

Oxygen Not Included Gauntlet

By NikaMoth



Light swirls in a big yellow device resembling a gate. Out of the vortex, you are unceremoniously dropped on the ground of a small (but peculiarly well-lit cave), dressed in a basic outfit consisting of pants with a belt, a comfy shirt, and gloves. You have a gun like device in your hand. You have no memories of existing in this world--It's almost as if you were just born. Despite how you have a seemingly adult body, the ability to talk, and other standard skills an adult human would be expected to have. The device itself seems to function without a needed power source. But, to your surprise, you do not possess any of your perks or access to your warehouse whatsoever. You do retain your bodymod. The caverns appear to have a natural day and night cycle (The light itself dimming at "night") even if there is no obvious light source save for the occasional floating Shine Bug you see.

Despite not being told a word by anyone, you automatically know what your mission is. As if someone has stamped the words onto your brain.

You must survive for 200 Cycles (200 Days) in this asteroid, and your colony must be thriving during that time. They also must produce more oxygen than they take in by the end of those 200 Cycles. One you're done, you're free to go. Or you can stay for the full ten years afterwards with your powers and warehouse as you quietly improve your colony.

You know the device that created you is called a "Printing Pod" and will have a "dupe" (The name for the humanlike race you and the others are) ready every 3 cycles (Known as days). But you decide if it actually creates one or not, and their traits are randomized (although it creates three randomized dupes

and lets you pick one to print). However you can reject the randomized dupes, but it takes a few days to make another set. You should probably focus less on expanding early. Oxygen can get spread thin if you're not too careful. Dupes are pretty efficient when it comes to work anyway--you should be fine in your early days without printing any more dupes.

You start out with nothing except the gun-like device (which seems capable of mining and building things) and three other randomized dupes. The gun also has a mapping feature in it that expands to show you the natural surroundings of your area, warning you about any hidden reservoirs or huge holes in the asteroid. It does actually have a laser ray in it but it will take a couple of seconds of blasting to make a Hatch die. But animals here seem so sweet-natured. Do you really feel the need to lash out at them? If you fail, it will be your own fault and not because they all collectively tried to kill you.

You better get started working. Oxygen is running out fast.

You get **+0 Choice Points** to start with.

Perks

Choose two 100 CP perks to get for free, two 200, 400, and 600 perks to get at a discount.

Interior Decorator (100 CP)

You have an appreciation for arts and interior decorating, but more than that you're a pro at furniture arrangement and very creative in most artistic endeavors you put your mind to. Your works have a natural calm to them that can assuage even the most panicky. You could probably achieve a Bob Ross-like level of calm and chill inside people who gaze upon your art.

Hygiene Vision (100 CP)

You're a saint of cleanliness! Able to discern germs on an object with just a simple glance and tell how dirty a place is and what must be done to clean it. You'd have to examine the object in question or run tests to see what specific disease is on it, but at least you'll know what needs cleaning and what doesn't. Your immune system is also quite strong, able to identify most diseases instantly and swiftly crush them even if it hasn't experienced them before.

Diver's Lungs (100 CP)

Take in that deep, deep air. What's in it? Is it oxygen? It is! With some traces of hydrogen and natural gas. With a whiff of the air, you can instantly tell what's floating in the air and if it's polluted or clean for you or others to breathe. You can even exactly pinpoint the source of the pollutant instantly. It would also seem you need less oxygen to breathe than usual. As oxygen in general is a vital yet difficult resource to acquire in certain situations (Like this one), this will be very helpful to keep your oxygen supply high.

Caloric Intake Only (100 CP)

Vitamins? Minerals? What are those? It would seem like to you, all it takes for you to live well is to just keep up your caloric intake. What you consume isn't important--the calories are. You no longer need essential vitamins and minerals to live, only calories. Your body is also an iron gut. While you can't shove every little thing you see in your mouth (Hot lava and radioactive waste are still Not Recommended to eat for a Dupe like you), you'd be fine putting a little bit of processed dirt and water in your mouth for

nourishment with not a lot of repercussions. Except maybe some diarrhea, but even then the disease won't get bad enough where it will kill you. You also naturally know what's dangerous for you to eat and what's not, even if it's an alien plant or creature you've never seen before.

Inedible Delicacy (100 CP)

Okay, maybe the idea of eating only dirt and water for a while grosses you out. And there's that whole thing with the diarrhea, which isn't very pleasant to go through. Thankfully you don't have to consume such disgusting meals. Because somehow, you instinctively know how to prepare a good meal out of anything seemingly inedible, like rocks or disgusting ingredients. (Such as deep frying a bar of dirt and water). It won't be quite as nourishing, but you'll never get a disease from mishandling anything during cooking.

The Digger (200 CP)

You've got a talent for digging! Your digging goes faster--the dirt seems easier to shovel into, it's strangely unlikely that any tunnels you dig will collapse from a flaw in construction alone (outside forces like an earthquake can make them collapse still). But your talent with digging is more than that. Pockets of air or buried treasure or other interesting things seem to pop up after a decent amount of digging. Also you've picked up a bizarre mopping skill, for some reason.

Friend To All Animals (200 CP)

The alien wildlife is actually quite tame. Hatches don't attack Dupes unless they're disturbed or assaulted, for example. In fact, most if not all the animals you'll run into here are quite nice. This luck will extend to other worlds. Most animals won't be hostile to you as long as you aren't hostile to them even when they're hungry, and in fact they may have a beneficial use for you as taming them is easier now. Such as metabolizing a harmful substance and producing a useful substance in response. Or just keeping out of your stuff or letting you pet it or keep it as a pet.

Getting Off The Ground (200 CP)

It can be difficult getting started into certain skills and professions. No amount of practice is a substitute for field experience. You don't have the problem of getting over the initial awkwardness of trying to adapt or get into anything. You'd start out slow, but at least typical on the job accidents won't startle you. Starting things also aren't quite as awkward for you--at least you'll get a vague feeling on what you should do for your vital first step.

Unexploding Construct (200 CP)

That would be a shame if your stuff got overloaded and exploded as a result, making you start over and build a new thing, right? Good thing somehow everything you make just naturally stops working and refuses to take more energy instead of exploding if it overloads with energy or if it gets too hot. At worse you'll need to do some repairs on the thing and wait for the heat or energy to seep out but never something as destructive as blowing up or getting busted beyond fixing.

Nature's Order (200 CP)

It's more environmentally friendly to use the local wildlife than using another species that hasn't adapted to the environment yet. Every biome is unique in small ways that add up to big changes. Sometimes it's the only option if there are unique features in the environment. Which is why you have an uncanny talent for collecting useful plant life from any environment that could be used to yours or others benefit. At least

you'll find stuff to eat, and you'll almost always get seeds from the plant. You also instinctively know the perfect conditions to grow those seeds in, no experimentation needed.

Recycling The Waste (400 CP)

Somehow, they'll always be a way to make use of what you have around or potentially harmful things around. Any harmful or useless substance you find can be refined into something else that's useful. Or maybe you discover that this has use. Like the unbreathable hydrogen gas floating through your base has use as a fuel source. Or maybe you can get a Puft to breathe in some polluted air and excrete slime, which you can squeeze some algae out of. It may take time for you to research a proper way to do it, but it's possible. Making successful self sufficient systems is easy for you now. Waste not, want not!

It Just Works (400 CP)

The colony is greater than the sum of its parts. All working together in an intricate web of moving pieces and wires. You've got a talent for stringing together big wondrous machines or constructs in a functioning system together. Knowing where they fit in with each other and how they could boost the other's efficiency, just looking at something fills your mind with possible ideas it could fit in with other creations of your own and efficient places they could go. Machines in the systems you create also don't seem to break down on their own over time. They aren't protected from outside sources of trouble like ambient temperature, however. If a machine overloads with ambient heat it will break down.

Screw The Details (400 CP)

You need water to scrub the carbon dioxide out of the air. And then you need to turn the polluted water byproduct into steam to purify it, and pump the hot steam into a room, and then pump cooled hydrogen gas into the room to condense the steam into water, then you need to pump the hydrogen gas out to a hydrogen plant, but in order to produce hydrogen gas you need an electrolyzer, which will burn through your water supply while also producing oxygen, and then you also need to figure out a coolant system for the hot water. One that will cool the water efficiently and quickly, because it takes a long time for water to cool down, time you probably don't have. Don't even get started on the wiring, that will be a nightmare to manage.

But frankly? That isn't an issue for you anymore. You have an intuitive grasp on little details that matter. Never get lost with math or forget a single detail that would mess up your whole project. You can crunch big numbers in your head and plan out a complete string of infrastructure in minutes, and not cause any problems that would make the whole thing collapse on itself. Works on a citywide scale and super projects up to the size of cities.

With Only A Computer (400 CP)

You have absolutely no education in science but you don't need it. You could just teach it to yourself on your own time with just a computer, some blueprints and absolutely no formal education. You can't advance past the current tech range of the world you are in with this skill alone, but it does help you out when you have no possible way of knowing how the tech works in a certain era. It will take lots of time, of course, but it's convenient when you don't have access to education.

Your brand new learning skills have also allowed you to turn any pure theory into practice without giant screw-ups on your part.

Speedy Builder (400 CP)

Whatever the average construction time is for something, you can cut it down to only three fourths of the time. You just assemble things faster with no detriment to their overall function and no flaws in their structure. Not any more than how it would have been if you constructed it in the average time it took for you to make it. Practice building more of a specific thing and you could even build it faster and faster as you get better and better at making it.

Inhospitable Hospitality (600 CP)

Building a colony in a near inhospitable environment is difficult. Being abandoned and marooned in an asteroid with no hope for a sustaining, everlasting society can come off as nearly impossible to live in. But somehow you can accomplish it. As long as you put in the time and effort (Such as researching the tech), you could make a working city almost anywhere even if it would seem inhospitable for people to live in this place.

Of course, it'll take a while. Rome wasn't built in a day, after all. But your livability is ensured, at least. Of course natural disasters and any other incidents will still threaten you. But in your colony, the people are happy and comfortable even if life could be difficult there.

The Way Of All Roaches (600 CP)

Cockroaches, as filthy as they are, are nearly impossible to kill. Even the power of an atomic bomb can not stop them. Your life is similarly blessed. There's always some way to survive, and maybe even a chance to start anew. Even if it's a horridly debasing life, you're continue to persist and survive. It may not always be a glorious path of sweeping change, but you're living and that's what matters. You'll always scrape by to live even if it's the barest of bones and you focus on surviving. After all, the Dupe Cloner continues to clone Dupes even if all Dupes are dead. The colony still persists, and there shall be another chance once more to become as vast as it was before.

Realism? In My Game? It's More Likely Than You Think (600 CP)

Why should algae of all resources be treated as a 'finite resource' when you know it grows quite a lot? When the most realistic outcome would benefit you, it happens. Resources that otherwise would be finite now grow naturally if it's realistic for them to grow. People respond realistically to wounds if they have no other reason to stay alive (like regeneration or them having superhuman endurance). Someone who seems blessed by dumb luck won't have improbable events comically twist in their favor. This applies to events that directly affect you, and can be toggled on and off.

This doesn't work on magic, ki, or anything obviously supernatural. Magic will not fail to harm you, gods will continue pulling impossible tasks to get in your way as they please, and you can still get fried by abstract concepts.

With A Box Of Scraps (600 CP)

It really is difficult to cobble together complex machinery when you don't even have the proper tools for making them. But that's fine with you. Because building intricate, delicate inventions when you have absolutely nothing in the way of resources except for rock is a piece of cake for you. Somehow you can forge tools and resources out of very little. You indeed, could make contraptions out of nothing but a box of scraps.

The Problem Solver (600 CP)

Desperate times can sometimes call for absurd solutions. If you want to use a weird solution to solve something or figure out things in an odd way, it would seem that it would actually be incredibly effective. Maybe more so than a more conventional solution. In general any absurd plans you have or create are just as likely to succeed as their conventional counterparts if not more likely to come up with beneficial consequences if not successful. You also become better at intentionally thinking up bizarre solutions to problems if you're not the type to like using conventional methods to solve problems.

Companions

Dupe Companions (50 CP per companion, 300 for eight. 50 CP past the eight companion mark.)

Start out with three other chosen companions or a mix of them and other dupes, printing pod makes your other companions in the next few days. Much like you, they too shall be without power and equipment (any vital pieces of technology or magic needed to keep them alive will function normally--but you or they won't gain any special benefits from it. At most they'll be peak human.). Importing more than three companions will give you the other companions as Printing Pod companions, meaning you won't have them at the start.

They get no CP. They may take drawbacks to get CP to import/purchase items and perks with, but only their purchased CP will apply to their own purchases. They get no item discounts, but they do get one discount per perk tier and one free 100 CP perk.

Manufactured Friends (50 CP per Dupe)

Is random chance so precarious for you? Did you not like the dupes being randomized? Very well, you may spend 50 CP to mold one dupe to your liking or for a specific role if you're so inclined. They will appear with you at the start, but if you buy more than three, the Printing Pod will generate the other dupes when it finishes generating them.

The rules for Companion CP also applies to the Dupes.

Items

You get one 100 CP item for free, one 200 CP item discounted, one 400 CP item discounted. Assume the first purchase is free/discounted only if an item allows for multiple purchases. 50 CP Items are not free and neither are imports.

Non-Discounted

They May Become A Threat (100 CP)

Alright, if you insist, you may pay 100 CP to import a single weapon. Suppose it won't hurt to be prepared for THE most unlikely worse case scenario such as a sudden animal uprising. It will retain all its powers, although if anything the weapon does requires you to spend magic energy you'll be heck out of luck. You are out of your powers, after all. But you may import the weapon into your all-miner and builder gun, giving it a cool alternate form. Or import some other device if you prefer.

Machine Import (200 CP)

Do you think you have the perfect thing to help the colony thrive? Very well. You may pay to import one helpful machine to do stuff for you during the Gauntlet. Or a blueprint if you think mass production is possible in this situation. You can't import anything blatantly supernatural, like magic (Or magitech). You'll need a way to figure out a power source--but you could figure something out if it doesn't have an internal power source. You've got 200 Cycles and some good tools, plenty of time to think of something.

Plant Seeds (50 CP, Multiple Purchases)

The asteroid has much interesting flora. Ranging from the adorable Mealwood to the hardy Sheet Wheat to the fiery Pincha Pepper to the delicious Bristle Blossom, you now have seeds of one of the plant species that grow here. They can grow literally anywhere unlike the plants you find on the asteroid, which need specific environmental requirements before growing. Which is perfect when you can't emulate their conditions. Each purchase gives you infinite seeds for one chosen plant species here.

Free or Discounted

Pet Hatch (100 CP)

This small shellfish-like crab tick thing is a burrowing friend! This eats anything (And that does mean anything--sandstone, metal, corpses of other Hatches--the sky's the limit except for coal) and poops out usable coal that can be used as an energy source. Don't ask how. Also periodically lays fertile eggs if you want Hatch babies to start up a Hatch baby farm. Or if you don't want it to, it won't lay eggs. Don't leave out any valuable resources around them, because it does eat anything! They have a nocturnal lifestyle, burrowing underground during the day and coming out at night. (Although if disturbed they WILL attack and give chase, however they should calm down after a few minutes). This Hatch loves you and will follow you around, happily eating your trash without a care in the world.

You may also use this option to purchase other creatures found here if you like, such as the adorable carbon dioxide consuming and crude oil producing blob called a Slickster. They too will reproduce more animals if you want.

Oxylite (100 CP)

Oxylite. A metal made of mostly oxygen. Attempting to mine it results in it breaking into pieces too small to use in construction. But it's not a building material. It's actual use is as a source of oxygen. As the metal itself is not very stable, upon excavation, the oxygen will leak out from the solid metal itself in the form of a gas as it sublimates over time.

Very helpful in your first few days. While this stock of Oxylite will run out around the 10th cycle (The oxygen it leaks out will continue to float around until everyone breathes it in.), post jump this gives you an infinite supply of the stuff that never fades away. Conservation of mass no longer applies to it.

Mush Maker (100 CP)

This...musher makes these bars by cranking the thing. Can make edible food out of dirt and water and other inedible ingredients, but it isn't good for the stomach. It's not life threatening, but...it's not pleasant to go through diarrhea constantly while you're eating the food. Putting something actually edible into it makes it slightly better and more nourishing. Can take and process out of world stuff.

Textile Loom (100 CP)

People may see the fashionable as superficially obsessed with their own looks, but there is some truth to the notion that your mental state reflects how you look. The nicer people look in clothes created at this loom, the more mentally healthy and less stressed they become. Which is good for keeping your cool when disaster strikes. It even makes some nice comfy clothing for when you go to the humid or freezing biomes of the asteroid.

All Builder And Miner Blueprints (Free/200 CP)

You can mine AND build things by just loading materials in this ray gun! The ray gun takes your overall skill with something and builds it without you having to do all the hard work of reaching over and placing the parts there yourself. It also just digs away at places using your own skill but without making you tired. It also sucks things up and stores it in itself. If you wish to have the blueprints so you can make more, pay 200 CP.

Atmo Suit Station (200 CP)

This station will generate Atmo Suits from only some plant fiber and copper. They're essentially space suits, and will always fit you no matter the form you take. These Atmo Suits are tough--the creatures here cannot harm it. Plus they can store oxygen in the suit. These suits, unlike the ones you can typically make if you built the station yourself, also are completely immune to any harmful environmental conditions out of anything typically found in this world and harmful substances as well.

Polymer Press (200 CP)

Plastic is truly fantastic! With this great and inventive device, you can make plastics! Never doubt the true wonders of plastic--you can make clothes, structures, ladders, and more! All you need is a source of petroleum, typically, to make them. But what's this? It's got an infinite supply of the stuff? Meaning you can crank out infinite plastic things? Wonderful!

Abyssalite Chunks (200 CP)

Abyssalite is a special crystalline metal found on the edges of the biomes in the asteroid. It has zero thermal conductivity, meaning that the laws of thermodynamics just don't apply to it when it comes to the flow of heat. For those who know little about science, it means that it loses no heat and cannot gain any heat. Making it the ultimate insulator. Never worry about your soup becoming cold! It's also quite shiny and crystalline, and it's even dark purple if that's your thing. And you have an infinite supply of the stuff. Lucky you!

Energy Geyser (400 CP)

While you may run into a geyser of any natural resource, this will absolutely ensure you find one at the start to harness energy from. This geyser appears near your base of operations and will never run out of it's chosen resource. Can choose between one power source like coal, hydrogen gas, or oil, and it is infinite. Or you can select to have infinite lava instead. This geyser appears anywhere you have chosen in this world.

Neutronium Recipe (400 CP)

Sometimes you will find actual structures scattered about the caves. Who or what made them is unclear, but you can read the text on them. It would seem they were a science company, however more details on it are unknown. Regardless, these structures are made of a very hard metal called Neutronium. You

cannot mine it it, as it is literally indestructible. You will never run into a way to smelt or forge more neutronium.

Not unless you purchase this recipe.

Supercomputer (400 CP)

With this supercomputer, it can run highly advanced, realistic simulations as if it's really happening in the world. Enabling you to do experiments without actually needing to collect materials for said experiments. At most you'll need dirt and water or some metal to complete the simulations, bizarrely enough. Plus, it comes with a built in tutorial to teach someone how to understand the basics of science in a very rudimentary, easy to learn way. Even if someone knows absolutely nothing on the sciences, they could use this computer to learn them incredibly fast.

Neural Vacillator (400 CP)

This bizarre device appears to be a floating brain hooked up to a helmet-like device (resembling hair driers at saloons) above a chair. Strapping someone into the chair and placing the helmet onto them, then activating the device, will make them go through an electrifying experience! They'll need to be taken out, though. The process only takes a couple of minutes. They will have instant access to the traits, but it has five charges before you need to add more charges to it. You can download yours and other memories onto the device.

You can imprint biological traits and memories onto the user even if their body doesn't allow it, allowing such changes like a reduced need for breathing and regeneration. After you leave this realm, you can add other biological traits and memories to imprint on people. This only imprints onto one person at a time. There are no limits to the biological traits allowed to imprint onto someone.

Drawbacks

No Drawback Limit

High Aesthetic Expectation (+100 CP)

Somehow, this drab environment makes you unhappy. You'll be easily stressed as a result if you don't have beautiful surroundings to sleep in. And for you, that can exacerbate more stress responses in you. Have fun.

Stress Vomiter (+100 CP)

If you get too stressed, you'll start vomiting everywhere. Which is bad in terms of hygiene, as someone needs to clean it up. Plus you'll lose water and other fun things that come with vomiting. Your stress will go down after you're done vomiting. Better keep a bag on you at all times.

Destructive (+100 CP)

So much of the colony depends on you! This is important! If you screw up you may never get a chance to fix it again, because you'll be dead! It almost makes you want to destroy everything you don't have to worry ever again! When you become too stressed, you'll completely wreck the nearest device until you calm down.

Binge Eater (+100 CP)

You have another stress response! This time in the form of binge eating. You'll devour a large chunk of the food stores in the colony out of stress. You have no control over that habit of yours. Perhaps keeping a snack or two on you at all times should mitigate this.

Ugly Crier (+100 CP)

Or you can just have a huge mental breakdown and just cry on the spot. That's also an option. It will make other people stressed if they see you. Plus they'll have to mop up your tears. It's also not dignified and possibly very embarrassing for the dupes to see their fearless leader crying.

Mouthbreather (+200 CP)

You breathe in oxygen half more than the average human needs. Not so good if you're trying to preserve oxygen, that's for sure. And oxygen is a vital gas needed for dupes to live. You're going to really need to go overtime finding algae to make more oxygen.

Weak Immune System (+200 CP)

Diseases are always an ever present threat to the colony. Usually as long as you sanitized the place and kept proper precautions when it came to polluted oxygen, disease wouldn't be an issue. Even if you did get infected, usually your body would fight it off. In extreme cases, with medical care.

Not so with you. You'll get infected easily, and plus it'll take longer for you to recover from it. Better start working on those atmo suits.

Gnat Invasion (+200 CP)

Gnats usually reproduce slowly and if you really don't like them, you could kill them all and clear them out. That doesn't seem to happen, now. All the Gnats will try to burrow their way through the floor (even if you put down tiles) and eat any stuff on the ground. They will eat all your resources and worse--won't leave any coal to make up for consuming your resources. You better keep your stuff locked up and aboveground else you could get into some serious trouble.

Easily Stressed (+200 CP)

Getting overworked can lead to stress for anything. Usually this can be mitigated. Not for you now. It takes a long time for you to mellow out from working or if stressful things happen like if a friend dies. Which can be a very bad thing. Stress is super unhealthy for you, after all.

Metaknowledge Not Included (+200 CP)

Your basic accumulated knowledge of science won't be gone, but any knowledge you have related to the game itself is gone. You won't be able to know what slimelung is, for example. Which is not great, as you'll need to eventually drill into the biome slime is found for algae.

Low Oxygen (+300 CP)

Are you sure you want this option? Very well. Oxygen depletes faster than usual. That's it. Oxygen is also a very vital resource for you to live. You need more and more algae to keep your colony running, and that will be a challenge you'll have to keep up with.

Low Resources (+300 CP)

You never run into needed resources. Those you find are in very low numbers. Self sufficiency is key if you want to survive, and so is exploration. Thankfully food won't be rare to find if you get a farm going. Everything else will have to be hard searched for. Manpower and batteries will be very useful in powering your colony when you run out of fuel.

Just Plain Unlucky (+300 CP)

No way around it--you're incredibly unlucky. Machines just break down out of nowhere, and people get more stressed than usual. Disaster also strikes you far more than usual. Plus it would seem that air doesn't move properly, escaping everywhere and being unpredictable in movements. Vents work properly, however.

Unfavorable Starting Location (+400 CP)

Usually you'd be placed in a temperate biome compared to the other biomes. Clean, drinkable water and breathable air, algae all ready for you to use instead of squeezing it from slime, and other benefits. This won't happen now. You'll be placed into another biome. Filled with polluted oxygen, natural unbreathable gas, polluted water, and other unfavorable conditions. This is hard mode.

Broken Dupe Machine (+400 CP)

Usually the Printing Pod would create dupes at a fairly consistent pace. Such as every three to four days. Not so now. Now it will only make one new dupe every ten days, but will generate your companions and purchased dupes at the regular rate. You're going to be expanding at a slow rate.

Aggressive Animals (+400 CP)

What have you done? Literally any creature you find here now hates you and will go out of it's way to kill you and the rest of the colony! They'll try to break into your colony and will try to eat all your resources! Plus, they're tougher and stronger than usual! It'll take at least four dupes to take down one creature without any serious injuries!

Reward

Congratulations! You have maintained a successful colony for 200 cycles. Your warehouse and powers have now returned, and you may hang out around your asteroid for the next ten years improving the inner workings of your colony. Maybe you can build a spaceship and colonize the rest of the asteroid belt, but that's beyond of the scope of what this gauntlet gives you. Or you may simply take your stuff and leave at any time during those ten years or immediately after your stay is done.

You have gained all of the following.

Dupe Companions

Any Dupes the Printing Pod has made during this time will count as companions. Even the ones that have died, as a courtesy. They will also retain everything they've learned so far. They will also gain the ability to get pregnant.

Printing Pod

As a default, you get this for free at the start. Failing the gauntlet won't let you take it with you. Will make three random dupe blueprints once every 3 days (but can only print one), but you are the final arbiter on if it actually makes a dupe or not. The traits are randomized until after the gauntlet, where you may mix and match traits. If you choose not to, the dupe itself will remain unprinted until you are prepared to receive them. The dupes it produces can now get pregnant but they go through the typical nine month period to get pregnant. Dupes can be imported as companions and are treated as such if you desire. You may also pick and choose which ones are companions.

The genetic ooze to print them can be altered by you and you can put whatever you wish into the genetic ooze mix.

An Asteroid Belt Of Your Own

The Dupes live on an asteroid, and your asteroid will follow you from place to place. But this is actually part of a massive asteroid belt--and this will also follow you from jump to jump. You may even get a handheld teleporter that takes you and eight others to your asteroid colony and back at the flick of a button. In worlds with a cosmology that's different from the typical one, instead the asteroid belt itself you seem to be in a large cave world that happens to be on the edges of the setting itself, with tunnels that connect to different asteroid colonies. Anything on the surface of those asteroids will be inaccessible but will become accessible when you leave that place and everything returns to normal. Anything or anyone in the tunnels will be placed back into the nearest colony when you leave.

This asteroid belt also appears not to cause any issues--no destabilization or unfriendly asteroids hitting the planets unless you wish to make a story out of it. Plus the asteroid belt/cave world will always be treated as if it were always there, in both setting and story.

Notes

The Digger

The game uses mining skill to indicate if you're good at mopping, if you think it's a weird add-on to the perk.

They May Become A Threat

Yes the title is a reference to the Lamprey meme.

Changelog

Ver 0.5 - Posted to Thread/IRC/Discord for approval.

Ver 0.6 - Clarified stuff

Ver 0.7 - All Builder And Miner now has a mapping function to let you navigate the area so you don't accidentally drill into something unexpected and screw up. Clarified other things. Rewrote Oxylyte item description so it's clearer.

And learned a new word in the process--sublimation is the name for solids becoming a gas, which is exactly what Oxylyte does. Yay!

Ver 0.8 - Machine Import now has a note about self powered machines, did some minor edits here and there. Should be the final version if no one else has a problem with it.

Ver 0.9 - Little fixes here and there, Friend To All Animals and Caloric Intake Only is clearer now about what it does.

Ver 0.95 - Added charges to the Vacillator.

Ver 1.0 - Uploaded to Drive