No Man's Sky

by Ursus_Primal



Welcome to No Man's Sky, jumper. Here you will chart star systems, planets, flora, fauna and minerals as you make your way to the center of the galaxy. Sentinels, the Atlas' guardians and enforcers, protect these planets and will investigate or punish you if you take too much from these planets.

As you explore, you may discover monuments that will test you, knowledge stones that will teach you the main languages of this jump one word at a time, crashed ships that you can claim and repair, derelict freighters infested with hostile alien life forms, and isolated settlements inhabited by aliens.

This is a dangerous place. Most planets have environments that are hostile to you; there are predatory life forms that have you on their menu; space pirates want your valuables and are willing to take them over your dead body; and the barriers between realities are breaking down, causing strange temporal effects.

16… 16… 16…

You regain consciousness on a hostile planet in a space suit with failing environmental protections.

Take this; you'll need it: 1000 CP

Origin:

Drop-In: You awoke in this world with no memories of a past life. Out of jump memories are unaffected. This is the only origin available for this jump.

Location: Roll 1d10 and gain +100 CP, or choose for free.

1-2) Hot Planet: The average daytime temperature on this planet is somewhere around the boiling point of water.

3-4) Cold Planet: Temperatures here start below freezing and only get colder.

5-6) Radioactive Planet: This planet is either being bathed in radiation from its sun or has a high concentration of radioactive isotopes on its surface.

7-8) Toxic Planet: This planet's atmosphere is loaded with fungal spores, poisonous compounds, or a mix of gasses that most life forms can't breathe.

9) Desert Planet: This nearly barren world can sometimes be mistaken for a hot planet during the day, but at night the temperature dips well below freezing.

10) Free choice: Pick one of the above planet types as your starting location.

Race: Choose one

Anomaly: Similar to a bog standard human, except nobody knows what they look like under those helmets they wear.

Traveler: A 'race' with a lot of variations in their appearance. They're not always in phase with the rest of the universe.

Gek: Short amphibious beings with a strong affinity for commerce. They express emotions via scent.

Korvax: Nearly immortal robotic entities that worship the Atlas. Very similar in appearance to an Anomaly but the lights behind their faceplates give away their mechanical nature.

Vy'Keen: Tall powerfully-built beings who believe that they are the only ones who should be allowed to bear weapons.

Starting Age/Gender: Both are irrelevant. Choose freely within reason.

General Perks:

Starship Pilot (Free to all): You have the skill needed to fly a single seat starship, operate its systems, fire its weapons, navigate to other star systems, and repair any damage it suffers.

Base Builder (Free to all): With the right resources, you can put down a base computer, put up a few rooms, give it power, and call it home.

Summoning Slots - Starship (0+ CP): Upon finding a ship, you can assign it to a summoning slot, which will allow you to call it to your location. These slots will hold any small starship up to 30 meters in length and are not limited to ships found in this jump. A ship stored in one of these slots gains fiat backing and will be restored within a day if lost, stolen, or destroyed, keeping all upgrades and alterations. A ship stored in one of these slots will be parked in your freighter (if you have one), or in its own pocket dimension when not in use.

For the basic cost of 0 CP, you gain 6 summoning slots. You can make a one-time purchase of 3 more for 50 CP or 6 more for 100 CP.

Summoning Slots - Multi-Tool (0+ CP): You can carry a multi-tool, or any other small arm, long arm, or melee weapon in each of these three slots. When not in use, they are stored in their own pocket dimension. They gain fiat backing and upon loss, theft, or destruction, will be returned to you the next time you need them, retaining all upgrades and alterations.

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For the basic cost of 0 CP, you gain 3 summoning slots. You can make a one-time purchase of 3 more for 100 CP.

Summoning Slots - Exo-Craft (100 CP): A single purchase of this will allow you to assign a land or sea vehicle to one of six slots. This vehicle, which must be less than 10 meters in length or 3 meters in height, can then be summoned to your location at any time. These will be fiat backed and, if lost, stolen, or destroyed, will be restored in a day, keeping all upgrades and alterations. A vehicle stored in one of these slots will be stored in its own pocket dimension when not in use.

Multilingual (100): When you first enter this jump, you will most likely know nothing of the local languages. With this perk, whenever you interact with a knowledge stone, you will learn two words instead of one.

Talking to the various aliens will yield more substantial results. With a week of learning, you will be able to hold basic conversations. In a month, you could be discussing advanced scientific principles with a Korvax, planning military strategies with a Vy'Keen, or haggling with a Gek, depending on your own skills.

Lush Galaxy (200 CP, cannot be taken with Harsh Galaxy): Planets that you discover will more often have temperate climates. This does not affect your starting location.

Summoning Slot - Freighter (300 CP): You can assign one ship larger than 30 meters in length to this slot. If you are in space, you can summon it to your location, and if you are on a planet or moon, you can summon it into orbit above your location. The freighter can also support a fleet of up to thirty frigates, which can be sent out on missions in any jump where space travel is common. Some frigates will also provide other benefits while not on missions.

If lost, stolen, or destroyed, it will be restored with all upgrades and inventory in one week.

Anomaly/Traveler Perks:

Survivalist (100 CP, free to Anomalies and Travelers): You are an expert in wilderness survival and planetary navigation.

Animal Tamer (200 CP, discount Anomaly/Traveler): There is a bewildering array of animal life forms in the galaxies. Some might not even look like animals. But if it's considered fauna, it doesn't consider you food, and it's large enough to carry an adult human, you can tame it, ride it, and equip it with weapons, armor, and cargo containers. Flight capable creatures can only be equipped with a saddle. The gigantic worm creatures found on a few rare worlds cannot be tamed.

Easy Crafting & Instant Repair (400 CP, discount Anomaly/Traveler): Upon examining a broken device, you can tell what you need to repair it. If you have those parts or materials with you, you can use them to repair the damage instantly. Crafting components is also done instantly as long as you have the required materials on hand. Anything that requires the use of a refinery will still take time.

If you took Base Builder, you will be able to do the same for base structures and components once you've chosen where to put them.

Echo of the Distant Past (600 CP, discount Anomaly/Traveler): When encountered, Travelers are often immaterial or appear to be a glitch in reality. They always know where they died, whether that was in the distant past, the distant future, or another reality altogether. While you cannot direct others to your grave, should you die during this or a future jump, you can return from death as a semi-real glitch. You can touch and interact with items, equipment and vehicles, but you'll simply pass through living beings. This acts as a 1-up and if you have more than one 1-up, you can, at your option, use this as your last one.

Gek Perks:

What a Deal (100 CP, free Gek): Gain 10% more when you sell something and get a 10% discount when you buy something. Nothing else to mention here.

Supply and Demand (200 CP, discount Gek): You have an instinctive knowledge of what goods can be bought on the cheap in a region and what goods are in demand in that same region. This instinct is good enough to cover an entire star system.

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Master of Packing (400 CP, discount Gek): You can store and carry ridiculous quantities of stuff. Whether it's the inventory on your exo-suit or the cargo container on a vehicle, you can store 150% more ores, materials, or trade goods in it.

Hidden First Spawn (600 CP, discount Gek): You can rapidly learn social cues to better fit in with a society, and conceal your racial or cultural behaviors so as to not arouse suspicion. Also prevents others from using technological or supernatural means to uncover your deceptions. This doesn't change your appearance, but it will lessen the impact if you're different from the locals.

Korvax Perks:

Convergence (100 CP, free Korvax): A Korvax who is faced with a situation outside of their specialization can request an entity from the Korvax Convergence to temporarily inhabit their shell to deal with the problem. You can do this as well. The entity you summon will help you out to the best of their abilities and when the situation is resolved, they will return to the Convergence.

If there are willing AI's in a future jump, you can request the same assistance from them, but they may not always be able to help. They will usually provide a brief explanation if they can't. AI companions may also be asked for this form of assistance.

Synth (200 CP, discount Korvax): Choose another of the listed races. Your chassis has been reconfigured and cosmetically altered to resemble that race. In future jumps, your Korvax chassis can be made to resemble a single race in that setting that is between one and two meters in height, and fifty to one hundred fifty kilograms in mass. Any races you choose to mimic can, at your option, become additional alt-forms.

Immortal Robot (400 CP, discount Korvax): Korvax don't age. Neither do you. Also, if you have another body that can contain your soul (or software) you will automatically transfer to that body in the event that you are killed. This will only function once per jump, regardless of how many spare bodies you have.

Reprogramming (600 CP, discount Korvax): When the enslaved Korvax released their own nanites into the Gek spawning pools, they weren't helping to make better Gek. They were changing the little reptilians from conquerors to a mercantile race.

By sacrificing a small but vital part of yourself (nanites if you're a Korvax, blood for most other races) you induce minor changes in another being's offspring. These changes can be cosmetic, or behavioral. Using the Dungeons and Dragons alignment system, a change from chaotic evil to lawful good would take at least a dozen generations.

Vy'Keen Perks:

Military Service (100 CP, free Vy'keen): All Vy'Keen are required to learn fighting skills. You gain the benefits of this without having to go through basic training. You have the training and instincts of a trained soldier; you can fight alone or as part of a fireteam; and can keep you cool when under fire. You are familiar with all types of multi-tools (or gun-shaped weapons) and know how to use them as effective melee weapons for those times when you're out of ammo.

Eyes on the Back of Your Head (200 CP, discount Vy'Keen): This isn't really a pair of eyes on the back of your head. The Aeron War where the Sentinels clashed with the Vy'keen would have been won by the latter had they not been stabbed in the back by the Gek First Spawn.

You've learned from this and now have a nearly supernatural awareness of imminent betrayal. You'll know within a day of it happening if someone will betray you and you'll know a few minutes beforehand when they'll do so.

Combat Pilot (400 CP, discount Vy'Keen): You know how to get the most out of your vehicle in a fight, whether you're in an Exo-Craft or a Starship. Your skill is such that you can angle your ship to reduce the damage received by half, and your superior aim allows you to hit a target's critical systems twice as often.

Death to the Machines (600 CP, discount Vy'Keen): The Vy'keen believe that the Atlas is a false god and

Death to the Machines (300 CP, discount Vy'keen): The Vy'keen believe that the Atlas is a false god and they studied the ways to take down its minions. When you are in combat with a robotic or mechanical enemy (most golems count, but not undead) you know where to hit it for maximum effect. You also have an easier time avoiding their attacks or sneaking past them if the situation calls for it.

Items:

There's a lot to choose from here so have an extra 400 CP for this section only. All single seat craft purchased here will respawn in a day if lost, stolen, or destroyed. Freighters and space stations will respawn in a week if the same happens. All upgrades will be remembered. If you purchased Summoning Slots, then anything you buy here will be inserted into the appropriate slot.

No Man's Sky Coordinate Exchange (0, usable in this jump only): You gain read-only access to the NMSCE subreddit, which is always up to date. This will provide you with portal coordinates for ships, multi-tools, fauna, freighters, planets, and freighters, although you'll need to sort through thousands of posts to find the one you're looking for. If something requires you to save and reload to get a specific item, you'll need to have a save slot ability from another jump.

It's only useful in this jump so there's no point in paying CP for it.

Exo-Suit (0, free and mandatory to everyone): Your main defense against a hostile world. This suit provides life support, hostile environment protection, a jet pack for enhanced mobility, an energy shield to protect the wearer from predators and Sentinels, and an AI that will warn of impending system failures and attacks from hostile beings.

C-class Pistol Multi-Tool (0, free to everyone): You begin with a small orange pistol with a functional mining laser. The scanner and analyzer are both non-functional but should be repairable with local resources. If you have Summoning Slots, this will automatically be placed in one.

C-Class Ship (0, free to everyone): Within walking distance of your starting location, you will find a crashed Radiant Pillar BC-1. You should be able to get this tiny fighter space worthy again using local resources. If you have Summoning Slots, this will automatically be placed in one.

Void Egg (100): This curious egg-like object hums when you hold it. If you nurture it, allow it to communicate with the living ships that you will occasionally encounter while in space, and craft organic structures that it can't otherwise grow for itself, it will, after a month, hatch into a living ship in your choice of design and color. If you have an available Summoning Slot for starships, your new living ship will be inserted into it upon hatching.

Unlike normal starships, they can warp to any star system without any special upgrades. They cannot have normal upgrades installed; instead they must be obtained from random encounters in space. These upgrades can then be 'evolved' with nanite clusters.

In jumps where there is no interstellar travel, this ship can still function as an aircraft or spacecraft.

Atlas Pass (200 CP): This card will open locked cargo drops found scattered on planetary surfaces. For an extra 100 CP, this will open locked doors on planetary installations. For another 100 CP, it will open locked doors on space stations. In future jumps, this will open simple, moderate, or high-security electronic locks without setting off any electronic alarms or traps. This item has no effect on mechanical locks, alarms or traps.

Units (200 CP): The local currency, accepted on every planet and station in this jump. You start with 1,000,000. That's enough to buy a C-class ship. May be purchased multiple times.

Nanite Clusters (200 CP): Another local currency which is used to buy blueprints and upgrade modules. You start with 1000. May be purchased multiple times.

Golden Vector (200 CP): A gold colored S-class fighter, equipped with a phase beam and photon cannons. Even the thruster trails are gold colored.

Utopia Speeder (200 CP): A unique S-class fighter, armed with an infra-knife accelerator and equipped

with a fully upgraded pulse drive.

Quicksilver (200 CP): A third currency which is only earned by completing missions on the Space Anomaly. Mainly used to buy decorative items, as well as the Void Egg, from which a living ship can be hatched. You start with 1000. May be purchased multiple times.

SSV-1 Normandy (300 CP): This frigate shouldn't be here. The original crew is not present and yet it can direct itself. If sent on a mission, it will not suffer any damage from failed or hostile encounters.

The Leviathan (300 CP): A living frigate. If sent on a mission it will not suffer damage from failed or hostile encounters. It will occasionally bring back an upgrade for a living ship.

Space Station (400): You have gained ownership of one of the space stations that are found in nearly every system in the galaxy. The station is unarmed and only has enough mobility to maintain its orbit. It is staffed primarily by one of the three main races (Gek, Korvax, or Vy'Keen) with a few members of the other races present.

Various vendors will sell upgrades for your exo-suit, multi-tool, starship, or exo-craft. Also for sale are coordinates of derelict freighters, maps to various planetary structures, as well as a selection of raw materials and technological components. A mission agent will also provide you with missions and rewards upon completion of any mission.

There are also stations to scrap or upgrade your starship or multi-tool, and the appearance changer can provide cosmetic changes to your exo-suit's colors, helmet design, armor design and backpack design.

The hangar can hold up to eight starships and usually half of them are occupied by traders willing to do business.

In future jumps, this station will appear in orbit around your starting planet. The various residents will not otherwise join you as companions. The hangar can only accommodate craft up to the size of a lambda-class shuttle from Star Wars and, unless there is frequent space travel, it will probably be empty most of the time.

Planet (600 CP): Did you come across a planet that you liked during this jump? With a purchase of this, you can bring it with you as a warehouse attachment (or is your warehouse attached to it?) All flora, fauna, and minerals are unchanged, but there is no intelligent life present. Sentinels are also absent. Settlements, trading posts, and other structures are present but empty. Ancient relics and knowledge stones are non-functional, and portals can only be used to go between your warehouse and its various attachments.

If you have a base on the planet, it will be present and functional.

If you became overseer of a settlement on your chosen planet, then the inhabitants are still present post-jump and they provide the same services that they did in-jump, which can be modified to match local technology and currency.

Companions:

Multiplayer Enabled (50/300 CP): Import one or more companions for 50 CP each or eight for 300 CP. Each companion gets 600 CP to spend on perks and equipment. Companions may not take drawbacks or purchase freighters.

Base Construction Specialists (100 CP): These five individuals will staff your base and provide you with knowledge related to their specialties. If you establish a base in future jumps, they will staff it and provide the jump's equivalent of their knowledge. They will not otherwise join you on your adventures.

The Overseer is a Gek who will show you how to build more advanced base-building structures.

The Scientist is a Korvax who will do research for you and give you blueprints for advanced devices.

The Farmer is a Gek who will show you how to grow even the most finicky crops and will maintain your farms.

The Armorer is a Vy'keen who will provide you with upgrades for your multi-tool.

The Exo-Craft specialist is also a Vy'keen who will show you how to build various kinds of land vehicles and how to upgrade them.

Polo & Nada (200/400 CP): This Korvax and Gek pair wander the universe, helping travelers and anomalies wherever they can. The two of them share a companion slot and follow all the usual rules for such.

For an extra 200 CP, they come with their spherical ship, the Space Anomaly, which is much larger on the inside and can park twenty ships in its hangar. This also includes the various inhabitants who will provide their usual services, but who will not be willing to become companions. If you have any Summoning Slots perk, then you can call the Space Anomaly to your location as long as you are outside of a planetary gravity well.

Artemis (free): If you bring Artemis' soul jar to the Space Anomaly, you will be presented with a third option; take them as a companion. Artemis will then go into stasis for the rest of the jump and will be revived and restored to life at the end of the jump. They will gain all the perks in the Traveler Perk tree.

Apollo (100 CP): A traveler with a metal triangle for a head. This will give you the opportunity to convince them to join you on the Jumpchain. If you can do so without the use of charisma perks or mind control, they will join you once you have made your choice regarding Artemis. They come with the first three perks from the Traveler tree.

-null- (100 CP): Yet another traveler, only his head looks like a glowing sphere with a half-ring spinning around it. As with Apollo above, if you can convince them to join you, they will do so if you refuse to reset the Atlas. They come with the first three perks of the Traveler tree and have the Hostile Sentinels drawback, which will not affect you unless you act to protect them from the Sentinels.

Laylaps (100 CP): A curious AI in a repurposed Sentinel drone shell. He'll help you upgrade your Minotaur exo-craft if you have one. He can scan items for you and will defend you if you're attacked, but his onboard weapons are only as powerful as a baseline boltcaster.

Fighter Squadron (100 CP): This is a group of up to four pilots, who are each either Gek, Korvax, or Vy'Keen. If you ever find yourself in an air or space battle, they will arrive within ten seconds to help you fight off any enemy forces. These pilots share a companion slot and all have the Combat Pilot perk.

Drawbacks:

Crossover Mode (+0 CP): Choose a second jump and fill out the jump doc, keeping the CP pools separate. The two jumps will then fuse into a single setting.

Extended Stay (+100 CP): Your stay has been extended by ten years. You may purchase this up to 5 times.

Comm Balls Everywhere (+100 CP): Other explorers have been through these galaxies and have left markers in the form of communication stations. Not all systems have these and out on the galactic rim, you might not find any at all. But the closer to the galactic center you get, the more common and numerous they become. Near the galactic center, there could be well over a hundred comm balls per planet. These will clutter up your displays and make it difficult to navigate to a specific location. Most of these comm balls will have messages to the effect of "kilroy was here", but a rare few may lead to a point of interest.

Survival Mode (+200 CP): Resources will be scarcer in this jump. Rock formations will yield less ore, mineral deposits will be rarer, and plants provide less when harvested. Enemies are more numerous and hit harder. Pirate attacks are more frequent. Costs for everything are increased and your storage capacity is reduced by 95%.

Harsh Galaxy (+200, cannot be taken with Lush Galaxy): Planets you discover (other than airless worlds) will more often have extreme weather which will drain your environmental protection two or three times faster than normal. This does not affect your starting location.

Hostile Sentinels (+200 CP): You clearly do not belong in this universe and the Sentinels know it. Any Sentinels you encounter will attack you on sight, even on planets where they are non-aggressive. For an extra 100 CP they will also escalate to larger attack forces at a faster rate. Defeating all of the forces they send your way will only disable them for half the normal amount of time.

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Wanted by the Gek/Korvax/Vy'Keen (+200 CP): One of these three races has put a price on your head. You'll be attacked on sight by their armed forces, shop dealers will refuse to do business with you and freighter captains and station commanders will refuse to grant you permission to dock. This can be overcome, but it will take a lot of hard work. You can purchase this up to 3 times, but why would you want to?

One Ship Limit (+400 CP): You are limited to one starship, even if you have Summoning Slots. You also cannot purchase a freighter or hire frigates. And you can only have one multi-tool.

True Anomaly (+800 CP): You have no memories of anything before the beginning of this jump. All perks, powers, and items from previous jumps (with the exception of your body mod) are not available for this jump. Also, the warehouse is sealed for the duration of this jump. This affects your companions as well and they will gain an additional 400 CP each if you take this drawback.

End of the jump:

Your ten years in this jump are up. What will you do now?

Stay: There are so many planets left to explore.
Go Home: Time to go home. Does anyone choose this?
Move on: Onward to the next Jump!

Change Log:

v1.0: created the jump
v1.1: added the Multilingual perk, added the Void Egg and Space Station items.
v1.2: added the option to buy higher tier freighters.
v1.3: made Echo of the Distant Past available to Anomalies.
v1.4: added a CP stipend for items
v1.5: added notes about settlements under the Planet item.
v1.6: The Outlaw Update. Nine starships can now be claimed. A fighter squad can now be recruited. Solar ships are now discounted to Anomalies, and Shuttles are discounted for Travelers. Added more details to the Survival Mode drawback and increased its value to 200 CP. Also added exo-craft.
v1.7: The Interceptor Update. The ship claiming mechanic is now replaced with Summoning slots for starships, exo-craft, multi-tools, and freighters. Added the No Man's Sky Coordinate Exchange as an item. Added the Crossover Mode, Extended Stay, and Comm Balls Everywhere drawbacks.
v1.71: Made the NMSCE items free and usable in this jump only.
v1.8: Removed B and A class multi-tools and fighters (you can get these in jump and assign them to

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are built, they can be assigned to
cost of the space station and planet
s. Added Laylaps as a companion.

Notes:

For more information, check out the No Man's Sky Wiki.
https://nomanssky.gamepedia.com/No_Man%27s_Sky_Wiki

You will be going through this jump as if you were playing in hardcore mode. Death will end the chain, as it usually does in other jumps.

All multi-tools, starships, freighters, frigates and upgrade modules are classified by a letter which determines their potency, speed, range, damage, durability, etc… In order from weakest to strongest, they are: C, B, A, and S.

Multi Tools are classified by their type: pistol, rifle, experimental, alien, royal and sentinel. Pistols have few slots for upgrades, poor scanning range and damage, and good mining ability. Rifles are poor at mining

and scanning, and have decent space for upgrades and good damage. Experimental multi-tools have excellent scanning abilities and are good at everything else. Alien and Sentinel multi-tools have the highest damage capacity and are good at everything else. Royal multi-tools can only be obtained from Sentinel Towers, come only in rifle configuration, and have good damage and scanning abilities.

Starships are either fighters, explorers, haulers, exotics, shuttles, living, solar, or interceptors. Fighters have better maneuverability and firepower. Explorers tend to have an insect-like appearance and have longer range hyperdrives. Haulers are bigger than most and have the largest cargo capacity and the strongest shields. Shuttles have decent cargo capacity but are generally average at everything else. Exotics are rare S-Class ships with good stats across the board but typically have very small cargo bays. Living ships, much like exotics, are good at most things but have weaker shields and a limited cargo capacity.

In the outlaw Update, Solar ships were introduced. These ships are faster than any other class of ship while traveling via Pulse Drive and have the best fuel efficiency. Solar ships can use their sails to recharge launch thrusters without needing to add a module.

In the Interceptor update, Salvaged Sentinel Ships (aka Interceptors) were added to the game. These ships are the only ones capable of hovering in the air and their weapons have an increased rate of fire.

Freighters come in a variety of shapes but only two sizes. The smaller ones have smaller cargo bays and only a few turrets for defense. Large freighters are usually referred to as dreadnaughts or venators, depending on their shape, are bristling with weapons and have huge cargo bays.

Ships, vehicles, and tools which are removed from their summoning slots are not lost, but they lose their fiat backing and respawn abilities. You can still buy and/or build ships, vehicles, or tools without the Summoning Slots but they will not have fiat backing.

The Golden Vector is a unique reward for completing the first expedition. The Utopia Speeder is a reward for completing the ninth expedition.