Generic rouge earth survival

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Greetings jumper, I have some bad news: a red dwarf passed through the inner solar system a few thousand years ago, good news is: it didn't hit anything! Bad news: that would have probably been the preferable alternative to what happened afterwards.

When a massive object like a star exists it has an appropriately massive gravity well, and this red dwarf passed by earth at just the right time to eject earth from the solar system, in case you somehow forgot: the sun is kinda important, it provides roughly 99% of the heat we need to stay alive, the remaining one percent comes from the earth's core and is not at all sufficient to survive, without sunlight the following wont work:

1. Crops won't grow.
2. Animals, Including humans, will freeze to death.
3. The oceans will freeze almost completely solid.
4. After a certain amount of time the temperature will drop below the freezing point of the oxygen and nitrogen in the atmosphere, causing it to come down as snow, and losing the atmosphere has its own consequences.
5. Trees and other plantlife will die out.
6. The only way for a normal person to survive is in artificial sealed cities powered by geothermal energy or nuclear fusion, which is where you now live.

You get **1000CP** to start with.

Age and Gender: Up to your discretion entirely, as long as you are over 18 years old and under 45, must be human.

Starting location: roll a D1 or pay 50CP to choose freely.

- The planet earth (throw a dart at a map or something, if that's not an option then use some kind of randomiser)

Ok, so not much choice, since basically everything is covered in a 10+ meter (32.8084+ foot) thick sheet of ice, every starting location is basically the same, and don't try to cheat it like “I start on mars since I don't need air, food, water, ect” you MUST start on earth, starting off-earth defeats the entire point of coming here.

Regardless of exact location you will start in an artificial city powered by geothermal power, on the cusp of unlocking the secrets of fusion power, at which point power stops being a concern.

Origin: what is your role in this new world?

- Drop in (free)
    - You pop into existence in a house you legally own, you legally exist. rent is not something you need to worry about but the rest is on you
- Scientist (200CP)
    - Part of the team working on fusion power, your job is developing a power source that will run on ice and as such give you what is for all practical purposes: limitless power. You start with a high-end home, a high intelligence, and a robotic drone that fallows you powered by a unstable miro-fusion source, it wont explode but it might randomly stop working, the drone doesn't count as a companion and is limited to sending and receiving radio broadcasts, signal detection, a sonar pulse that can detect elements in the ice (and the ground, if you don't mind digging through over 30 feet of ice) as well as other miscellaneous things
- Engineer (100CP)
    - You are one of the meny people who keep the city running, you make sure ice is melted into water and decontaminated so it can grow crops, you make sure the electrolyzers that turn water into oxygen and hydrogen don't stop working, and that those elements get where they need to go (don't want hydrogen in the breathing air, hydrogen is flammable, explosively so) for the most part the city runs itself if the ice tanks are kept full, but hey, topping those up is not your job.
- Worker (100CP)
    - You have the most demanding job of all, while the smart people work in the heated lab complaining about wrist cramps, your back is aching, while the engineers are complaining that its too hot in the pipe-filled crawspaces, you had to get a windshield wiper installed in your helmet because it kept fogging up due to the nearly ABSOLUTE ZERO conditions you put up with outside, yeah your suit is insulated and heated, but because its almost −273.15° celsius outside no heating solution that can fit in a wearable suit is going to reach a comfortable temperature, livable yes but not comfortable.

You gain increased physical endurance to an almost superhuman level, and can lift hundreds of pounds over your head.

Perks: perks are half off for their listed origin, and the 100CP perk is free for that origin.

Drop-in perks:

Incognito (100CP, free for drop in): you know how to stay out of sight, when they call everyone to decide whos replacing steve because he fell through the ice and broke his neck fetching ice from the mine, you seem to never get picked, normally this would make everyone around you incredibly jealous but they don't seem to notice that you never get picked. This perk can be turned on and off.

Self sustaining (300CP): some quirk of biology seems to have reduced your metabolic rate massively, its not actually self sustaining but you can go days without sleep, months without food, and weeks without water, still need to breath just the same, unless you have other perks that reduce or eliminate the need for breathing.

Luck of the draw (500CP): you are unnaturally lucky, ever since god has hired RNJesus to calculate luck for everyone you seem to have an invisible wight in your favor, you will always be given the chance to find whatever you need to survive, and every now and then you will win the metaphorical (or literal) jackpot,

Luck of the draw II (500CP, requires Luck of the draw): you have a truly stupid amount of luck, when RNJesus was setting up your luck profile he seems to have accidentally placed a few extra zeros and now you are so lucky its absurd, to the point where reality occasionally bends around you to generate a way out out of the sticky situations you might find yourself in, RNJesus is aware of this typo and will try to fix it, but luckily for you, he always gets distracted and forgets.

Survival champion (600CP): this goes beyond luck, where luck of the draw II would occasionally bend the universe to allow you to survive, this perk will straight up violate conservation of mass to spawn food out of

nothing if you REALLY need it, medical supplies (or what you need to make them) will appear just in time for you to fix that gaping hole in your body (so long as the wound isn't a guaranteed death) and you will instinctively learn how to make anything you need to survive any environment from whatever you have on hand with whatever tools you can use, so long as it's physically possible, if this is your first jump (god why?) you probably shouldn't try to survive outside.

Scientist perks:

Smart boi (100CP, free for scientist): you is the big brain, you gain the ability to think much faster, do complex math in your head, and a basic grasp on all common fields of science, with further study you could become an expert in any given field. **ALL OTHER PERKS IN THE SCIENTIST CATEGORY REQUIRE THIS PERK**

Nuclear physics (300CP): you gain a complete understanding of nuclear physics, you can begin drafting plans for devices that use nuclear fusion, nothing too exotic like artificial stars, but stuff like the fusion cells and cores from fallout (although since your fusion cores will not have been sitting around for over a century they will last for at least 50 years) additionally, you may be able to design atomic rocket engines with enough time.

Molecular recombination (500CP 25% off for engineer but they must take take Smart boi): you now know how to turn anything that isn't a core element into something else that isn't a core element, or break something that isn't a core element into its core elements, basically you know how to combine atoms into molecules, rearrange those atoms into other molecules, or split molecules into the atoms that they are made of, an example of this is an “electrolyzer” witch turns water (Dihydrogen monoxide (two hydrogen atoms and one oxygen atom bound together)) into oxygen and hydrogen, all cities run on electrolyzers for air and supplementary power by burning the hydrogen)

Atomic recombination (300CP requires molecular recombination, requires Nuclear physics): you now know how to split atoms and fuse atoms in a way so precise it should be impossible, however, this is jumpchain and the impossible can very easily become the mundane, you could, with enough time and patience, fuse the leftover hydrogen from the electrolyzers up the periodic table into gold, you might have to shave a few protons, neutrons, and electrons off but that's not a problem for you, you could get an engineer to build something that could do that, the energy requirements to get above iron however, will be a problem, and forcing things that aren't radioactive to undergo fission into lighter elements also takes a lot of power

Quark recombination (500CP, requires Atomic recombination, Molecular recombination, and Nuclear physics): you know how you can't make matter from nothing? You somehow found a way to cheat the universe, it's not technically creating matter from NOTHING, when you pull on two quarks (the things that make up protons, neutrons, and electrons) they don't want to come apart, if you have a few billion megajoules lying around that your not doing anything with, you can pull on the quarks so hard that they convert that energy into more quarks, AKA more matter, now the energy costs are extreme, impossible to meet without outside tech, but if you have something like a portable star, or a antimatter reactor, or some crazy way to generate ten decillion (decillion is a one followed by a hundred zeros) watts of power, you can effectively duplicate small amounts of matter with your devices.

One decillion looks like this:
1,000,000,000,000,000,000,000,000,000,000,000,000

Astronomy (200CP): you are an astronomer, as it stands now the most useful thing you can do with this perk is find and track asteroids as they fly through space, you might even find a planet you could reach well past the end of your natural lifespan, and certainly past the ten years you’re

staying here, this perk guarantees that you will always be able to find near-earth asteroids containing some valuable resource you could use, now getting the space rocks is another matter this perk can't solve.

Its not rocket science (600CP): you become a master at the art of rocket science, which is not as scary as people think it is. Aside from making you really good at Kerbal Space Program, you can now draft blueprints for rockets and their components. however, chemical fuel is rather hard to get since the oxygen from the electrolyzers is being used to keep everyone you know and love alive, and fossil fuel is more or less inaccessible due to the thick sheet of ice, plus the ground beneath it.

> Atomic rockets (free, requires Its not rocket science, Nuclear physics): if traditional fuel is borderline inaccessible, or you want something less terrible for any environment with an atmosphere. Atomic rockets harness the power of nuclear fusion to propel themselves, spewing a jet of nuclear fire behind them that (if hydrogen is used) is just helium heated to a few thousand degrees, they are not the most efficient (though they are better than chemical rockets by far) but they can move a lot more mass than a normal rocket, with this you could bring metal rich asteroids to low-earth orbit to refine into metal.

Artificial star (free, requires Greyhasplayed and nuclear physics): you now know how to build an artificial star, so a normal rouge earth scenario is no fun since you can duplicate the effects of the sun on a small scale, so now you must take the greyhasplayed drawback, you still get the points though, additional you will have to invent the tech to safely make a artificial star since plasma is hot

Engineer perks:

Natural craftsman (100CP, free for engineer): you know how to build things, a lot of things, if given an industrial workshop and the correct materials you could build anything you have a blueprint for, so long as

building it is physically possible. Just because you built it doesn't mean you understand it.

Mechanical engineer (300CP): you love tinkering with machines, and while tinkering you picked up a lot of knowledge, if its not terribly complex you can build it by yourself without a blueprint (tools may be required) and you can dismantle anything mechanical to learn how it works, and you can even put it back together afterwards as long as it was designed to come apart in the first place.

Software engineer (300CP, half off if you took smart boi or the engineer background, quarter price if you took both): you can code remarkably well in any coding language that is not binary, you know every programing language that exists in the real world, and with some examples you can figure out any others not covered by this perk.

Can you build? Is the sky black? (500CP): you can build, organizing construction (or doing it yourself) comes naturally to you, with enough men and materials you could probably build another one of the sealed cities you live in right now, it would definitely take years just to build it though, on a more realistic scale, you and your crew can build things like rockets at an almost inhuman rate, said rockets won't be safe for human travel unless you slow down and take your time, building slower also somehow makes the stuff you build more durable and safe, within reason.

Emergency measures! (600CP): in the unlikely event that something you build is about to experience a catastrophic failure you can take preventative measures to avoid or at least mitigate the damage. More extreme measures require more time.

Drones and robots (free, requires Greyhasplayed): you know how to build drones and robots, and since they are locked behind the Greyhasplayed drawback they are your only way to get ice to power the artificial star since anything organic would freeze solid in seconds, these robots harness heat from their fusion cores to not freeze solid. If you don't have the nuclear physics perk then there will be a scientist who does have it in the city.

Worker perks:

Do you even lift bro? (100CP, free for worker): yes, yes you can lift, you can lift a lot, more specifically, three times your bodymod plus any other perks or powers you have, if you have yet to use the bodymod supplement and don't feel like using it for some reason then add 750 pounds (340 kilograms) to your lifting capacity, huge muscles optional.

Machine (300CP): you do not become a machine, you instead gain the ability to work tirelessly until you physically exhaust yourself, be that working for twelve hours straight and only stopping because you need sleep, or if you don't need sleep then working until you need water, if that's not a concern either then you can work until you need food, if you are biologically immortal and don't need food, water, or sleep then you can work until the heat death of the universe, or until something kills you, whichever happens first, combine with self sustaining for maximum effectiveness.

Redneck engineering (300CP): OSHA who? You now know how to temporarily fix anything you work with on a daily basis, this is different from Emergency measures! In that the fixes don't last as long, are not safe to use for extended periods of time, and typically are described as “if you can't fix it with duct tape, your not using enough duct tape.” comes with a roll of duct tape that replenishes itself every two weeks.

Fleet feet (500CP, requires Unrestricted movement): when 90% of your work needs you to be outside, where you need to wear a space suit or die a horrible death, there's a bit of a time crunch since you are running on canned air and that will run out sooner or later, with this perk that is lessened, you don't gain more air, you just become faster on your feet, your base walking speed doubles, your jogging speed doubles, your running speed triples, and in an emergency, if you drop whatever your carrying, you maximum running speed is five times faster, though this requires an adrenaline rush, and it requires you to drop whatever your

carrying, you don't have to remove the space suit since taking it off would kill you.

Mining mole (600CP): whether your mining ice to keep the electrolyzers running, up in space mining asteroids for their metals, or deep underground mining diamonds, if it can be mined, this perk applies, anything you mine yields five times what it normally does, additional will always be a manageable size and shape to carry, just keep density in mind as this does make it five times denser, and five times heavier then it should be based on its volume, but if you took Do you even lift bro? Then you'll always be able to at least move whatever you mine.

General perks, undiscounted unless noted otherwise:

Suit wearer (50CP): be it a space suit or power armour, or ye' olde' plate mail, whatever it is, as long as it can be worn you will know how to put it on and take it off as if you had been trained to do so, helpful for space suits and old armour.

Unrestricted movement (100CP): anyone who's ever worn a space suit will tell you it restricts your movement quite a bit, mostly due to the sheer bulk. This perk gets rid of that annoyance and allows you to move freely, required for Fleet feet.

I lived in siberia, this is nothing (300CP): the cold no longer bothers you, it will still kill you just the same but you won't be impeded by it

Items:

Old world truck (300CP): you know what sucks? Hauling three hundred pounds of ice on a cart that was never designed to handle three hundred pounds, now you have a truck, with a bit of work it could be converted to run on a nuclear fusion engine, since combustion engines need an oxygen rich atmosphere to run, and 99.9% of the atmosphere rained down as snow and froze into an ice sheet around a thousand years ago, this truck wont work until somebody cracks fusion power. But once they do you can use this to carry ice, or whatever.

Electric powered truck (400CP): with a battery life of around 20 hours its not anything too crazy, and it takes a while to charge, not to mention rechargeable batteries lose capacity over time, but it works right out the gate unlike the old world model.

Personal space suit (200CP): your own personal space suit, has five times the air capacity of a normal one, but only when you wear it.

Companions:

Wilson (50CP, free for drop-in): a volleyball with a smiley face drawn on it, magically appears near you whenever you're alone so you have somebody to ramble incoherently at.

Companion import (50/100/150/etcCP): import or create 1/2/3/ect human companions, companions gain 800CP and a free origin. They can take drawbacks that don't affect the world.

Scientist (300/500CP): for 300 you get a human companion with the full scientist tree except Atomic recombination and quark recombination.

For 500 you gain a human companion with the entire scientist tree, including Atomic recombination and quark recombination, but he is VERY eccentric, rather hard to understand, and always rambling to himself, though if you could understand him he makes einstein look stupid.

Engineer (300CP): gain a human companion with the full engineer skill tree.

Joe (300CP): gain a human companion with the full worker tree, his name does not have to actually be Joe.

Drawbacks:

Gauntlet mode (-1000CP, cannot be taken with Generic OFC seal): turns the jump into a gauntlet, failure to continue living no longer results in chain fail (even if you take Greystillplays or Greyhasyettoplay), but in exchange, you forfeit your starting CP, if you last ten years (or until gery smites you at the end of the two drawbacks mentioned above) you are no longer bothered by extreme cold. If you take Long haul and last 100 years you will be immune to cold, you you take Greyhasplayed and Greystillplays you will never be hit by anything on a cosmic scale, solar flares will always miss the planet your on, asteroids will never hit, rouge planets will never come near you, and stars will never eject your planet from the solar system, unless thats the background for a setting like this one.

If you take Greyhasyettoplay as well, you gain the will to never give up, no matter the impossible odds, you will bash your head against the metaphorical wall until the wall breaks.

Deep freeze (+0CP): good news, earth was never ejected from the solar system! Bad news, a sudden increase in the entropy of the entire universe has drivin it almost completely into heat death, this doesn't really change much except the sky is a lot darker

Deep fry (+300CP) halfway through your final year the earth will pass through a star system with a red dwarf, and it will pass really close to the star, not enough to guarantee death, but it will be a lot warmer for a good month or two, expect to see heatstroke on the rise.

Long haul (+300CP): good news: for the duration of your stay you will not age past 25, bad news, your stay is now extended to 100 years.

Greyhasplayed (+500CP requires drones and robots): you remember that episode of universe sandbox where grey made the sun suck heat out of the environment instead of giving it? No? Here's a link: https://youtu.be/gNj7V4WLQEI
That's basically what happened to the sun, you're still orbiting the sun, although now you probably wish you were not. It's gonna take a lot more power to keep the city warm, for the first two years the sun simply doesn't give or take heat, and starting on the first day of the third year the sun starts sucking heat from the solar system, at first it will be slow but eventually (about six months into the third year) the sun will suck so much heat that nothing short of sealed cities heated by artificial stars will survive, additionally, any cold resistance you have is useless, this isint your heat leaking into the environment, this is the environment ripping heat from your body.

> Greystillplays (+300CP, requires Greyhasplayed): "alright so we're checking out the only game where you can torture the earth in new and exiting ways. Its universe sandbox^{2}" DEAR GOD WHAT IS WRONG WITH YOU? Unlike Greyhasplayed where he fucks up the sun and leaves, this is now an active one of his universe sandbox videos, nothing good will really come of this, expect monthly bombardments of random junk from baseballs to asteroids to the pyramids, if it exists he will throw it at the earth, you are guaranteed to not get directly hit by anything, and your city will not get directly hit either, also he is guaranteed to not accidentally (or intentionally) destroy the earth, that said, expect earthquakes, expect lots of earthquakes.
>
> On your final day, he will throw pluto directly at you, crushing you, if you die via puto impact you continue on your chain, now slightly more traumatised, if you die before pluto hits you, chain fail.

Greyhasyettoplay (+500CP, requires Greystillplays): *facepalms* WHY? WHY WOULD YOU DO THIS?! Now, instead of monthly bombardments its weekly, and gery is not the one doing the throwing, universe sandbox could tell grey was turning on his computer and preemptively fucked up the solar system, additional, rather than the sun simply giving no heat for two years and then beginning to suck heat, you now have one year of cold, and then the sun starts to suck heat, have fun, also instead of pluto throwing pluto on the last day, its an inert ball of iron the size of the sun.

Generic OFC seal (+300CP, cannot be taken with Gauntlet mode): your out of setting abilities and items are sealed, you can't access the warehouse/personal reality, and you are reduced to your bodymod.

Weak (+500CP): you now have the strength of a 12 year old, this overrides your bodymod and any perks as it is a drawback.

Florida man (+500CP): good news jumper: you no longer require water for the duration of your stay here, bad news however is rather plentiful:

- Instead of water you need beer.
- Anything colder than 30 degrees celsius (86 degrees fahrenheit) now feels like absolute zero, it won't kill you but you'll feel like your freezing to death
- You now have an uncontrollable tendency to do crazy shit, while this will never endanger anyone but yourself and it will never kill you, expect to be "volunteered" to go fetch the ice that keeps the city running all the damn time.

Lone survivor (+500/+800): for 500 you and your companions are the only ones in the city, you also gain your companion imports for free but are limited to 16, for 800, you can not import companions, and powers that duplicate you, like the shadow clone jutsu, don't function, gain companion wilson for free even if your not a drop-in, 800CP version cannot be taken if you have less than 2 companions.

Your final choice:

Go home and warm up

Stay here

Move on to warmer climates

Notes:

The perks under and including Molecular recombination don't give YOU the ability to do what they say, you gain the knowledge to build things that can do that, for example, using molecular and atomic recombination you could build something that turned water into plastic.

There is no way to take advantage of quark recombination without outside tech since you're basically turning energy into matter, unless you take long haul and spend a good 80 years building fusion reactors. And yes, I got the idea for this perk from the Kurzgesagt video on strange matter.

Even if you take long haul you will never come across any other planets, let alone a habitable one, this is because space is absolutely huge.

For a reference on what I mean by sealed cities, watch the Kurzgesagt video on What If Earth got Kicked Out of the Solar System? Linked here: https://youtu.be/gLZJlf5rHVs
It's only nine and a half minutes long

Greyhasplayed and the drawbacks requiring it are intended to be survivable with the perks in this doc, but it probably won't be pleasant.

It's not rocket science and atomic rockets won't get you to other planets, but they will get you to the space around rouge-earth, and if you're lucky, or took the Astronomy perk, you can find metal-rich asteroids and with the help of an engineer, a companion with that perk tree, or yourself if

you took 1k in drawbacks, you can refine it and send it down to earth where you can use the rare metals within to build advanced tech, in fute settings, and if/when you go home to earth, asteroid mining is much cleaner for the environment than normal mining, Kurzgesagt has a video on asteroid mining if you want to know how it works in general, though using sunlight to melt the rock won't work here for reasons that are hopefully obvious: https://youtu.be/y8XvQNt26KI