

Space Engineers Jump

By Ursus_Primal

You're headed for an empty place, Jumper. The only goals here are to mine and refine ores and build ships. See if you can make it worth my while. Don't forget this on the way in:

+1000 CP

Age: Pick an age between 20 and 30.

Gender: Free choice. It's not like anyone will be able to tell through those space suits.

Background: Space Engineer. You're a guy or gal (or something) in a space suit. That's it.

Location: Choose for free or gain 100 CP (which doesn't count against your drawback limit) and roll for your starting location.

1. Earth-like: This planet features a breathable atmosphere, a comfortable range of temperatures, and Earth-like gravity.
2. Mars: Nearly indistinguishable from the real Mars, this planet has a thin, non-breathable atmosphere and freezing temperatures. Unlike real version of Mars, the gravity field is 0.9G
3. Triton: An icy planet with a breathable atmosphere. The surface consists of ice lakes, snowy hills, and snow-covered mountains.
4. Pertam: A hot and dry planet with a breathable atmosphere. Water is scarce, the storms are fierce, and the gravity is 1.2 G. Not all that different from Tattooine.
5. Alien: A strange planet with extreme variations of terrain, cold temperatures, and slightly higher (1.1G) gravity. The atmosphere is only somewhat breathable; a space suit is recommended.
6. Moon: A tiny ball of rock with no atmosphere and a weak gravity field (0.25 G)
7. Europa: A Moon-sized ball of ice with a thin, unbreathable atmosphere, and low gravity (0.25 G)
8. Titan: A slightly larger, rock with a thin unbreathable atmosphere, frozen lakes, and low gravity (0.3 G)
9. Space: You start in orbit around one of the above planets. Hope you remembered your space suit.
10. Free Choice: Pick any of the above starting locations.

Perks: One perk of each tier is discounted (or free if the cost is 100 CP).

Space Engineer Basics (free for all): For starters, you know to put on, wear, maintain, and take off a space suit. You are a capable spacecraft pilot, able to single handedly launch a ship from a planetary surface, fly it to the moon or another planet, land safely, and return to your starting point. You are also well-versed in orbital mechanics and any other knowledge needed to operate and maneuver a spaceship. Finally, you have basic operating skills for aircraft and ground vehicles.

Space Adapted (100 CP): You are immune to space sickness. You also do not suffer from disorientation while in micro-gravity or freefall. Finally, even if you spend months or years in microgravity or freefall, your body will not suffer any form of deterioration, and you will not need to acclimatize to gravity upon your return.

Gravity Tolerance (100 CP): Humans are such fragile creatures. Just doubling their apparent weight can render most of them barely able to move. But not you. Your ability to survive and act in high gravity is undiminished until it exceeds 5G, and peaks out at 25G which you can only survive for about 10 minutes.

Minor Mod (100 CP): Pick up to four mods that provide quality of life improvements (sleep, planet compass, colored icons, sound effects, images, etc.), alterations to your space suit (Tungsten, Sektan's suit mods, etc.), or variants of blocks that exist or can be built in game (cockpit mods, airlock mods, conveyor vent, etc.). The features from these mods will be present in-jump, and any new blocks and items will be added to your parts catalogue. This may be purchased more than once.

Hacking (200 CP): You can use your grinder to partially disassemble a ship's component (or block, to use the in-game term) and then reassemble it with your welder. It will then only respond to you and members of your faction. This will only work on something with electronics or computers incorporated into it. Taking over an entire ship will require hacking every computerized block on the ship.

Low Power Mod (200 CP): Pick up to three mods that grant improved functionality for existing blocks (1KDetector, etc.), provide improved versions of existing blocks (Twin Welder, Twin Grinder, Armored Thrusters, etc.), or is another advantageous non-combat mod (Moisture Vaporator, Better Stone, etc.) The features from these mods will be present in-jump, and any new blocks and items will be added to your parts catalogue. This may be purchased more than once.

Blueprinting (200 CP): With a glance, you can make a detailed blueprint of a ship that you own and store it in your space suit's computer. You can then input this blueprint into a projector block, which will create a hologram of the ship. You can then use it to build a copy of that ship. You can also make blueprints of ships owned by others if they give you permission.

Just a Space Engineer (400 CP): Using nothing but the tools you start with and a supply of components, you can build any vehicle or structure that you can imagine. There is no need to run any kind of wiring; as long as what you're building is on the same grid as your power supply, it will receive power. Thrusters will apply their thrust in the correct direction, even if they are not centered or evenly distributed.

Medbay (400 CP): As long as you have a medical room or survival kit built somewhere in-jump, you will respawn there upon death. If you own more than one such block, you may choose where you respawn. This will function once per jump or once every ten years, whichever happens first. This will not resurrect you from death by exotic means (soul destruction, reality warping, erasure from the time stream, etc.) This otherwise functions as a standard 1-up.

Powerful Mod (400 CP): Pick up to two mods that grant improved combat ability (Energy Shields, Battle Cannons and Turrets, OKI, etc.), significant mobility upgrades (Stargate, Tiered Thrusters, Adjustable Thruster Multipliers, Better Jump Drive, Upgradeable Gyroscopes, etc.), or increased manufacturing ability (XL Industrial, etc.) The features from these mods will be present in-jump, and any new blocks and items will be added to your parts catalogue. This may be purchased more than once.

Why Don't You Just Build a Pilot's Seat? (600 CP): You're on a hostile ship and you need to take control of it without storming the heavily guarded bridge. What are your options? Well, you could just build a pilot's seat or control station somewhere out of the way and use it to take over the ship's controls. Without hacking the rest of the ship, you'll only be able to pilot the ship or power it down. And nothing's stopping the ship's crew from hunting you down.

Overpowered Mod (600 CP): Pick one blatantly overpowered mod (Slyke's Singularity Blocks, weapon mods with ranges greatly exceeding the current 2 km maximum, etc.) The features from this mod will be present in-jump, and any new blocks and items will be added to your parts catalogue. This may be purchased more than once.

World Setting Perks:

Carrying Capacity (50/100/200 CP): Increases the amount of material that you can carry. 50 CP increases your carrying capacity by x3; 100 increases it by x5; and 200 increases it by x10.

Cargo Capacity (50/100/200 CP): Increases the amount of storage space in your cargo containers without increasing their exterior dimensions. 50 CP increases storage capacity by x3; 100 increases it by x5; and 200 increases it by x10.

Welding Speed (50/100 CP): Increases the speed at which ship components are built using welding tools. 50 CP increases it by x2; 100 increases it by x5.

Grinding Speed (50/100 CP): Increases the speed at which ship components are salvaged using grinding tools. 50 CP increases it by x2; 100 increases it by x5.

Refinery Speed (50/100 CP): Determines the production speed of refineries. 50 CP increases it by x3; 100 increases it by x10.

Assembler Efficiency (50/100 CP): Determines both the production speed of assemblers and the resources they use to produce items. At 50 CP, their speed is increased by x3, and the resources they use is reduced to 1/3. At 100 CP, this is increased to x10 and 1/10 respectively.

Items: One item of each tier is discounted (or free if the cost is 100 CP).

Basic Tools (free for everyone): You start with your space suit, a grinder, a welder, a hand drill, a S-10 semi-automatic pistol, and three magazines of ammo for the pistol. If any of these are lost, stolen, or destroyed, they will reappear in the next cargo container you look in.

Starter Ship (free for everyone): If your starting location is on a planet, this will be a drop pod which can be flown in an atmosphere over short distances. If it is the Moon, Europa, or Titan, it will be a Moon Drop Pod, which is equipped with wheels and an enclosed cockpit, but is otherwise identical to the standard drop pod. If you start in space, this will be a Space Pod.

Parts Catalogue (free for everyone): You have the blueprints to make every component and block in space engineers, as well as the blocks from any mods you purchased. Any assembler you build will also have these blueprints.

Space Credits (100 CP): You gain one million Space Credits.

Survival Constructor (100 CP): Your suit has a tiny ore refinery and parts assembler built into it. It's slow and runs off your suit's battery, but if you have nothing else, this could be a lifesaver.

Small Grid Ship (200 CP, only the first purchase may be discounted): You are the proud owner of a Keen Software House Builder, Miner, Fighter, Constructor, Deterrent, or Drill Ship. The first three are space-only craft and will be waiting for you in orbit if you start on a planet. The rest are only usable in an atmosphere and will be parked near your landing site. It has the usual jumpchain benefits, infinite fuel, infinite life support, infinite ammo (fighter or deterrent only), and respawns in a day if lost, stolen, or destroyed. You can buy this up to six times to get all six ships.

Large Grid Ship (400 CP, only the first purchase may be discounted): You own a copy of either Big Red or Big Blue. Or you could buy this twice to get both. As these are space-only ships, they'll be up in orbit if you're starting on a planet. It has the usual jumpchain benefits, infinite fuel, infinite life support, infinite ammo, and respawns in a week if lost, stolen, or destroyed.

Easy Start (400 CP): Instead of a bare bones pod at your starting location, you have a fully equipped base with a trio of small grid ships for mining, building/salvaging, and combat.

Super-Large World (600 CP): Without additional mods, this jump will take place in a volume of space 6.6 AU (one billion kilometers) in radius. For reference, Jupiter's average orbital radius is 5.2 AU. Now you have one of these attached to your warehouse. You will be able to enter this attachment from your warehouse on the surface of one planet or moon of your choosing, or inside one space station.

This attachment will contain the planets that were present in your jump as well as millions upon millions of asteroids.

Companions:

Fellow Space Engineers (50/200 CP): Import a companion for 50 CP or eight of them for 300. They all receive 600 CP to spend in this document.

Drawbacks: No more than 800 CP from drawbacks.

Supplement Mode (0 CP): Let's face it, this world doesn't have much of a story to it. With this, you can make this jump into a supplement for another jump that focuses on space travel.

Generic Mode (0 CP): There are a few other space sandbox survival titles that don't have a jump of their own (yet). With this toggle, you can use this jump as a generic jump for any of those settings.

Story Insert (0 CP): Pick a Space Engineers Story Universe from Youtube (i.e.: Captain Jack's Colony Universe, XPGamers' Group Survival, etc.). You are now inserted into that story. If there are mods in use, they will be available to you, but only for this jump (unless you buy them).

Daily Needs (+100 CP): All your food and beverage items are locked away, as are any perks, abilities, and powers which allow you to create either. Good news, though. The Daily Needs mod has been included in your jump. Enjoy your bland, mushy space food.

Reduced Welding Speed (+100 CP, incompatible with the welding speed perk): Your welding speed is reduced to one half normal.

Reduced Grinding Speed (+100 CP, incompatible with the grinding speed perk): Your grinding speed is reduced to one half normal.

Hostile Environment (+100/+200/+300 CP): This introduces meteors which will bombard your local area and damage any vehicles, structures, or terrain if they hit. Even a planet's atmosphere won't protect you from this. The first level will only cause a few to appear on occasion. On the second, it's more frequent and the meteors fall in greater numbers. The third, Armageddon Mode, has meteors falling continuously.

Weapons Disabled (+200/+400 CP): No weapons will function during this jump. Guns won't shoot; swords won't cut; and explosives won't detonate. For an extra +200 CP, only your weapons are disabled.

Drones Enabled (+200 CP): If you pass too close to an enemy base, squadrons of armed drones will start hunting you down and attacking you until you move far enough away.

Spiders Enabled (+300 CP): Sabiroids, colloquially known as space spiders, are terrifying beasts that can two-shot a space engineer and effortlessly tear apart most small grid craft. And now they're on every planet with an atmosphere.

Empty World (+300/+600 CP, second tier not compatible with any other drawback): This may be taken twice. The first time sets your starting location to space and removes all the planets in the system. The second time removes everything else. This is bound to be very boring.

The Obligatory Power Lockout (+800 CP): Your warehouse is locked down and you are reduced to your body mod. Your companions are also affected by this and gain +400 CP.

Scenarios: You may choose only one scenario. For the duration of the scenario, you are reduced to your body mod and your warehouse is locked down.

Never Surrender: This scenario sets your starting location to space. A small space outpost will soon be attacked by space pirates and it is up to you to defend them. The pirates will attack in waves, starting with a few small drones, and escalating to larger attack forces and larger and more heavily armed combat craft. If you can defeat one hundred waves, you successfully complete the scenario.

Lost Colony: This scenario sets your starting location to Earth-like and your space suit's jetpack is disabled. The remote colony of Sunset Valley has stopped communicating and it is up to you to find out why. Investigate the cause and report your findings to your superiors to complete the scenario.

Frostbite: This scenario sets your starting location to Triton. A package has been lost on Triton and it is up to you to find it while the planet is in the middle of the worst blizzard ever recorded. Someone here doesn't want you to find it, whatever 'it' is, and has sent out drones to hunt you down. Find the macguffin and return it to the evac point to complete the scenario.

Reward: For completing any of the above scenarios, all of your perks, powers, and warehouse become available to you. You also have the option of ending the jump, or waiting until the ten years are up. You gain access to all the Space Engineers blueprints on the Steam Workshop. If a blueprint has a mod that you do not have access to, you'll be able to build all but the modded parts.

The End

What will you do now, Jumper?

Go Home

Stay Here

Move On

Log:

V0.1: Created the jump

V0.2: Removed Steam Workshop; reduced cost of Super Large World; added Space Engineer Basics; added Parts Catalogue; attempted to clarify wording for mods.

v0.3: Added new perks; added discounts for items; added scenarios.

v0.4: Added atmospheric craft options to the Small Grid Ship item.

Notes: Based on the space sandbox survival game by Keen Software House.

The refinery speed perk will apply to any device designed to refine raw ore into ingots or other refined forms. (i.e.: Refineries in No Man's Sky, Furnaces in Minecraft, or Constructors in Empyrion Galactic Survival (once I get around to making that jump))

Assembler speed only applies when an item is created using mechanical or more advanced means. Minecraft's crafting tables don't qualify, but the assembler from the Immersive Engineering mod does. This also applies to anything that makes food for you, such as the nutrient processor in No Man's Sky.

If you take a scenario and Generic Mode, you gain the Steam workshop's blueprints for the game you chose.

The survival constructor is an idea I swiped from Empyrion Galactic Survival. There is no equivalent in Space Engineers, but it has been included just in case you lose everything else.

If you have Scan from Generic Builder and you have taken Story Insert, you can scan any modded blocks and still be able to build them post-jump, even if you didn't buy the mod. Reverse engineering perks will also do this for you.

Weapon ranges in-game are limited to 2 kilometers for the longest ranged weapons. Post-jump these will extend to their real world equivalents. Please fanwank responsibly.

Jump drives also have a ridiculously short range in-game. Post jump, a single jump drive without assistance from something like the Better Jump Drive mod will have its maximum range increased to 2 AU in the inner system (Sun to Asteroid Belt), 20 AU in the outer system (Asteroid Belt to Kuiper Belt), and 2 light years outside the star system.

The Super-Large World item will not be any bigger if you choose a setting that is larger than a single star system. In this situation, you'll get a space 6.6 AU in radius centered on your starter system's primary with all the planets that are inside that radius in the starter system.