Factorio - Space Age
Jumpchain v2.1

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A nameless ship is crippled, forcing its crew to eject and be scattered across the surface of the planet Nauvis. Thankfully they have all the tools needed to survive, to gather resources and build the infrastructure needed to get back into space and go home. That's...all there is to it, really. There isn't any information on the wider setting.

Naturally the planet is full of horrible things that want to eat them. The apex predators of this world are driven to murderous rage by pollution and have the innate ability to rapidly evolve in response to harm. The technology used to fight them off and the byproducts of an expanding industry will push that quality into overdrive. All of these creatures are spawned from nests, enormous pulsating masses that grow in clusters and are surrounded by giant acid-spitting worms that act as living guard towers.

Just to make things worse, Nauvis doesn't have all the resources the humans need to escape. Launching a satellite into orbit will help them plot a course to freedom, and space platforms can ferry them and cargo between the worlds of this system, but the sheer amount of debris in the outer system makes an easy escape impossible. The right tools and a vast stock of supplies are needed to run the gauntlet and safely reach interstellar space. Vulcanus, Fulgora, Gleba, and Aquilo wait to be visited.

A blasted volcanic wasteland. Storms over polluted oil and the ruins of a fallen civilization. Carpets of riotous life and strange biology. Frozen chemical oceans, far from the light of the sun.

You will join this scattered band of survivors, build your factory, fight through the local creatures and overcome the environment of each world. Harvest their unique resources, build your system-spanning factory, and construct a space platform hardy enough to punch through the obstacles in your way and escape this system.

Alongside the tools you landed with, here's **+1000cp** to get set up.

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Your age and sex have little bearing on your capabilities here. Choose either for free.

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Location
Roll 1d4 or pay 100cp to choose your starting location

Eventually you will have the resources and technology to shape Nauvis to your needs. Until then, you must work around the conditions of the area you start in. Every biome comes with a varied mix of the core Factorio resources in greater or lesser amounts - wood, stone, coal, iron, copper, uranium, oil, and water.

1 - Temperate

In grasslands and wooded areas pollution is mitigated by the abundant local flora. That same plentiful biomass also means the area can support more nests, but the first reaction to your activity will be delayed and attacks less frequent.

2 - Barren

Areas where biomass is scarce, like deserts and tundra, cannot support as many nests. That same lack of flora means that pollution will spread more easily, making the first attacks come sooner and they will occur with greater frequency.

3 - Isolated

Water is the one thing the local creatures have never managed to adapt to, and even Nests can't grow on bare rock. Whether you arrived on a mountain range or an island chain, this is an area with plenty of natural barriers that will make it harder for them to reach you as much as hinder your own expansion. Available land has already been fought over and is now under the control of the most powerful nests that survived those battles, so expect conflict to be sporadic but fierce as you move into their territory.

4 - Crash site

Along with your emergency pod, a large chunk of your ship stayed in one piece through reentry and landed almost right next to you. Everything in it is damaged beyond any hope of repair, but the wreck will provide an abundance of valuable salvage that will allow you to get set up much faster.

Roll again, ignoring a result of 4, to determine which biome your ship landed in. If you paid for this option you may freely choose your starting biome as well.

Backgrounds
The situation for the survivors is so chaotic you may not even meet them or make contact with whatever civilization exists here. Any background may be taken without additional memories if you wish.

Drop-in
You wake as your pod slams onto the surface of Nauvis. It's a whole new world, and you're alone but for any companions that accompanied you. While you're building a rocket there should be plenty of time to take a look around...provided you don't die.

Soldier
As a ground-pounder or navy armsman, you were tasked with the defence of your fellow man and took a very direct approach to problem solving. Advanced weapons need infrastructure to build and maintain, but once you're at that level survival is just a matter of introducing the locals to the wonders of modern technology.

Engineer
You've got to get off this rock before the local nasties bite/claw/melt your face off. Good thing you have the tools and the talent to build machines that can handle any problem this system throws at you, and there are a lot of problems to go around. Let the turrets do the heavy lifting, you need to make sure everything is working smoothly.

Nest
This isn't right. Instead of looking up at an unfamiliar sky, you awaken to strange and alien senses. You are a massive, sessile organism that spawns biters, spitters and worms to defend yourself and gather food. Instead of building a base as humans do, you'll harvest biomass to fuel the growth of secondary sub-nests to spread your area of control. Only the death of your core nest will end your chain, the rest are expendable. Your main concern here is growing in strength to fend off rival nests and protecting yourself from human colonists trying to clear away hostile life-forms.

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Perks
Perks are discounted 50% for that background. Discounted 100cp perks are free.

General

Free/100cp - Keep your mind on your job
You're alone on a hostile world surrounded by things that want to eat you and it's a long road to safety. That's a good way to go crazy, but you can prevent isolation and stress from taking a toll so long as you keep your hands busy. Simple labor won't make you happy, but it's enough to keep you sane. You'll need a hell of a vacation after you get out of here, I expect. This perk is free for this jump, but you must pay 100cp to keep it.

100cp - Happy little engineer
Let's be honest. Even when you've got a choice of 'work, or die' most people won't be able to keep up the pace for very long. You're not most people and have a level of work ethic others would almost call unhealthy. Almost incapable of feeling boredom or tedium, you can push yourself into any task that you know needs to be done for as long as your body holds out. Just try not to neglect your health.

Drop-in

100cp – Got everything?

It's a big world out there, and it would be annoying (and possibly fatal) to head out without having everything you need on hand. A mental checklist automatically forms whenever you set out on a task that keeps track of all the things you need and warns you if you're short on something. Whether that's fuel and ammunition, materials for building a new section of your factory, or just the sundries of day-to-day life, it's all tracked. This list doesn't account for things you can't know, but you can set it to always track certain things so you'll never forget to bring 'a weapon' or 'a way to keep in touch' when you head into dangerous areas.

100cp - Readouts

Your suit has a HUD and a pretty impressive software suite, but sometimes there isn't always a convenient port to plug into and some things don't store records at all. A touch is all you need to get a report of any objects relating to its past use and current status. How many bullets in a gun, and how many times it's been fired? How fast a machine will complete its task, or how close it is to breaking? A lot of past information can be viewed, as long as it's related to some kind of mechanical action the object performs.

200cp - Mr. Fusion

Your body brims with 2.5 MW of electrical power at all times. It will automatically and wirelessly transmit to any nearby power grid, and it's enough juice to handle powered armor with a host of upgrades, a vehicle and several large local machines with energy to spare. The output will automatically adjust itself to cause no damage. That does mean that you can't just fry anything that annoys you, but nothing stops you from getting creative and building something to let you use this perk's power offensively. On your own, the range of transmission is quite short. Only ten meters.

200cp - Crafting slot

Do you have the tools, materials, and talent to build something? Great! It will be built and you don't need to go through the motions. The materials will vanish and you'll watch a timer count down until the product is complete, built as well and as quickly as you could as if you were giving it your full attention. This only works on one thing at a time, but while it's being built you're free to direct those same tools and your attention towards anything else.

400cp - It's all just laying there on the ground

You don't have time to survey an entire world and dig through the crust for what you need. Thankfully all you need to do is chip away at the resources you can see and the rest will come to you. Start digging up a vein of iron or anything else and material will migrate to replace what you've taken, allowing you to collect every last bit without needing to chase it down. This perk does work with machines you've built to collect resources for you.

400cp - Enemy radar

You have a sixth sense that warns of hostile intent. Predatory animals and wantonly destructive entities always ping this sense. Thinking beings will register if they are generally malicious or desire you harm specifically. The range of this sense is about a kilometer, and you know the general direction and distance of the source of hostility.

600cp - Tech tree

Science is a messy process, requiring the study of dozens of disparate phenomena, looking for patterns, finding ways to use that information to build stuff that incorporates what you've learned, and then mashing it all together to get an 'invention.' Now you can take some of the guesswork out of it. When you desire to build something, you have an instinctive sense for how to go about making that thing a reality. Want to get a rocket into orbit? You'll know what factors you need to focus on when working on the math needed and what kinds of materials you have (or don't have) that would be the best fit for the conditions it'll be put through on its journey. If you are completely lacking knowledge of a subject or phenomena, then you'll still know where to start studying to refine the tools that will lead you to a new field of study that will help you make a new set of tools, and so on, and so on. Keep in mind that it may take you a very, very long time to create new fields of SCIENCE entirely on your own.

600cp - Map screen

It's a big planet out there, and an even bigger system beyond that. How to keep track of it all? Call up this screen. It's empty right now but it'll fill out as you explore. It won't update when things change if you aren't aware of it, so it's a good thing every sensor and transmitter you've built, every camera and radar system all feeds data to it with a range of 'yes.' When you're halfway across the galaxy whatever you leave behind will still be talking to you in real time. The connection works both ways, allowing anything you've built to talk to each other. This doesn't change the hardware itself. You can't do anything through this screen that your machines aren't capable of doing, making your hardware a hard limit. If you want to run a system-spanning factory from the comfort of your own home, make sure you've got all your ducks in a row with lots of redundancy or one little break in the chain will leave you unable to fix things unless you do it personally.

Soldier

100cp - Gun the numbers

New worlds mean new threats, but they also mean variables in gravity, air pressure, and other little factors that can throw off your aim. You have a head for ballistic equations, able to quickly figure out how different conditions affect the behaviour of your weapons. Besides knowing how to quickly adapt turrets and other defenses for new battlefields, you personally lock in what you learn and won't get confused. As you travel between

different environments you'll easily switch between the little tricks and corrections needed to keep on target.

100cp - Siege mentality

It's not paranoia when there really are things out there that want to eat your face. You have the know-how to develop effective static defences, the best places to build walls and place traps, how to maximize the coverage of your defences, how to slow attackers and channel them into your lines of fire, and how to make people regret trying to follow you as you fall back to secondary positions. Never lose a tower defence game again.

200cp - Ten points

You have a fine-tuned Kinesthetic sense for any vehicle you take control of, very quickly understanding its capabilities and handling. Badly-tuned or damaged controls are never an obstacle to precise operation. And just for fun, the vehicle will do a great deal more damage, and take far less damage in return, when used to ram or run over an enemy.

200cp - Keep off the grass

Nauvis Nests attack if you come near, and demolishers on Vulcanus are content to worm around until you disturb their territory. There are other hazards, other locations best avoided. You don't know what the danger is, but you always know where it is. Asteroid fields, static defenses, hunting grounds, doesn't matter. Like a big red hazard sign in your vision, you're aware of all those locations that pose a danger to you just by being there. This sense is very precise and updates almost as fast as the danger does. You'll always know where it's safe to stand.

400cp - You can't parry an asteroid

Even in death, some things still pose a danger. Explosive organs. Biohazards. Shrapnel. Not any more. Things you destroy and creatures you kill die in ways that don't threaten you further. Dead worms don't fall on you. Fragments of asteroids fractured by your space platform's defenses scatter out of your flight path. Shoot incoming rockets out of the air if you can, they won't land on you. This removes only the immediate danger, not rendering a threat forever inert. Don't ruin the moment by poking the dead worm still full of pressurized acid spit.

400cp - Aimbot

No amount of gun will help if you can't hit your target, and that's going to be hard when running like hell from a swarm of biters. Now, no matter what, your gun will stay pointed at your target as long as you are physically capable of doing so. Run, jump, roll, scramble, it won't matter, your gun's barrel will snap back to point at what you want to shoot the split-second it's able to. While your aim and skill with firearms are exceptional, perfect accuracy is not guaranteed. Trying to fire a machine gun one-handed while aiming at something behind you and running at a dead sprint means you're going to miss most of those shots, but the bullets will always be headed in the right direction.

600cp - The factory must grow

It may seem like there's not much point to clearing out Nests when new ones will quickly grow to replace them. You can't stop Nests from multiplying, but after defeating an enemy and claiming their territory it's harder for them to retake it. They're always a little slower, a little less coordinated, a little weaker when making the attempt. Once you've pushed an enemy out of a location and somehow staked a real claim of your own, it will forever be an uphill battle for that foe to retake their former territory.

600cp - Just another gun

You may not be a scientist by trade, but you know your guns and with enough tinkering anything can be a gun. If it exists, you can weaponize it. If it's already a weapon or anything related? Modifications or improvement? Making better or more exotic ammunition? Easy. If it has anything to do with making something more destructive, you're a genius. Everything else, not so much. When it's time to fight and a target comes into sight you'll know how effective your weapons will be against them. You won't know exactly why, or for how long it'll stay effective, but you'll always know if you brought the right tool for the job. If you didn't? Just make a bigger gun.

Engineer

100cp - Run the numbers

Mining rigs produce a certain amount of resources per hour, which travel along conveyors at a certain speed. They are loaded by inserters, consumed by assembly machines, unloaded onto another belt which takes that product to another assembler to construct an even more complex product. That's a lot of math for only one section of your factory, but you can handle it. You can juggle dozens of numbers in your head without losing anything, your brain having the equivalent of a built-in scientific calculator to perfectly solve any mundane equation you can throw at it. You'll also get a full course in the mathematics you need to create the equations you'll need solved.

100cp - The conveyors will run on time

Or you could let a computer do all the work. You have the programming skills needed to automate a massive assembly complex with hundreds of disparate machines working smoothly together. Your skill is enough to program 'fuzzy' logic into your machines. This is far from actual sapience, but it's enough to let your machines recognize when problems arise and to self-correct instead of compounding the issue by continuing to blindly follow instructions that have been rendered irrelevant or self-destructive.

200cp - I just hated everything

You'll eventually need to tear down some of what you build for one reason or another. Being on a timer, it's thankful that you can dismantle anything you've built, in whole or in part, almost instantly. You can also reassemble anything of yours you've taken apart almost as fast. Handy for when you made a mistake and need an entire factory sector moved a few meters to the left.

200cp - Interplanetary engineering

The technology at your disposal is normally robust, but you'll be taking it to places it wasn't expected to work in. You have a knack for tweaking your equipment to handle wildly different environments, or at least kludging together a solution. This works both ways, helping you find ways to create and maintain devices that are 'native' to more

extreme environments in more conventional locations. The results may not always be pretty, but all that matters is that it lasts long enough to do the job.

400cp - That's quality

Skilled craftsmen produce high-quality items. Skilled engineers produce high-quality equipment that makes high-quality items. You are both, and while you can build quality items by hand this talent also works through automation. The items produced by any fabrication method you built, and any built by them, and so on, always come out just a little better than they should be.

400cp - Green machine

You have an eye for efficiency and identifying wastefulness in anything you can get your hands on. Whether that's a design for a device, a battle plan or even an entire factory complex, cutting out everything unnecessary means you'll be getting things done faster and with fewer resources. Even if it's only a small benefit, at the scale you're working at it'll quickly add up over time. Also from above your factory will look really nice and tidy.

600cp - Bamboo technology

It's hard enough to build something as complex as a rocket without advanced synthetic materials and rare earth metals for maximum performance. You know how to push the mechanical limits of the most common elements through creative means to construct things far past what should be possible, allowing you to construct high-tech devices with low-tech materials. You could easily build something on par with the main battle tanks of the 21st century with iron plates and cheap plastic, powered by coal. Just don't try to build your rocket out of actual bamboo.

600cp - Filling in the gaps

On the other hand, maybe you really want a specific compound to work with but you don't have all the right tools and raw materials to fabricate it? That's fine, as long as you have something…prerequisite-adjacent. Need to neutralize some acid, and only have something that shouldn't quite work with an acid that strong? Just add a lot more. Need some tungsten smelted and all you've got is a simple brick furnace? Cook it for long enough and it'll melt eventually. As long as what you've got to work with is mostly appropriate to the task, then with extra time, material, or steps you can make up for the 'mostly' part. The less appropriate your methods the more you need to make up the

difference, but this perk stops well short of letting you do something with nothing or creating anything impossible. Considering your situation it's a good thing that this perk works through anything you've built, robots, assemblers, furnaces, etc. and you don't need to personally oversee whatever laws of chemistry or physics you're bending.

Nest

100cp - Pheromone control

Your olfactory senses are greatly heightened, allowing you to easily perceive things ordinary humans would call odorless or tasteless. This is needed now that you have control over your own pheromone production. You can selectively exude scents that subtly influence those that pick them up, inducing such responses as intimidation or arousal, among other things. Pheromones offer little in the way of nuance, but can be used to communicate simple concepts to those creatures with equally sensitive olfactory senses which is how nests control the creatures they spawn.

100cp - Just skittering through

There are lots of strange life forms out there on other worlds, and you're just as strange to them in return. Most animals will hesitate to attack you, and you've got a good sense for why they're sizing you up and how best to stop a fight before it begins. Make some noise, give a chemical signal, or maybe just back away slowly?

200cp - Biological programming

It takes time to observe a situation, think, and react. But poke a nerve, and it twitches instantly. Your biology can be programmed, given instructions that are carried out in response to any kind of stimulus, not just conscious thought. Within the limits of biology, what it can do and what signals it can recognize, any part of your body can be effectively automated to behave in a preset way. There is no limit to the number or complexity of instructions you can set.

200cp - Genetic imprinting

While all Nests have a nearly-unbreakable hold over the simple brains of the creatures they spawn, this influence is now expanded to include anything that bears your DNA. Your children and any other biological entity formed at least partially from your DNA will never fail to recognize you as their progenitor, while you will always know your own.

This connection can see through all but the most elaborate and complex disguises and deceptions, and strengthens any other perks you may have that apply to your progeny.

400cp - Hive administrator

As you expand across Nauvis it will quickly strain a human mind to monitor all your territory, let alone direct your spawn with any precision. By the time you spread to other worlds just functioning in this new form may become impossible. Allow your mind to expand along with your body, and there is now no limit to how much 'you' your attention can encompass. If you have a direct neural connection to something, your ability to multitask increases, without limit, to ensure you can direct your growing self at least as precisely as your previous human body.

400cp - Stress evolution

New arrivals to Nauvis find that the most dangerous trait of the local wildlife is to rapidly evolve and grow stronger, and that gift is now yours. If you are injured or even simply exerted your biology will attempt to adapt and grow stronger. Scraped skin grows back tougher while organs self-adjust their behavior to become more efficient. These improvements will be automatically passed to any spawn or children you produce when possible. This perk will only improve upon what already exists and will never create anything new, and your biology will also naturally counterbalance any change to ensure no negative side-effects. Eventually you will hit an upper limit of improvement, a point at which growing stronger in some way will require a fundamental change in your biology's design that this perk cannot provide.

600cp - Directed evolution

Nests are not designed for space travel. Change that with a new awareness and control of your own biological processes. Where humans need a cycle of theory, testing, and building machines you can consciously warp your own biology and push it to grow in new ways. Where humans research, you engage in a cycle of random mutations to find something useful and then eat strange things and expose yourself to different environmental conditions to add variables. Eventually you'll get something useful. Creating organic versions of pipes and bridges is easy, but a rocket made of meat? That will take a lot of work, time, and resources. While just making new organs doesn't tell you how they work, you do have a flawless mental library of all your 'experiments.'

600cp - Absolute proprioception

Does knowing where your body is or if anything is missing sounds unimpressive? What if it extends to everything that is 'you' even after separation and regardless of distance? Anything that has your DNA is never truly cut off from your mind, allowing you to still control it and share its senses as long as it lives. A severed hand could grip and feel, but not see without eyes or survive without organs. Anything designed to be subordinate to you won't fight your commands, but any offspring or bits of yourself with greater intelligence or a sense of self can contest your attempts to control them.

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Items
One item of each price tier is discounted 50%. Discounted 100cp items are free.
Some items have different versions depending if they are taken as a Nest or a human.

Mandatory for Nests - Free/100cp/200cp - A skin against the world

For free, humans will receive a sidearm and environmentally sealed suit equipped with medical and life-support systems to keep you alive on the barest minimum of supplies. The on-board computer and nanofabrication system will allow you to produce a wide assortment of small components if you can provide the materials and blueprints. The fabber cannot work with some materials, but larger machines can be assembled by hand thanks to built-in tools. The suit will easily integrate later attachments, and for 100cp you gain a layer of Modular Armor able to accept several extra devices. For 200cp you instead gain a Mech Suit, something that is piloted more than worn. It offers much greater protection, far more room for extra devices, a stabilizing mount and ammo feeding system for weapons, and the ability to hover for extended periods. You may import a suit of armor you already own to gain these qualities.

--- Nests find their body transforming into a giant semi-gelatinous mass, with a network of roots and strange organs to sense their surroundings. Nests naturally absorb nutrients from the environment, but can hatch creatures to harvest plant and animal matter, predigest it, and regurgitate it for the Nest to absorb. In theory there is no limit

to the number of creatures you can spawn, but in practical terms you are limited by your reserves of biomass and the needs of each creature. Growth requires collecting enough biomass to fuel the creation of sub-Nests that spread your zone of influence and allow for spawning more creatures at a faster rate. For 100cp you are simply far more durable, but for 200cp your core nest also can spawn creatures that are stronger and at a faster rate than any of your sub-nests. Post-jump, this becomes an alt-form.

100cp - Tasty fish

The only form of life on Nauvis that isn't trying to kill you. These fish have all the essential nutrients needed for a human to survive on, though you may get bored of them pretty quickly. Taking this item allows the fish (or something similar) to appear in other locations, ensuring you have a basic food supply wherever you go. They won't remain to interfere with the existing ecosystem after you leave if you don't want them to.

100cp - Cornucopia chest

Whenever you open this space-bending chest you'll find an assortment of the standard Factorio resources ready for processing. A variety of mundane wood and stone, pressed coal, iron and copper ingots, uranium slugs in heavy lead containers, and barrels of oil and water. The chest produces an unlimited amount of each resource at varying rates. Water, stone, wood and coal are plentiful, metals and oil enough to feed a half-dozen high-end assembly machines with all the enhancing modules, and enough U-235 and U-238 to provide for a single nuclear reactor. This might sound like a lot, but here it really isn't. Still, it will get you started nicely and being easily moved around it will make setting up in new locations very easy. Factorio robots can draw from the chest.

100cp - Buggy

A very reliable ATV with an engine capable of processing anything combustible. It has unlimited basic fuel, but you can switch over to anything you can shove into the tank. Like rocket fuel. Just dump it in and turn the key. The better the fuel, the better the performance with no upper limit beyond your ability to keep control when you're driving. The buggy also comes with a 360-degree machine gun turret and unlimited DU ammo. If lost or destroyed, it will reappear in your warehouse or vehicle bay after 24 hours.

--- Nests who purchase this item receive a perfectly normal buggy as described above, except that your spawns will somehow have no problem driving it, aiming and firing the gun, and loading the trunk and fuel tank with items and biomass they collect.

200cp - Recycler

A loud, ugly-looking machine that can take in and break down anything you can fit into it. Unlike the other versions you'll build, this one returns all the recycled object's material without loss of mass or quality. It can even be set to spit out everything as pure ingots, individual components or anything in between. Post-jump, it will also work on objects with magical or more esoteric qualities.

--- Nests can grow a sub-nest with a digestive system with the same capabilities, and can also digest nearly anything down into highly nutritious biomass. The recycler function can be freely transferred to any other nest, or even your core, at any time.

200cp - Agricultural tower

An automated farming system able to plant, harvest, and maintain soil in a large radius. Unlike the standard version you'll research and build, this item knows how to optimally care for any plant within its range and will do so automatically. The tower is also considered to be the ideal means of handling plants, whatever that may be, even when magical or more unusual crops are concerned.

--- Nests gain a sub-nest surrounded by a unique mycelial network with the same capabilities that can be freely transferred to any other nest, even your core, at any time.

200cp - Need more gun

Your personal sidearm won't stay effective for very long, so you'll begin with the following weapons: An SMG, automatic shotgun, a rocket launcher, and a flamethrower. Each of these are compact, reliable, and light on weight and recoil. They have unlimited ammunition of the most advanced type for that weapon that Factorio tech can produce, but no nukes. You cannot transfer or recycle this ammo supply for other purposes.

--- For Nests this item manifests as beginning with the knowledge of how to grant their spawns a wide assortment of more powerful natural weaponry.

400cp - Capsule calldown

You have ten capsules on standby. Poison, slowdown, defender, distracter and destroyer in any combination. Bring out as many of them as you like for help in a fight to take some heat off you. Spent capsules replenish at a rate of one per hour.

--- Nests learn how to create an array of short-lived spawns with similar capabilities and a replenishing stock of free biomass that can only be used to create them at a similar timetable. While you can create these spawns through normal means, using this extra store of biomass allows you to gestate these capsule-like creatures instantly and at any Nest of your choosing.

400cp - Body bank

If you get injured your suit can provide medical care, but only up to a point. For more serious injuries, a copy of your body is resting in this pod. Jump in the empty matching pod and tap the control panel. Your essence will transfer into this empty shell, and you'll pop out with whatever you were carrying when you went in. Your old body will quickly corrode away into nothing, and even the most virulent or abstract afflictions fail to transfer over with you. Growing a new body is a very slow process, taking about a year, and this cannot be sped up. You can only have one spare body at a time.

--- Nests find their consciousness splitting. A sub-Nest you control has become a second core. Unless both of your cores are destroyed, the loss of one will not end your chain. Cores can be swapped, but not quickly. Once per year, you may shift one of your cores to any other sub-Nest under your control, or revive a slain core.

400cp - Rocket silo

This massive facility will follow you between jumps, planting itself in a location of your choice. It is completely automated and contains banks of computers and assemblers dedicated to creating rockets and delivering payloads into orbit. All you need to provide it with are the needed materials. It can easily interface with outside technology and can

act as a massive, supercharged assembly machine if you want to use it for building things other than a rocket. You may import an existing factory, facility or building into this role to combine and expand their functions.

--- A Nest that purchases this item turns one of their sub-nests or even their core into an oversized spawner that can gestate much larger spawns or multiple smaller creatures simultaneously.

600cp - Factorio database

A bulky data storage device containing the blueprints and software needed to construct and run all of Factorio's machines, weapons, buildings, and vehicles. The information goes all the way down, providing everything from the tools you need to build better tools and the formulas and processes for every chemical and process involved at every step of the way, from stone age to space age.

--- Nests begin with the knowledge of how to create close biological equivalents to all of Factorio's human technology, which may be slightly better or worse in some areas.

600cp - Spidertron

SPIDERTRON! What else is there to say? A massive dieselpunk arachnid with telescoping limbs able to traverse cliffs and walk through forests with its body above the canopy, four rocket launchers, able to be piloted remotely, and fully compatible with all accessories normally fitted into power armor. It's a beast, plain and simple. While not invincible, there are only a few things on Nauvis that are a threat to a fully-equipped Spidertron and if you don't let the power go to your head you should be able to stay safe. This Spidertron doesn't come with extra equipment, but it does have a replenishing supply of rockets and returns in full repair a month after damage or loss.

--- Nests find that their core has sprouted legs, allowing you to become mobile. You've also gained a set of four 'slots' that can be filled with any part of anything you could spawn and could more or less fit inside you. Would you like a giant set of biter mandibles to feed directly, or a guard-worm to extend from your body and spit acid at anything that comes near? Chitinous armor plating or stronger muscles for faster movement are also valid choices. Changing a slot requires you to rest and takes about an hour of self-adjustment.

600cp - Space platform

A Jury-rigged spacecraft created with Factorio technology, this ugly platform is ready to take you between different planets. It is well-defended with gun turrets but will need further upgrades to deal with the more dangerous conditions of the outer system. Powered by solar panels, it comes equipped with all the collectors, crushers and processing facilities needed to turn space debris floating past into the materials it needs for repairs, expansion, and refueling. When desired, asteroids will spontaneously appear nearby for harvesting that provide a small supply of the needed resources in addition to those normally found on planets other than Nauvis. Calcite chunks, lithium, holmium and tungsten ore, and frozen chunks of ammonia and fluoroketone among other things. The platform can use what it collects or launch them to a desired location. You may import an existing vehicle to gain these qualities and a flat-platform alt-form.

--- The platform that Nests gain are purely biological with similar capabilities and can also summon resource-bearing asteroids. If you are able to get your core Nest into orbit and dock with the platform, you may transfer into it and make it your new core.

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Warehouse Attachments

100cp - Warehouse roboport

A hundred small robots roost within hatches in the cosmic warehouse's ceiling. Individually these drones can carry a half-ton of weight and can work together for heavier loads. They also have basic tools that allow for simple constructions if you provide the system with digital blueprints and assembly instructions. The drones can't travel further than a kilometer from the door, but can link up with constructed roboports to extend their range and will vanish if the warehouse is closed. They are controlled by an interface in your suit or by a different device you own if you wish.

--- Nests receive a swarm of worker drones with comparable biological qualities.

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Companions

Variable - Multiplayer

You may create or import a single companion for 100cp. For 200cp you may import four, and for 300cp, eight. Companions gain a background with all the associated discounts and freebies and 600cp to spend.

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Drawbacks
You may gain a maximum of +1000cp from drawbacks
Some drawbacks differ in effect if you are a human or Nest.

Mandatory for Nest - They came from the stars!

For +0cp, survivors of a crashed ship are scattered across Nauvis. Isolated and unprepared, a few are close enough to your core Nest that you'll run across them eventually. They are comparable to the player at the start of the game and are each a highly skilled professional. Their first and only concern is gathering the resources they need to get everyone home, but if attacked they will defend themselves with all the resources and technology they can bring to bear. If all are killed, no more will appear.

For +300cp, there's some kind of exploration mission underway and humans are trickling into the solar system. They didn't come prepared for war but they do have the full Factorio tech tree at their disposal and aren't using cobbled-together equipment so expect some surprises. You will eventually draw their attention, and while there's no promise of conflict you can't know how they will react to your existence and actions. They might choose avoidance or observation. At most, they may deem you a threat and attempt to destroy you but won't sacrifice themselves to do it and can be driven off.

For +600cp, there's only one human. The engineer. A master of the game who knows every trick, a speedrunner, and a lover of nuclear artillery who will pave these worlds over just for the hell of it. They have all the perks from both the soldier and engineer backgrounds and will have time to dig in and develop quite far before you meet him. The technology at his disposal has also been empowered to match anything you've brought with you from outside the jump. If you manage to kill him, he stays dead.

+100cp - Beware of everything

Creatures are faster to become aggressive. They might attack if you're anywhere nearby and need smaller amounts of pollution to set them off.

--- Nests find that humans are more proactive and will try to keep an area around their colonies clear of local dangers. All human bases, no matter how small, have at least minimal defenses to detect and destroy hostiles.

+100cp - Upsetti spaghetti

You have a poor eye for design and just can't seem to make a tidy factory. It'll mean a loss in efficiency and extra resources to make everything go where it needs to go. Expect the mess to be annoying to adjust later and irritating to look at.

--- Nests cannot exert precise control over their spawns. Orders can be given to explore an area, retrieve resources, or launch attacks, but micromanagement is impossible.

+100cp - Asteroid thicket

In the outer system are the remains of a planet shattered in some ancient catastrophe, but even that cannot account for the sheer amount of debris flying around. Even when just sitting in orbit your space platforms will need to be well-stocked with turrets and ammunition to survive. In the outer system, things are even worse. Double and triple-up on everything you need if you want to make the trip out.

+200cp - Mo' planets, mo' problems

There were five planets you needed to harvest resources from in order to finish the game. Nauvis, Vulcanus, Fulgora, Gleba, and Aquilo. Now there are ten. There's no

reaching interstellar space or even just developing your technology fully without the unique resources each provides. Use whatever means you like to generate these new planets, but you'll need to visit each of them and overcome their unique challenges.

+200cp - Failed colony

Someone was in this system before you, and they made a mess...and then they were eaten. While some infrastructure remains to be salvaged, wildlife is much more aggressive as a result of the blunders those people made.

--- Nests find that humans are far more trigger-happy, well-equipped, and skilled in warfare. If there is something they want or they have the chance to permanently remove a threat, they'll prepare carefully before going on the offensive.

+200cp - Resource scarcity

Resources are sparse, deposits of useful materials few and far between requiring you to explore and expand constantly to maintain a steady influx of needed materials. You'll need to establish supply lines and endure long travel times when they need attending.

--- Nests will find edible biomass in perpetually short supply, stunting Nest growth and spawning rates.

+400cp - Extreme environments

Machines overheat to destruction in the desert. The frigid tundra turns metal brittle enough to shatter under strain. Constant hurricanes, tsunami, earthquakes...no matter where you go, something will make your life very difficult on a regular basis. Local life forms are well-adapted and suffer little from these conditions.

--- Nests suffer just as much from local conditions, but you'll never be able to fully adapt and ignore the problems they cause. The humans on the other hand will eventually find ways to overcome the environment.

+400cp - Get demolished

Aren't demolishers cute, wriggling around like that? Let's put some territorial megafauna on every planet. Even Nauvis will get shaken up by long-dormant creatures entering an active cycle that consider Nests to be their main food source. These creatures need lots of room to roam, so when it's time to fight it won't be hard to catch

them alone. Killing one will buy you some breathing room, but another will eventually attempt to claim the empty territory.

+400cp - Critter crisis

Nauvis has biters and Gleba has the pentapods. That's not enough, so have more. Giant beetles that live in the lava of Vulcanus? Heat-seeking cryo-jellyfish within Aquilo's ammonia oceans? Feral service robots created by the lost Fulgoran civilization? Who knows? You will. Every planet has something new, something dangerous, widespread, and aggressive. Unique as the planet they're found on, they need specific strategies to deal with.

+600cp - Ten years to detonation
If you take this drawback, then to prevent you from trivializing it by taking the 'Factorio database' it will only grant the branches of the tech tree required to launch a rocket.

While you could play Factorio forever without heading for the edge of the solar system, it's now a requirement to survive. You need to get as far out into interstellar space as possible because in ten years the sun is going to explode. The sun's death throes will slowly ramp up over those ten years and by the ninth you can expect most of the planets to be rendered uninhabitable from radiation bursts, solar flares, and constant tectonic activity among other things. New recipes will be unlocked to help you, but it will take more than installing a few modules to survive what's coming. Plan carefully, work fast, and you might be able to build a means of space travel stocked and equipped well enough to let you outrun the death of a star. If you do not, your chain will end. You will not have any out-of-jump powers or items to help you.

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THE END

Will you **Stay Here? Move On?** Or is it finally time to **Go Home?**

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CHANGELOG

v2.0
Lots!

v2.1
Added general perks
Tweaks and clarifications on some perks and items
Replaced big gun with a space platform for basic travel and a non-Nauvis resource supply
Added armor options to 'a skin against the world' and a gun for humans
Organic versions of warehouse attachment

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NOTES

There is little-to-no information on the wider Factorio universe. Until the Space Age expansion was released, the starting planet's name was hidden in the game files and not openly referenced. Until more information is provided, the details of your generic spacefuture upbringing are up to you.

Nests with the 'Directed evolution' perk that also take 'Monster project' 'Spidertron' 'Rocket silo' and similar do not automatically know how to replicate these qualities, but studying them will make developing similar 'technologies' much easier. Assigning all of these items to your core nest will turn you into something on the level of a small demolisher.