Factorio

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Greetings, Jumper!

Today, you will take on the role of a stranded spaceman/woman/misc whose
ship crashed upon the planet Nauvis. That's...all there is to it,
really. The wider setting isn't very much fleshed out yet.

Naturally, this planet is full of horrible things that want to eat you.
The native creatures are driven to murderous rage by air and noise
pollution...and did I mention that if you want off this rock, you'll need
to launch a satellite to call for rescue? While you don't have the
facilities for that, you do have tools which can build better tools,
which can build better tools in turn, and so on. That's a lot of
industry, and a big disruption to the local ecosystem.

Of course these lovable insectoids will do more than chew on wiring and
nest in pipe junctions. They have the innate ability to rapidly evolve
in response to harm and to overcome obstacles. They are the apex
predator of this world, and are dangerous enough in the beginning...until
you introduce advanced technology into the mix. The bugs are spawned
from hives, enormous, pulsating, living masses surrounded by foragers,
soldiers, and the living guard towers that are giant acid-spitting worms.

You have, as usual, ten years to accomplish your goals.

Age and gender are irrelevant here. You may choose either for no cost.

This world is much like Earth, and has no exotic features beyond the very
dangerous wildlife. You can pay 100cp to choose your starting location
instead of rolling, and may also select the biome for the 'crash site' to
be located in if you choose that option. Nothing prevents you from
moving to a different biome during your time here, but that will require
a great deal of time and effort, to say nothing of the danger posed by
the locals.

Every biome comes with a varied mix of the core Factorio resources -
wood, stone, coal, iron, copper, uranium, oil, and water.

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Biome (roll 1d8)

1 - Grasslands

Resources are scattered far and wide, but there is plenty of open space
and no obstacles to expansion.

2 - Forest

Pollution is mitigated by the local flora, slowing the effects of
industry upon the local wildlife. However, you'll need to do a lot of
woodcutting if you want room to build.

3 - Desert

Uncomfortably hot, hostile wildlife slumbers during the day unless your factory complex is spectacularly disruptive. Food and water are sparse here.

4 - Tundra

The nights are long and freezing, forcing local wildlife to seek shelter at night unless something extreme drives them to action. Your machines may require extra attention for optimum performance.

5 - Island chain

Water is the one thing the local insectoids have never managed to completely adapt to. You'll be building a lot of bridges and space will be very tight, but hostile creatures exist only in isolated pockets.

6 - Mountains

This area offers a height advantage, natural barriers, and there are few places that can support the growth of hives. The terrain will dictate where and how you build unless you can re-shape it to your liking.

7 - Free choice

Select a biome of your choice to start in. You may not choose 'crash site.'

8 - Crash site

Instead of landing in an emergency pod, your ship stayed in one piece long enough to carry you down. Critical components are wrecked and the superstructure is damaged beyond repair, so the wreck isn't good for anything beyond shelter or salvage. The few intact systems will allow you to get set up much faster and at a higher tech level. Roll again, ignoring a result of 8, to determine which biome your ship landed in.

Origins

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

Soldier
As a ground-pounder or navy armsman, you were tasked with the defense of your fellow man. Skilled with weapons and the necessary technical skills to maintain them, you take a very...direct approach to problem solving.

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 to handle any problem this world throws at you.

Hive

Wait, what? This isn't right. Instead of looking up at an unfamiliar
sky after prying yourself free from your crashed spacecraft, you awaken
to strange and alien senses. You are a hive, a massive, sessile organism
that spawns biters, spitters and worms to defend you and gather food. If
you rolled 'crash site' for your starting location you instead start with
a large number of secondary hives. Instead of trying to build a rocket,
you must fend off colonists and prospectors trying to clear away hostile
life-forms.

Origins receive their 100cp perk for free, and a 50% discount on other
perks in that list.

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Drop-in

100cp - This looks interesting

You've developed a sixth sense for identifying things that are
interesting or valuable. Like a quest object in a video game being
highlighted, some things just seem to stand out. Maybe it's something
that can help you fulfill an objective, a piece of valuable technology or
magic, or just a collector's item. This sense does not reveal hidden
things or tell you why or how an object is of interest. Discovering why
an item has pinged this sense is something you must work to determine for
yourself.

200cp - Educated guess

Your subconscious mind works overtime to sort and fact-check everything
you know, granting you a sort of poor man's precognition. In the field,
your hunches are uncanny in their accuracy (but knowing false information
can return wrong answers.) In the laboratory, this vastly speeds up your
work as you quickly identify problems, test for the right thing the first
time, and are directed to asking the right questions to find the best
solutions. The more you know about a subject, the more this perk helps
you.

400cp - Quick study

So much to learn, so little time. You absorb new information at a
ridiculous rate, retain it perfectly, and can recall anything on a
moment's notice. Your optimized mental processing vastly increases your
intelligence, and offers protection against drugs, damage, or other
things that would impair your mind or tamper with your memories.

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 know just
what you need to study to make that thing a reality. Want to get a
rocket into orbit? Well, now you know what things contribute to
rocketry, what kinds of math you must refine to get the equations you'll
need answered, and what kinds of materials you should be experimenting
with. If you are completely lacking knowledge of a particular field of

study, then you'll know how to use what you do have to get where you
need. Keep in mind that it may take you a very, very, long time to
create new fields of SCIENCE entirely on your own.

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Soldier

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 defenses.
You know the best places to build walls and place traps, how to maximize
the coverage of your defenses, 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 defense
game again.

200cp - Ten points

You have a fine-tuned Kinesthetic sense for any vehicle you take control
of, instinctively understanding its capabilities and how it handles.
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.

400cp - Enemy radar

You have a sixth sense that warns of hostile intent. Predatory animals
and wantonly destructive entities always ping on this sense. Thinking
beings can ping this sense 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 - Just another gun

With a glance, you know how something can be turned to destructive ends.
With something in hand and an enemy in sight, you know how effective your
weapon of choice will be against him. Ideas on how to craft weapons from
existing knowledge comes easily, and the more you know about something or
someone you wish torn asunder, the better you can craft something to
destroy them. There is nothing you cannot weaponize, if only in some
niche manner for an equally niche situation.

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Engineer

100cp - Run the numbers

Mining rigs produce a certain amount of resources per hour, which travel
along conveyors at a certain speed, and a certain number are consumed by
assembly machines at a certain rate, varying for each product as
determined by the construction time and the loading and unloading speed
of the inserters. That's a lot of math, but you can handle it. You can
juggle dozens of numbers in your head without forgetting anything, and
your brain now has the equivalent of a built-in scientific calculator to
perfectly solve any mundane equation you can throw at it. You'll also

get a crash course in advanced mathematics and the know-how to create
those equations you'll need solved.

200cp - 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, having dozens, even
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 they will know not to waste energy or compound
problems by blindly following irrelevant, contradictory or self-
destructive programming. Your defensive systems also work more
intelligently, leading targets, prioritizing more dangerous enemies based
on the current situation, and not being distracted by decoys.

400cp - Green machine

You have a knack for wringing every little bit of efficiency out of a
system as possible. Your machines produce less pollution, consume less
energy, and work just a little bit faster. On a larger scale, you know
how to create a well-organized factory complex that makes efficient use
of space, your conveyor system minimizes transport time and is free of
bottlenecks, and you easily account for future expansion.

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, cheap plastic, water
and wood pulp. Just don't try to build your rocket out of actual bamboo.

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Hive

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 influences 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 hives control the creatures they spawn.

200cp - Body bank

As they age, satellite hives are added to the main mass, increasing the
hive's overall durability and the number of minions it can support and
increasing the speed at which they are spawned. After leaving this jump,
you'll find a copy of your current body hanging in a cocoon in the corner
of the cosmic warehouse. With a touch, your mind and soul transfers into
this empty shell while your old body quickly corrodes away into
nothingness. Even the most virulent mundane or mystical afflictions will
never transfer over, being destroyed along with your old body. 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.

400cp - Genetic imprinting

While all hives 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.

600cp - Stress evolution

The most dangerous trait of a hive's minions is the ability to rapidly
evolve in response to injury. Cracked shells grow back thicker. The
most heavily-worked muscles bulge with new tissue. Overtaxed acid glands
are pumped full of hormones to encourage development. Worse, when these
tougher variations and dragged back to a hive for re-absorption the new
traits are passed on to all future generations. That gift is now yours.
When overworked and under stress, growth is immediate and noticeable.
Skin toughens in response to cuts. Bones grow back even stronger. Even
the mind grows sharper when taxed, and your body will automatically work
to ensure every enhanced trait is carefully balanced with the rest of
your biology - develop hyper-acute senses, and the mind will adjust to
handle the new input.

Items

100cp - Guns

Your personal sidearm won't stay effective for very long, so you begin
with the best man-portable weapons Factorio has to offer. A submachine
gun, an automatic shotgun, a rocket launcher, and a flamethrower. Each
of these are compact, robust, low-maintenance, and light on weight and
recoil. They have unlimited ammunition, and will reappear in your
warehouse a day after being lost or destroyed.

200cp - Buggy

A very reliable ATV with an engine capable of processing almost anything
combustible. Wood chips, coal, crude oil...just dump it in and turn the
key, but keep in mind that cheap and unrefined fuel produces more
exhaust. The buggy also comes with an integrated, 360-degree machine gun
turret. If lost or destroyed, it will reappear in your warehouse or
vehicle bay after 24 hours.

300cp - Modular armor

An armored and environmentally sealed suit, designed to keep the wearer
alive in a wide variety of alien environments. On-board recycling
systems handle waste, keep the internals clean, and produce clean water
along with a nutritious if tasteless paste to feed the wearer.
Occasional top-offs with fresh water and biomass will be required. But
the main draw of this armor is the extremely robust power system and
programming suite that can quickly install and adapt to new attachments,

integrating them into existing systems and adjusting them to best suit
the wearer. Comes with a portable fusion reactor, battery array,
strength- and speed-boosting exoskeleton, and night vision attachments
pre-installed. You may import another suit of armor you own to gain
these qualities.

400cp - 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.

400cp - Hive seed

This fleshy lump, when planted in an appropriate spot, will slowly grow
into a hive and begin spawning biters to begin foraging for biomass. As
the hive grows, it will eventually spawn worms - some will be mobile,
while others will burrow into the ground a short distance away and grow
to become immobile acid-spitting defenders. The hive and its spawns
instinctively recognize you as master, but you won't be able to issue
commands without the Pheromone Control perk or more exotic means of
communication. After several months of good growth, biters will
eventually be sent out with eggs to create new hive clusters, which will
later spawn more hives in turn. Each such subordinate hive will also
recognize you as master. You receive one hive seed per jump.

400cp - Rocket silo

This massive facility will follow you between jumps, planting itself in a
location of your choice. It is almost completely automated and contains
banks of computers and assemblers dedicated to creating rockets and
delivering payloads into orbit. It can easily interface with outside
technology, and you may import an existing factory, facility or building
into this role to combine and expand their functions.

Warehouse Attachments

100cp - Provider 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
stores about a cubic meter of each material, and withdrawn resources
replenish at different rates - you and your companions will easily have
enough water to live off of, a good-sized house could be built with a few
day's worth of stone and wood, while metals, particularly uranium, are
replaced much more slowly.

200cp - Warehouse roboport

A tablet that always returns to you after being lost or destroyed
controls a small fleet of robots that fly out of a hatch in the cosmic
warehouse's ceiling. These drones can move small items and will work
together to carry up to a ton at a time, and have tools that allow for
simple constructions to be performed, if you provide the system with
digital blueprints. The drones can range a kilometer from the door to
the cosmic warehouse, but can link up with constructed roboports to

extend their range. The robots vanish if the warehouse door closes. The
robots can draw from both normal and warehouse versions of the provider
chests.

Companion import

Crew - 200cp

Up to 8 companions may be imported. They may choose any origin but
'Hive' and receive 400cp to spend.

Suborned hive cluster - 400cp

Up to 8 companions may be imported with the 'Hive' origin, receiving no
CP but gaining all perks for that origin for free.

Drawbacks

You may take a maximum of 600cp of drawbacks. Some drawbacks have
alternate versions for those with the drop-in origin.

+100cp - Rough terrain
An impediment to travel and construction, you'll need some impressive
architectural skills, a lot of earth moving, or a very convoluted
resource transfer system to get any use out of this area.
- Hives find that the surface of Nauvis is now a patchwork of lakes and
rivers.

+100cp - Flesh carpet
When you arrived, somehow you triggered a unique mutation among the
insectoids. Tendrils creep out of each hive, corrupting local flora into
fleshy parodies and creating a sprawling pseudo-hive. The sensitively of
the hives is greatly increased, and the range of their awareness greatly
expanded.
- Hives have the range and detail of their senses dulled.

+100cp - Water wings
Water is the one thing that the insectoids have never managed to
overcome. With the weight of their shells and structure of their lungs,
submersion is quickly fatal. Now they will eventually overcome this
limitation, removing the natural barriers that inhibit their movement and
expansion.
- Hives can never remove this limitation from their minions, even with
out-of-jump abilities.

+200cp - Failed colony
Someone was here before you, and they made a mess...and then they were
eaten. While some infrastructure remains to be salvaged, the local
wildlife starts out at a much higher evolutionary level.
- Hives find themselves near a large and well-armed colony.

+200 - Resource poor
Resources are sparse, the fields few and far between. You'll be hard-
pressed to maintain a steady influx of needed materials, and your supply
lines will need protecting.

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

+300cp - 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. In some cases, this is just as detrimental to the insectoids...until they adapt.
- Hives suffer just as much from local conditions, and spawns can never fully adapt to them. Colonists will eventually find ways to harden their machines against the environment.

+300cp - Clever girl
Insectoids normally mob the target of their ire, to overwhelm it with claw and mandible. Now their intelligence grows with their strength. They will test your defenses, learn your tactics, and if outmatched, send word to other hives to gather additional forces.
- Hives find it impossible to give their minions any instruction much more complex than 'go kill that.'

+400cp - Megahive
Normally, hive clusters are spread far and wide. Now it is rare that insectoids break away to form new nests. The majority of hive clusters are massive in size, and the thousands of insectoids inhabiting each area will move as one the moment you draw their ire.
- Hives grow satellite hives at an extremely slow rate, limiting what they have to work with.

+400cp - Unlimited evolution
The insectoids are no longer limited by their genetics. Now they'll eventually adapt to anything you expose them to. Fire? Biological weapons? Magic? Psionics? Giant robots? Barriers of twisted space-time? The insectoids will develop new forms and capabilities to overcome whatever obstacles you put in their way. Apply your arsenal sparingly, or your doom will be one of your own making.
- Hives cannot use out-of-jump abilities to modify themselves or their minions, or to use other methods to control them besides pheromones.

+600cp - Reinventing the Wheel
All powers and perks from outside this jump are locked, and your warehouse is sealed. You must successfully craft a satellite, insert it into a working rocket, and launch it into a stable orbit. You have 10 years to succeed. Fail, and your chain is over.
- Hives must face an organized colonization attempt, and the systematic destruction of hostile life-forms is underway. With all out-of-jump powers and your warehouse sealed, you have ten years to direct the scattered hives to exterminate every human being from the face of Nauvis.

NOTES

The Factorio universe is still in development. Even the planet's name is 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.

'Stress evolution' causes injured and strained tissues to grow back stronger to overcome obstacles. It does not allow you to develop traits

not native to your species, and cannot grant total immunity. To a lesser
degree, this perk will even apply to more immaterial aspects of your
being.