doll to something else entirely. It is small and not terribly useful, but looking at it will help you to center yourself and remember where you've come from, both in this Jump and in general.

Ultimate Capture Pod (200 CP)

This purple-colored capture pod is extremely special, because it can capture any being, without fail. You can only purchase one, but you may be able to reverse engineer it. It would take a prodigious amount of scientific know-how and familiarity with energy-capture technology to do so, however. Note: in order to capture something, it must have a distinct physical form, and the more intelligent / powerful the being is, the more it will be able to resist the loyalty imprints. So, you might manage to capture the Ruin (or at least some of it) in here, but that doesn't mean it will like or obey you when you let it out.

Empty Space Station (400 CP)

A large, barren space station, this item is just waiting for you to give it a bit of a personal touch. Starts out as a single large empty room (about 20,000 feet, or the size of your basic Warehouse), with a docking attachment that fits your ship, a teleporter for skipping the walk, and an airlock for any external walkabouts. Anything else you will have to add yourself. It starts out in orbit around the same planet as you. Moving it around in-system will just require a bit of know-how, though it is possible, and moving it between stars will be much trickier. When you enter a new Jump, you can choose whether to import it into orbit around the planet you are on, or a different planet in the same system, or to not import it at all. Unfortunately, non-Companion crew members won't be able to tag along, though they will be safely transported to the nearest safe planet when you leave the Jump.

Apex Items

Scientist Lab Coat (100 CP)

When you are doing science, you need to dress the part. This cool white lab coat resists any sort of staining, has plenty of pockets for storing random tools, and can help facilitate the odd bit of inspiration.

Life Support Pod (200 CP)

A pod full of glowing green liquid, with several tubes, wires, and manipulator arms inside. Any living thing placed into this pod will be kept alive, provide they were alive when you dumped them in. They won't necessarily heal, but they won't deteriorate either. Perfect for keeping someone alive long enough for you to patch them up, or for keeping an experiment breathing while you fiddle with their DNA.

Fortified Bunker (400 CP)

A solid metallic bunker, with thick walls and automated weapon emplacements. This bunker can either be camouflaged, or out in the open, and it comes with a war room for coordinating forces within the bunker, and barracks for housing troops. You'll have to do all the stocking, because it doesn't actually come with supplies aside from energy/ammo for the weapon emplacements, but it will provide a solid defense for you against most attacks. Imports onto the world your ship is orbiting, and can be imported anywhere on the planet you start on in future jumps. Comes with an optional, auto-turret guarded escape tunnel for if you ever need to leave in a hurry.

Avian Items

The Avoscript (100 CP)

A religious text, describing the spiritual beliefs of the Avian people and their relationship with Klux. Traces of spiritual power remain in its pages, and can be drawn forth, allowing it to act as a moderately powerful holy symbol, and a source of modest spiritual power. Hidden within its passages are notes and writings that could help act as a guide for a Chosen of Klux in learning about their power.

Totem Guardian (200 CP)

A floating mystical robot made of hardened stone and gems, this faithful guardian come with a simple terminal for programming it. It can only follow simple commands, such as guarding a specific area or scouting an area for movement, but it can follow such commands perfectly for years and even centuries on end, without requiring maintenance. Comes with a red energy blast ability.

Lesser Sovereign Temple (400 CP)

A much smaller temple, lacking the massive Avatar of Klux, or any guards or caretakers, this temple is nonetheless a marvel of ancient technologies and spiritual strength. It does come with a wide-array of traps, as well as control bracelets which can be used to disable them. This large structure will appear on the surface of the lush world your ship is orbiting at the beginning of the Jump, and at the start of each subsequent Jump it can be imported anywhere on the surface of the planet that you are starting on. You can customize the iconography of the temple to match any religion you want, or no religion at all if that is your preference.

Floran Items

Hunting Mask (100 CP)

A fairly simple wooden hunting mask, decorated however you wish. Despite its seemingly crude design, it won't block your vision or other senses at all. Wearing it helps you to tap into your primal side, allowing you to immerse yourself in the thrill of the hunt.

Monster Egg (200 CP)

A large white egg, when incubated it will hatch into a randomly generated monster. This monster is not under your control, though you could possibly tame it if you so choose. Any such monster is sterile, unless you specifically tinker with it to allow it to reproduce. After hatching, a new egg will appear within one week. The monsters that hatch from these eggs can prove to be excellent prey for hunting, as well as sources of meat and genetic material.

Hunting Grounds (400 CP)

A vast underground cavern, lit by glowing fungus and populated with random animals and some weak monsters. This natural maze makes for an excellent hunting ground, provided that you have stocked it with things to hunt. Beings placed within will find that they need to eat much less, and that they can subsist off of the various funguses growing throughout the labyrinth. This cavern will appear under the surface of the planet that your ship is orbiting, and at the start of each new Jump, can be placed anywhere under the surface of the planet that you start on. As a bonus, you can choose to have the layout of the hunting grounds randomly shift between hunts and Jumps, for a more exciting hunting experience.

Glitch Items

Crown (100 CP)

A shiny golden crown, this headwear will make you seem more important while wearing it, and despite being shiny and studded with gems, it will never seem tacky or garish. In addition, it can sell for quite a pretty penny if needed, and it will then reappear at the start of your next Jump.

Armed Armor (200 CP)

A suit of tough, medieval looking armor, armed with any medieval weapon you want. This suit of armor is actually a clockwork robot, much cruder than any Glitch, which can be programmed to perform basic tasks, such as patrolling a hallway or attacking anything that moves in front of it. As you study it, you might be able to figure out how to program it to perform more complex tasks.

Old Castle (400 CP)

A large stone castle, full of secret passages and lit by torches. Naturally, it comes with a large dungeon space for storing your treasures, as well as a throne room where you can entertain guests. To start with, it will be rather barren, but over time, artwork and decorations will appear, showcasing the adventures that you have had and people that you have met. This castle will appear on the surface of the planet that you are orbiting, and in future Jumps, it can be imported anywhere you wish on the surface of the planet you are starting on.

Hylotl Items

Calligraphy Set (100 CP)

A set of refilling paper, brushes, and ink, you can use these to make nice calligraphy drawings. A special trait of this set is that any framed piece of calligraphy made by it will cause the “feeling” of the word drawn on it to permeate the room in which it is hung. So a calligraphy of the word “peace” will make the room feel more peaceful, “beach” will make it feel like a beach, and “tapioca” will make it feel kind of like tapioca pudding.

Codex Reader (200 CP)

An e-reader disguised to look like a book, this device can store a *lot* of electronic documents. It also has a function to scan physical books and documents and upload any writing on them into a legible document. Given enough samples to work with, it can also work to translate new languages, and create translation software for them to convert from the new language to a known one.

Pagoda Library (400 CP)

A smaller, but much drier, version of the Grand Pagoda Library. Possesses a small assortment of books and literature from around the galaxy, it will be up to you to fully fill its shelves. A centralized computer system can be used to help keep track of books and other documents entered into its collection. Starts out on the surface of the planet you are orbiting, and can be imported anywhere on the surface of your starting planet when you begin a new Jump.

Novakid Items

Cowboy Hat (100 CP)

A simple looking leather hat, it is durable enough to join you on any adventure. And speaking of adventure, when you are wearing this hat, it will help you to work past any fears or nervousness you might be feeling so that you can actually set out on adventure.

Saloon Bar (200 CP)

Just because you are made of burning gas doesn't mean you can't enjoy a few burnable liquids with friends. A simple looking wooden bar, with several shelves behind it, this item comes stocked with whatever your beverages of choice might be. These beverages will replenish on a weekly basis, at least for the most common drinks. Rare vintages or extremely exotic drinks will take longer to replenish, up to one-of-a-kind drinks only showing up again at the start of a new Jump. You can place this bar in your spaceship, Warehouse, place of residence, or just have it sitting out randomly on the street. Just be aware that your drinks might get stolen if you choose that last option.

Wide Open Range (400 CP)

A perfectly flat open plain. This purchase comes with nothing but dirt, grass, and space, but it comes with a lot of all three. This plain can be several kilometers on a side, and makes for a perfect place for large-scale building, weapon-testing, or whatever else you want to do with dozens, if not hundreds, of kilometers of open space. You will instinctively know exactly what the boundaries of your range are, and in Jumps where such is important, you will have the deeds to prove it. It starts out on the surface of the planet below your ship in orbit, and in future Jumps, you can Import it anywhere you wish on the surface of your starting planet. Only inanimate structures will follow along when moving to a new Jump, though you can bring along trees and plants. And no, I'm sorry, but you can't Import the Wide Open Range underneath some famous landmark or building in order to gain the deeds to it or steal it when moving to a new Jump. Sorry.

SECTION 4: SPACESHIP



Your spaceship will be your main mode of transportation around the universe of Starbound, and also helps act as a sort of main base for you as you progress through the game. Each race comes with their own unique ship design. However, if you want, you can choose to start with the basic ship of a different race, at no cost. Each ship comes with very basic weaponry, the nature of which is left up to you. It gets more potent the higher tier you go, but you don't get any sort of "secret super-weapon", only the sort of armaments that would make sense for a ship of your size. You can hire crew members, or use your companions as crew, but even at the largest size, you can still maneuver your ship by yourself with only S.A.I.L. to help. You can manually upgrade your ship between tiers, but you won't gain any of the Upgrade Modules listed below unless you make a purchase through this listing.

Fixer-Upper (Free)

You get a basic broken ship for free, with a week's worth of supplies for two people, including rations, medical supplies, a few simple weapons, and the like in the ship's storage. None of these supplies are CP-backed, and they won't replenish once used. This is where you will start your jump, and your initial goal will be to find a way to patch up and repair your ship. You can either do it yourself, or follow the standard questline down to the planet, make your way to the Outpost, and find someone to help you there. Your standard size ship can hold a crew of two comfortably⁴, with living quarters, bathrooms, basic food prep stations, etc.

All Fixed (50 CP)

For 50 CP, you start with a fully-repaired ship and can set out through the universe immediately. Your FTL Drive is set-up to use Echirus as its main fuel source, but it is also advanced enough that any energy rich solid or liquid can be used as fuel in a pinch.

Sparrow-Class (100 CP)

The Sparrow-Class Corvette version of your chosen ship. It comes with all the benefits of All Fixed, the maximum crew size is increased to four crewmembers with the initial week's worth of supplies being expanded accordingly, and you can choose one free upgrade from the Upgrade Module list below.

Kestrel-Class (150 CP)

The Kestrel-Class Corvette version of your chosen ship. It comes with all the benefits of All Fixed, the maximum crew size is increased to eight crewmembers with the initial week's worth of supplies being expanded accordingly, and you can choose two free upgrades from the Upgrade Module list below.

Falcon-Class (200 CP)

The Falcon-Class Cruiser version of your chosen ship. It comes with all the benefits of All Fixed, the maximum crew size is increased to sixteen crewmembers with the initial week's worth of supplies being expanded accordingly, and you can choose three free upgrades from the Upgrade Module list below. You also gain your racial upgrade for free as well.

Eagle-Class (250 CP)

The Eagle-Class Cruiser version of your chosen ship. It comes with all the benefits of All Fixed, the maximum crew size is increased to thirty-two crewmembers with the initial week's worth of supplies being expanded accordingly, and you can choose five free upgrades from the Upgrade Module list below. You also gain your racial upgrade for free as well.

Condor-Class (300 CP)

The Condor-Class Dreadnought version of your chosen ship. It comes with all the benefits of All Fixed, the maximum crew size is increased to sixty-four crewmembers with the initial week's worth of supplies being expanded accordingly, and you can choose seven free upgrades from the Upgrade Module list below. You also gain your racial upgrade for free as well.

See https://starbounder.org/Ship_Upgrade for a visual representation of how your race's ship changes between classes.

Upgrade Modules

The Upgrade Modules each provide additional functionality to your ship. Those marked for your given race can be gained for free for Falcon-Class ships and above, but other racial upgrades can also be chosen as part of the number of general upgrades available for your chosen class. You can spend 100 CP multiple times to gain additional Upgrade Modules beyond those allowed by your Ship's Class.

Training Arcade (Human)

A mixture of a wide variety of video game systems, from blocky arcade consoles to VR headsets. In addition to being great fun and a good bonding activity, each of these games acts as an excellent training aid for the skills used in it. The shooting games will benefit your training with real firearms, racing games will improve your piloting skills with matching vehicles, a maze-running game will improve your sense of direction, and so on. Effectively, playing the game acts like an ordinary training session for the given skill.

Weapons Lab (Apex)

A lab full of analysis and test equipment, aimed specifically at deciphering and improving deadly weaponry. You can use this lab to analyze any weapons that you come across, and given time, can figure out how to isolate and combine the different features of the weapons into other weaponry you create. Comes with a melee and firing range for testing out any weapons as well.

Mini-Temple (Avian)

A room dedicated to spiritual pursuits, the very air is charged with spiritual power, acting as an excellent spot for meditation and mystical self-improvement. In addition, it helps to power a barrier throughout your ships against more mystic threats, though sufficiently powerful beings could still push through it.

Greenhouse (Floran)

A room designed to be able to mimic almost any biome imaginable, this chamber is an ideal location for growing all sorts of crops and other plants. Only one biome can be mimicked at any given time, but it is a fairly quick and simple process to switch between them, provided you have scans of the appropriate environment. The level of calibration can allow for ideal growing conditions for any plants you place within.

Library (Hylotl)

A room dedicated to knowledge and learning. Advanced shelves are designed to be capable of moving books around, sorting and indexing them as you desire, and a special book printer can create paper-and-ink copies of any book or manuscript that you have scans for. In addition, the atmosphere gives anyone in the room a noticeable boost to learning speed and knowledge retention.

Auto-Factory (Glitch)

A room full of various arms and other tools, this factory is designed to be programmed with the blueprints for any item that you know how to create, allowing for raw materials to be fed in from the ship's storage, and be turned into whatever items are programmed into the factory. Warning: Only items that run on purely mechanical / scientific principles can be made here. If something requires magic or more esoteric energies to be created, it will require your personal touch to actually make, though individual parts could still be crafted by the factory. Can't make items bigger than the room itself, though it can build the pieces for you to put together yourself later.

Starcore (Novakid)

A powerful core of raw stellar energy, the Starcore can act as a power-supply for the entire ship, providing a boost to the output of shields or weapons on the ship, and allowing for constant use of the FTL drive, albeit at the slowest settings of said drive. Not ideal for regular use, but enough to keep you from being stranded in interstellar space if you run out of fuel. In addition, anyone who enters the Starcore's chamber and baths in the ambient energies it gives off will gain a modest boost in all of their internal energy reserves. This boost lasts proportional to time spent in the chamber (on the order of an hour or so for every ten minutes spent in the chamber) before fading, and once the excess energy is used, the boost fades away.

Reinforcement Shielding

A special shield generator, which infuses the hull of your ship, rendering it incredibly resistant to damage both from within and without.

Interstellar Sensors

A set of powerful sensors, which allow for scans to be done of distant systems with the same resolution available for in-system scans. Good for up to 20 light-years, the scans allow for individual planets to be scanned for material traces, weather patterns, and more.

Geoscanner

A very sensitive scanner that can be used on planets in-system to gain an incredible amount of detail on them. Can identify settlements, count population, identify sub-biomes, and map out the underground features of a targeted planet.

Internal Transporter Network

An internal system designed to ease movement throughout the ship. Allows for point-to-point teleportation anywhere within your vessel, and also allows for teleportation-based repair to damaged systems.

Cargo Transporter

A large cargo bay fitted with an overpowered teleporter, allowing for large amounts of cargo to be teleported in and out at once. Can even teleport up chunks of the surface of any planet or moon you are orbiting (useful for, say, mining out Echirius Fuel without risking the ire of Echirius Ghosts).

Drone Bay

A bay with spaces for 24 drones and the mechanisms for building more. These drones can be fitted for external repair duties, refitted as sensor platforms, or armed with lasers, missiles, and close-range cutting torches for combat duties, among other uses. Can be controlled manually, or directed by S.A.I.L.

Mecha-Penguins

A set of 10 mechanical penguins, programmed to help perform crew duties on-board your ship. They can assist in all areas, and will help fight to defend the ship if needed, but they will not function outside of close proximity to the ship itself (roughly 50 meters or so). If destroyed, a new mecha-penguin will appear in their charging bay within 24 hours.

SECTION 5: MATTER MANIPULATOR



The Matter Manipulator is probably the most versatile tool you'll find in this universe. A symbol of the Terrene Protectorate, the Matter Manipulator allows you to do exactly what the name says: Manipulate matter. You can move it, reshape it, store it away, among other functions. You start out with a basic Matter Manipulator, for free, with the Deconstruction, Wire, and Paint modes all unlocked.

Your basic manipulator can store vast amounts of non-living material (and living material if kept in special containment units), and can deconstruct 1 cubic meter of material at a time, with generic dirt taking around 2 seconds to deconstruct, and more dense / complex materials taking longer. It can only deconstruct solid materials. The range is limited to 5 meters away. It can store 200 distinct items / materials, in batches of up to 250 cubic meters per item / material. Wire mode allows you to link together specially designed devices, to allow for the transfer of power and signals between them, and paint mode allows you to recolor objects that you use it on.

You start out with 100 MP (Manipulator Points), and can buy Manipulator Modules for 100 CP, getting 10 extra MP. You can use MP to upgrade your Matter Manipulator in various ways, improving its ability to deconstruct or store matter, as well as being able to install add-ons, in the form of weapons, sensors, and energy field projectors. Only one add-on of each type (Weapon, Sensor, or Energy Field) can be active at a time, though you can swap them out at a moment's notice.

Matter Deconstruction

Increase Radius (5 MP)

Increases the maximum deconstruction area by 75%. Can be purchased multiple times, compounding each time.

Increase Range (5 MP)

Increases the maximum deconstruction/placement range by 50%. Can be purchased multiple times, compounding each time.

Increase Speed (5 MP)

Increases the maximum deconstruction speed by 100%. Can be purchased multiple times, compounding each time.

Deconstruct Liquid/Gases/Energy (5 MP)

Allows the collection of liquids, gases, and energy. Each purchase is separate and you must purchase them in order.

Inventory

Increase Number Of Slots (5 MP)

Increases the number of inventory slots by 25%. Can be purchased multiple times, compounding each time.

Increase Size Of Slots (5 MP)

Increases the amount of material a slot can store by 20%. Applies to all slots. Can be purchased multiple times, compounding each time.

Internalized Crafting (10 MP)

Adds the ability to craft items within the manipulator. As long as both the materials and tools for crafting are within, you can craft anything that you have the blueprints and internal space for.

Teleportation

Teleporter Node (10 MP)

Allows for the creation of a small node, that allows whoever is holding it, or whatever it is attached to, to be brought along via a teleportation. Items must be mobile and small enough to fit in a standard ship's teleporter. Up to six nodes can be created at once.

Teleportation Repeater (10 MP)

Boosts teleportation signal, allowing for teleportation even from deep underground or through any sort of jamming, as well as allowing you to choose other destinations on the network other than your ship.

Weapon Add-Ons

Can only have one active at a time.

Holo-Blade (5 MP)

A blade shaped of holographic energy. Good for getting in close.

Laser Beam (5 MP)

A low-energy laser that does a constant but small amount of damage over time.

Pulse Pistol (5 MP)

Shoots pulses of energy, doing a minor amount of damage with each shot.

Charge Bomb (10 MP)

A ball of energy that can be launched straight or in an arc. Can be charged up for more damage.

Minelayer (10 MP)

Flash-forges up to 3 mines at a time, which can be attached to any solid surface, and will detonate when movement happens nearby, or after five seconds. Timers can be altered.

Energy Whip (10 MP)

A whip shaped of holographic energy. Does some damage, and can be used to grapple up walls.

Pulse Sniper (20 MP)

Shoots a high-energy pulse of a long distance.

Flash Rocket (20 MP)

Flash-forges an explosive rocket before shooting it off. Can be guided, but slows down when maneuvering.

Energy Sphere (20 MP)

A sphere of energy that can be freely controlled and moved around the local area. Burns and electrocutes whatever comes in contact with it.

Sensor Add-Ons

Can only have one active at a time.

Cave Detector (10 MP)

Detects spaces through solid objects, out up to a 100 meter range.

Life-Sign Detector (10 MP)

Detects living beings up to 100 meters away.

Ore Detector (10 MP)

Detects metals, gemstones, and other such materials in a 100 meter range.

Energy Tracker (10 MP)

Can lock onto specific energy or chemical compositions and track them over ranges of up to 5 kilometers.

Crafting Scanner (15 MP)

Can scan items to an extremely detailed level, determining composition and arrangement. Comes with a processing package that can deduce crafting blueprints for the item from the in-depth scan.

Energy Field Add-Ons

Each takes energy to set-up and maintain. Can only have one active at a time.

Antigravity Field (10 MP)

A field of energy that reduces the effects of gravity on those within.

Energy Field (10 MP)

A field of energy that recharges devices and energy sources within it.

Healing Field (10 MP)

A field of energy that promotes healing and cellular repair on those within.

Shield Bubble (10 MP)

A bubble of energy that resists impacts and energy attacks.

Slow Field (10 MP)

A field of energy that slows down kinetic energy of objects within.

SECTION 6: COMPANIONS



Ship's Pet (Free)

Not a true companion, but you can choose to gain one of any of the ship's pets, even those for other races, for free. They do not take up a companion slot, and may accompany you to new worlds, without aging or dying. If you import them into a new world as a companion, or if their intelligence gets raised to at least human levels, then they will count as a full companion.



S.A.I.L. (Free)

An Virtual Intelligence that is in charge of maintaining your ship, S.A.I.L. doesn't count as a full companion. While it mimics sentience, it isn't fully sentient in its own right. However, this could change if you decide to import it as a companion in future jumps, or if you manage to unlock full sentience via software upgrades.

A Loyal Crew (Free)

During your time here, you may have recruited locals to serve as part of your crew on your ship. If so, you can apply this special offer to them, allowing some of your recruited crew to accompany you as a group companion. This group will be specifically associated with your ship, only being able to import when it is imported or used within a new setting, and effectively serving in the same role there as they did here. The number of individuals you can invite this way depends on your final ship size. If your ship remained at the basic size, you can only invite two crew members this way. For Sparrow-Class, you can invite four. Kestrel-Class can invite six, Falcon-Class can invite eight, Eagle-Class can invite ten, and Condor-Class can invite twelve. All recruited crewmates gain only the basic benefits listed in the 'New Crewmember' option below.

New Crewmember (50 CP)

Did you meet someone else that you'd like to bring along specifically as a companion? For 50 CP, you can bring along any individual you've met, including the named characters listed below. They will get 200 CP to spend at the end of this Jump, and their various racial discounts if they have any. For those from a non-Player race like the Penguins or Alpaca, they will have 300 CP to spend instead. For an extra, one-time cost of 100 CP from you, all New Crewmembers will get a Matter Manipulator of their own as well.

Multiplayer Mode (50/300 CP)

It's dangerous to go along. Take them. "Them" being your companions. You may import any existing companion into this universe for 50 CP, and a full party of eight for 300 CP. Each companion gets 600 CP to spend, with all the same discounts and freebies that you gain. If they wish, they can forgo gaining a spaceship of their own and can instead spend their CP to help upgrade your ship.

Named Characters (100 CP)

If you take this option, you can select one of the individuals listed below. You are guaranteed to run across them and can offer them a chance to accompany you as a Companion. Each of them will gain the benefits of New Crewmember, as well as several extra free perks / items, if they accept. If your initial choice does not accept, you can still extend this offer to any other named character you meet.



Nuru

Seventeen summers old, this Floran hunter has a big mischievous side, and loves a good fight. She also has a respect for life that is at odds with the bloodthirsty image many have of the Florans. Comes with the Hunting Trailsss and Ssspill The Blood perks for free.



Koichi

A somewhat geeky and awkward Hylotl scholar, Koichi is interested in researching not only the history of the Hylotl, but also the history of all known races. He tends to be somewhat absent minded when focused on his research, and can often end up stumbling into danger, and needing someone to pull him out. Comes with the Way of the Enlightened and Seeker Of Knowledge perks for free.



Tonauac

A fervent believer in the god Kluex, Tonauac is nonetheless rather peaceful for such devotion. Cheerful and friendly, he is always willing to spread the word of Kluex to those who will listen, though he may need to take a nap afterwards. Comes with the Wandmaker perk for free, as well as the ability to grant blessings from Kluex as well.



Lana Blake

A hard-bitten Apex rebel, Lana Blake is well-connected to the black market, but in addition to her logistical prowess, she is also a formidable tactician and able combatant. Dedicated to bringing down Big Ape and the Miniknog. Comes with the Mandatory Service and one of the Blessing of Aegisalt/Ferozium/Violium Perks for free.



The Baron

An aristocratic Glitch noble, The Baron is rather eccentric, having spent decades adventuring around the galaxy. He has since retired to his keep to admire his many treasures. Comes with the Societal Positioning and Ultimate Repairman Perks for free.



Captain Noble

The sole remaining member of the Terrene Peacekeepers, Captain Noble is dedicated to the ideal of spreading justice throughout the galaxy. Comes with the Sharp Shots and Call to Adventure Perks for free, though his Call to Adventure is specifically attuned to the need for justice.



Esther Bright

The retired former Grand Protector, Esther Bright has had a long and storied history. Now dedicated to stopping the destruction caused by the Ruin, Esther seeks helpers to stand with her against this threat. Comes with a very limited version of the Heir To The Cultivator perk (roughly 1/10th normal power) and a Matter Manipulator. In time, she can grow to gain the full measure of this perk, taking decades to reach the level of the base version.



Asra Nox

Deeply scarred by the event that left her an orphan, this former protege of Esther Bright has a deep hatred for non-humans, and has turned to the Ruin as a means of cleansing the universe of those she deems inferior. Comes with a limited version of the Cultist Of Ruin Perk (roughly 1/10th the power, her signature Solus Katana (a Tier Four weapon), and Forbidden Techs that grant her several dangerous abilities⁵. In time, she can grow to the level of the basic perk, but it would take decades to reach that point.

SECTION 7: DRAWBACKS

You may take any number of Drawbacks to gain extra CP. Those marked as 'Multiplayer Friendly' can be taken by your imported companions for them to gain extra CP.

What The Frack (+0)

The Frackin' Universe mod is the biggest and most well-known mod out there, but there are plenty of other mods available. If you wish, you can include the effects of any mods you wish to your time here. However, doing so will not materially alter the purchase options available here, even if some mod changed the abilities or items that a given purchase option was based on.

Skipped The Tutorial (+100)

You seem to have skipped getting your backstory when you arrived here. You will arrive here without any sort of background or memories, simply appearing in your ship orbiting over some planet. Thankfully, the controls for spaceships and mechs and such are fairly intuitive, so it shouldn't take too long for you to get up to speed. Multiplayer Friendly.

Always Hungry (+100)

You always seem to be a bit peckish. A meal that should leave you stuffed just ends up leaving you mildly satiated, and you'll end up being hungry in an hour or two anyway. Hope you've grown a lot of rice and wheat. Multiplayer Friendly.

Claustrophobia (+100)

You don't handle enclosed spaces well, like those you might find underground or in a small spaceship. This is going to make progressing through the storyline difficult, if you choose to do so. Multiplayer Friendly.

Starsick (+100)

Something about travelling in a spaceship just makes you nauseous. It isn't too bad if your ship is hanging around in orbit, though you will likely feel a bit queasy, but actually traveling between planets and stars will leave you sick for the entire journey. Multiplayer Friendly.

Xenophobe (+100)

You are... just plain racist. You hate every species that isn't your own, are constantly looking down on them, and can never manage to keep these opinions to yourself. There are even segments of your own species that you have a similarly irrational hatred of. Multiplayer Friendly.

Tech Reject (+100)

Your body can't handle tech implants, meaning that you'll have to do without turning into a Morph Ball or using your Pulse Jump. This also covers other mechanical implants. Simply being a Glitch is fine, however. Multiplayer Friendly.

Slow Charge (+100)

The various weapons you use and many of the functions of the Matter Manipulator require energy. Typically, even if you drain your reservoir of energy completely, it will refill within several seconds. Now, however, it takes over an order of magnitude longer for your energy to recharge, taking several minutes to go from empty to full, and all energy use is disabled while it recharges if it was drained completely. Other devices are affected by this as well, such as your teleporters, requiring several seconds to charge up before they can teleport you. Even powered doors will take a second or two to charge before they can open or close for you. Multiplayer Friendly.

Can't Read The Map (+100)

You have a simply terrible sense of direction. You'll wander north when you meant to go east, lose track of a river you were following when you turn away for a moment, and just generally be unable to find your way to a specific destination in any reasonable amount of time. Even with high-tech sensors or maps, you still will somehow manage to veer off course, and whenever you leave an area, planet, or star system, you will have an incredibly difficult time finding your way back. Multiplayer Friendly.

Manipulator-less (+200)

You don't get a Matter Manipulator. You'll have to figure out how to cope without this technological super-device. I mean, most of the galaxy manages, right? With this drawback, you don't get a free Manipulator, and you can't acquire or use a working one while you are here. You might be able to reverse engineer one after you've left, however. Multiplayer Friendly.

EPP Problems (+200)

Your EPP is on the fritz. Any sort of environmental protection technology seems to invariably fail or glitch whenever you are in a dangerous environment. Hope you can endure deadly radiation. Multiplayer Friendly.

Teleportation Mishaps (+200)

So, your teleporters seem to be miscalibrated. The only teleporters you are guaranteed to arrive at are those on your ship and at the Outpost. Any other teleporter / teleportation destination can be off by anywhere from dozens of meters to hundreds of kilometers, and can end up dumping you in a freezing ocean, or even depositing you several meters above the ground. It won't be lethal, but it will be at the very least very inconvenient. Multiplayer Friendly.

Freeze Frame (+200)

Something strange is going on with various enemies and monsters you will be facing. When you engage with a target in combat, they will often seem to lag and glitch, pausing in the middle of an action, and then suddenly shifting to have already completed the action, or vanishing only to appear dozen of meters away. Most often, this will result in your attacks that definitely hit during the glitch to do nothing, though very rarely, it can cause their effects to actually multiply.

The Last Protector (+200)

There is no escapee from Earth out there working with Esther Bright to try and defeat the Ruin. You have taken that role, regardless of whether you were part of the Protectorate or not. Your ability to leave this world is now tied to the Ruin, requiring you to defeat it if you wish to continue with your chain. If, at the end of your time here, the Ruin has not been defeated, you will fail your Jump.

Rise of the Peacekeepers (+200)

The Terrene Peacekeepers were a force for good throughout the universe, but now they have been reduced to a shadow of their former glory. You will be required to assist them in rebuilding, until there are at least fifty active Peacekeeper space stations scattered throughout the stars. If you have not reached that point by the end of your time here, you will fail your Jump.

Ancient Gauntlet (+300)

Your arrival here has stripped you of the perks, powers, items, and other purchases that you possessed prior to this Jump. Imported Companions are the only thing exempted from this. In the place of your lost purchases, you now have a star map, with numerous stars highlighted on it, one for every prior Jump you've had. At each highlighted star, you will find a signal leading to a gateway which can transport you, and you alone, to a challenge dungeon based on a random one of your Jumps. If you manage to navigate the challenge dungeon successfully, you will regain the purchases from that Jump. All purchases will be returned at the end of your time here, regardless. Multiplayer Friendly, but only worth +200 for them.

USCM Target (+300)

The remnants of the USCM blame you for the dismantling of their organization, and they'll attack you on-sight without mercy. This isn't much different than what they'd do to anyone else, but in your case, they'll make a concentrated effort to track you down. They are a human-centric paramilitary organization, with a lot of military-spec gear to bring to bear.

Floran Prey (+300)

You are considered to be a very enjoyable hunt by most Florans, which means that at least four times during this Jump, and as many times as once per year, you'll wake up to find yourself in an underground maze, cut off from teleportation or the outside world. If you want to escape, you'll have to make your way through twisting tunnels, full of Floran hunters and vicious monsters they've collected from all corners of the universe.

Dreadwing's Ire (+300)

The penguin pirate Dreadwing has his sights set on you! Backed by a veritable army of penguin soldiers, he'll show up every so often in his massive mothership and attack you. Somehow, he'll always manage to slip away when you beat him, and show up again and again.

Marked For Sacrifice (+400)

There is a prophecy stating that a singular being, if sacrificed to Kluex, will free the entire Avian race, allowing them to return to the Aether to fly with Kluex once again. And unfortunately for you, you fit the prophecy to the letter. The date of the sacrifice is set to happen any time within your final year in the Jump. Prior to that point, you'll only face a few fanatics trying to capture you. However, as the date draws closer, attempts to capture you will increase, with all devoted followers of Kluex getting involved, and many of the most powerful fighters among them seem to be gaining blessings from Kluex, empowering them to go well beyond mortal limits.

Lethia Corporation (+400)

For some reason, you have been declared to be an enemy to the Lethia Corporation. With vast amounts of wealth and several fleets worth of high-tech ships, they will prove to be a formidable foe. Your only hope to avoid being hunted down by them is to either find a way to dismantle them completely (not an easy task given their galaxy-spanning nature), or find the means to pay off the truly ludicrous price they've placed on your head. You could buy star systems for less. If you took the Lethia Corporation Perk, something will happen shortly after arrival to put you on the Lethia Corporation's bad side, but you'll still get the benefits of the perk after the Jump, and may see some benefit from your former position in trying to avoid getting killed by Lethia.

Target Of Interest (+400)

The Miniknog has deemed you to be a target of interest for their scientific programs, having gotten wind of your extra-universal nature. The entire techno-military might of the Miniknog will be coming after you, and they'll be continually developing countermeasures for any ability that you display. Even if you manage to beat them, pocket groups will still come after you, somehow having access to the notes of all the groups that came before.

Echirus Haunting (+600)

You have been marked. The twisted entities that dwell within the substance known as Echirus have developed a profound grudge against you, and they will stop at nothing to kill you. Any significant source of Echirus will spawn Echirus Ghosts and other horrors, all hellbent on killing you. This includes the FTL Engine on your Spaceship, as well as any major concentrations of Echirus fuel (such as are found at the Outpost, for example). Hope you have a way of killing the unkillable, as they will even travel through the void of space to come and attack you.

Shadow Of The Ruin (+600)

The Ruin follows in your footsteps. Any planet on which you spend more than a day will begin to have tendrils of The Ruin spawn on its surface and in its depths. These tendrils can be destroyed, but more will come, growing and spreading until the entire planet gets utterly destroyed. Spaceships and space-stations are generally safe, though planets in close proximity may begin to spawn tendrils after several days or weeks. What's worse, any planet thus destroyed will spawn a Heart Of The Ruin deep within, including the ruins of Earth, and all such Hearts must be destroyed for the Ruin to be defeated once and for all. Once it has been defeated, this effect will end.

SECTION 8: THE END & NOTES

GO HOME ♦ STAY HERE ♦ MOVE ON

When your jump ends, provided you've survived all the dangers you've faced, you'll wind up with three choices. You can either choose to go home, taking all the things you gained here with you; you can stay here, continuing to explore the vast universe that lays before you; or you can move on, heading onward to a new adventure in a new universe.

Changelog:

Version 2.0 - Massive Update

- Changed up formatting for better readability.
- Added option to be one of the NPC Races.
- Moved the Drop-In Option to a drawback.
- Added additional Craftsman Specialties, and updated Craftsman pricing.
- Added Mech Master General Perk.
- Changed Penguin's Friend to be a General Perk.
- Changed name of Heir To The Builder to Heir To The Cultivator.
- Updated Descriptions of Blessing of Aegisalt/Ferozium/Violium, and Heir To The Cultivator / Cultist of Ruin.
- Replaced Penguin's Friend with Bounty Tracker in the Human Perk line.
- Updated Description of Building... IN SPACE!
- Added two additional General Item discounts.
- Changed price of Basic EPP, Medicine Kit, and Box of Rations from 100 CP to 50 CP.
- Added Furniture Set General Item.
- Moved Weapon and Armor to the General Item section, and adjusted pricing.
- Added Rental Panel General Item.
- Changed Temporary Teleporter into Teleporter Core Dispenser.
- Changed price of Teleporter Core Dispenser, One-Stop Crafting Station, and Cosmetic-o-Tron from 200 CP to 100 CP.
- Added Challenge Door and Terraformer General Items.
- Changed price of Outpost Portal from 400 CP to 200 CP.
- Shifted Mech to its own section, and adjusted the description.
- Added a 100 CP price to gain additional Upgrade Modules beyond those you get for free.
- Added Reinforcement Shielding Upgrade Module.
- Updated Descriptions of Increase Radius, Increase Range, Increase Speed, Increase Number Of Slots, and Increase Size of Slots Manipulator Upgrades.
- Combined Teleportation Repeater and Emergency Teleporter Manipulator Upgrades.
- Added A Loyal Crew Companion option.
- Updated Descriptions of New Crewmember.

- Adjusted how Named Characters are recruited and what they offer.
- REMOVED THE DRAWBACK LIMIT
- Added What The Frack Toggle to specifically approve the adding of mods.
- Added Skipped The Tutorial, Starsick, Xenophobe, Slow Charge, Can't Read The Map, Freeze Frame, The Last Protector, Rise of the Peacekeepers, and Ancient Gauntlet Drawbacks.
- Marked multiple drawbacks as Multiplayer Friendly, and able to be taken by imported Companions.

Version 1.0 - Released

Notes:

On the subject of mods, there are so many mods out there that there is no way I could do justice to all of them. So, if there is a particular mod that you like or want to use, feel free to do so. Just keep in mind that any special powers or boosts that said mod gives you won't be CP-backed beyond this jump, so if there is a mod that gives your Hylotl laser-vision, or something, you won't have laser-vision after moving on. Sorry.

On Importing Items: If you wish, you may Import an item you already possess into the position of an item you purchase from this document. This can range from importing an existing memento to gain the properties of the Human 100 CP item, to importing an existing suit of armor to gain the benefits of a Tier 6 Armor Set, to importing one of your existing spaceships to merge it with the Spaceship you gain here. The item must be similar to the item being offered, so you can't merge your Free Mech Suit with a Keyblade, but you could merge it with an Iron Man Suit.

1: Chosen Of Kluex: Basically, think of yourself as a "mortal angel", possessing a large amount of spiritual power and the ability to travel between the material and spiritual worlds.

2: Techs: While in-game, techs are technically implants, you can choose to have the CP-purchased versions be simply innate skills, if you dislike the idea of having things implanted into your body.

3: Mechs: I fudged with the numbers on the Mechs to help shift things from "game time" to "real time", otherwise, the mechs could only be used for about 8 minutes before running out of power, which would suck. You can look at the linked Mech page on Starbounder for the exact measurements, and just swap minutes for seconds in the calculations. Or hand-wave it and come up with your own scale for how each tier improves on the last.

4: Ship Sizes: In-game, you can only hold up to 12 crew members in a Condor-Class Dreadnaught, which is a game limitation. I felt that doubling the crew size, rather than just adding two, made more sense, resulting in a maximum crew complement of 64 for the

Condor-Class, which I feel makes more sense for something that is supposed to be a “dreadnaught”.

5: Asra Nox's Techs: The Forbidden Techs that Asra Nox comes with grant her short-range teleportation, a Morph Ball form with a homing spin dash, and a protective energy barrier.

WEAPON APPENDIX

Tier 1 Weapons

- Iron Weapons
- Hunting Bow
- Zephyr Spark Launcher (A firework launcher)

Tier 2 Weapons

- Tungsten Weapons
- Poison Bow
- Boomerang
- Chakram
- Gauntlet
- Rope Whip
- Pollen Pump
- Flamethrower
- Echirus Eye

Tier 3 Weapons

- Titanium Weapons
- Light Bow
- Ixodoom Claw

Tier 4 Weapons

- Durasteel Weapons
- Compound Bow
- Alien Worm Gun
- Cartilage Gun
- Giant Worm
- Gnome Gun
- Intestine Whip
- Oculus Reaver
- Soulmender
- Tesla's Wrath
- Time Pierce
- Vine Whip
- Electro Baton
- Ray Gun
- Adaptable Crossbow

- Hokucide
- Solus Katana

Tier 5 Weapons

- Aegisalt Pistol
- Ferozium Wand
- Violium Shortsword
- Frozen Boomerang
- Lunarang
- Molten Boomerang
- Claw Glove
- Stun Glove
- Vine Fist
- Hard Chakram
- Neo Chakram
- Saw Chakram
- Firestorm's Fury
- Vintage Scoped Rifle
- Klux Staff

Tier 6 Weapons

- Aegisalt Bow
- Ferozium Staff
- Violium Broadsword
- Alien Appendage
- Asuterusaberu DX
- Doomcannon
- Energy Pickaxe
- Evil Eye
- Ex Machina
- Lucaine's Energy Whip
- Magnorbs
- Remote Grenade Launcher
- Supernova Gauntlet
- Tesla's Staff
- Drill Spear
- Plasma Assault Rifle
- Miniknog Launcher
- Dragonhead Pistol