

ASTRONEER

v1.0
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Welcome to the universe of *Astroneer*, based on the 2016 game by System Era Softworks. Here you'll have a whole solar system to explore and exploit. There are no hostile alien invaders, eldritch existential threats to confront, or corporate overlords making demands. Decide your own goals and pursue them at your own pace as you enjoy the atmosphere of the seven planets within this system.

As an Astroneer, you will reshape these worlds (literally, as the terrain is deformable), acquire resources, research the plants and artifacts of different planets, complete missions, and discover your purpose in this system, and the fates of those who came before you. You have ten years to accomplish whatever you like in this system.

Have **+1000 Choice Points** to help you get by.

Starting Out

Modes

Choose one of the following:

Normal Mode
Treat this like a normal jump. This is the default option. By default, you will begin in a landing craft orbiting the verdant and agreeable planet Sylva, able to choose one of several viable landing sites from which to begin your journey.

Supplement Mode / Crossover Mode
You may apply this jumpdoc on top of another setting. If the other setting is already a survival-crafting oriented world, you will be able to find the resources typically available on your starting planet (Sylva by default) and you will still need to craft rockets to travel to the other worlds of Astroneer, though the specifics of travel and location may be different than baseline Astroneer.

Gauntlet Mode
Give back all those points; you now start with **0 CP**. In addition, you must take the **Perk Lockout** and **Item Lockout** drawbacks for no points. You may take other drawbacks to gain CP to spend. You arrive with nothing but the basic tools every Astroneer starts with and any purchases you've made in this document. Survive, explore, and build something worth remembering, or don't. The system doesn't care either way.

You must stay here for the duration of your jump: ten years by default, but adjustable with drawbacks.

If you complete any of the scenarios in this document while in Gauntlet Mode, you will gain bonus rewards.

Age and Gender

You may choose an age between 18 and 65 to start as in this world. You are free to choose your own gender as you enter this world.

Location

By default, you begin on **Sylva**, the verdant starting world of the Astroneer system. You may instead choose to begin on any other planet or moon to gain bonus CP. Starting on a less hospitable world is a challenge, but does not count as a drawback.

1. **Sylva (0 CP)**: The lush heart of the system. A temperate, forgiving world with plentiful Compound, Resin, and Organic on the surface, and rich ore deposits below. Moderate storms and manageable caves make it the natural starting point for any Astroneer. Sphalerite (Zinc) and Malachite (Copper) can be found here.
2. **Desolo (+50 CP)**: Orbiting Sylva, this rocky moon is barren and cratered, providing access to Sphalerite (Zinc) and Wolframite (Tungsten).
3. **Calidor (+50 CP)**: A bright orange, desert world. It features extreme solar power efficiency but low wind. Good for gathering Malachite (Copper) and Wolframite (Tungsten).
4. **Vesania (+50 CP)**: A purple-hued world filled with dense, hazardous forests and deep, winding caves. Rich in Lithium and Titanite (Titanium), it is a high-yield planet for seasoned astroneers.
5. **Novus (+50 CP)**: A moon of Vesania with similar flora. It is characterized by high wind and moderate solar power, providing quick access to Hematite (Iron) and Lithium.
6. **Glacio (+50 CP)**: An icy, difficult planet known for high wind power, extremely high research yields, and abundant Titanite (Titanium) and Hematite (Iron).
7. **Atrox (+100 CP)**: The most dangerous planet, characterized by dark environments, aggressive flora, and low power generation. However, it is necessary to visit for Helium gas. The dense, compacted terrain resists ordinary excavation tools, requiring reinforced drill attachments just to make meaningful progress.

Origins

Choose one of the following Origins. For this jump, every origin counts as a drop-in.

Explorer

Range across worlds with a pack full of tethers and a head full of curiosity. You thrive on discovery, charting new routes, uncovering hidden caverns, and traveling light as you build small outposts wherever your boots touch ground.

Xenobiologist

Dive into the strange ecology of the system. You specialize in alien flora, hazardous growths, and the mysterious galastropods, coaxing secrets, samples, and symbioses from lifeforms most Astroneers barely recognize.

Logistician

You see planets as networks waiting to be optimized. Whether refining resources, automating production chains, or laying out immaculate bases, you turn raw chaos into elegant efficiency. Everyone else wishes their setup ran half as well as yours.

Perks

Origins receive their respective 100 CP perks for free, and a 50% discount on any other perks within their list.

General Perks

Respawns (Free, limited to this jump)
Your body is not permanent. When you die, you will leave behind your backpack along with everything in it, including widgets and drill attachments at your point of death. You will respawn in the last shuttle or habitat you entered with an empty backpack.

Astroneer Tech (Free and mandatory for this jump only or 300 CP to purchase)
Astroneer tech allows crafting of complex structures and tools, such as space ships and train networks, from a small quantity of fairly simple base materials, occasionally using more refined materials as intermediate products. Within this jump, everyone

has access to this technology system, though what they can craft is limited by their research progression and completing certain missions.
With this perk, you can continue to build and use Astroneer technology in other worlds, assuming you can acquire compatible resources. This will only allow you to produce items from the Astroneer base game and seasonal events.

Earth Sculptor (100 CP)
You have a knack for shaping terrain with uncanny precision. Even with primitive tools, you can create smooth roads, ramps, tunnels, and platforms with nearly perfect geometric regularity, and your results scale with the quality of your equipment. Additionally, you have exceptional skill with clay and can sculpt highly accurate scale models or representations of people, places, and objects.

Virtual Sculptor (200 CP)
You are an expert in CAD and 3D modeling. You can rapidly and intuitively create accurate designs for any object you can visualize, and you naturally account for the limitations of fabrication systems such as CNC mills and 3D printers. Your designs can be exported into advanced manufacturing systems, including Astroneer printer modules and their equivalents in other worlds.

Tech Guru (400 CP)
You know how to effectively hybridize and integrate radically different technology systems. You can use Astroneer printers to make devices from No Man's Sky and put the output on Satisfactory conveyor belts, for example. With significant effort, you can even combine the technologies together to produce devices with benefits of multiple systems.

Network Sense (400 CP)
When meditating, you can attune yourself to the structure of any network and perceive its overall topology: nodes, links, relative distances, and traversal or load costs. You can sense issues such as broken connections, overloads, or links at risk of failing. This applies to power grids, rail systems, data networks, mystical leylines, and similar structures. When connecting to a very large network (such as the Internet), you initially perceive only the 50 "closest" nodes, but you can expand this limit with time and practice.

Explorer Perks

Sense of Direction (100 CP, Free for Explorer)

You always know the direction and distance to the last tether, structure, or other persistent object you personally placed. You may instead "pin" this sense to your current location at any time, treating it as the tracked point until you choose to unpin it or place a new object. You always know which direction is "up," and can identify cardinal directions or their closest local equivalents.

Explorer's Endurance (200 CP, Discounted for Explorer)
You do not fatigue while traveling or exploring. You can hike, climb, and leap for an entire day without soreness, exhaustion, hunger, or the need for sleep, so long as you remain engaged in exploratory activity. You still require oxygen and any power needed for your tools. This benefit does not apply to other forms of exertion: combat, manual labor, training, and similar activities tire you normally.

Portal Peeker (400 CP, Discounted for Explorer)
When examining or approaching any portal, gateway, or other fixed-destination teleportation system (including systems with a small set of preset destinations), you gain a sense of where it leads. If the destination is on the same plane, you know its direction within five degrees and its distance to within an order of magnitude. If it lies on a different plane, you gain an impression of that plane's general conditions, and can identify it if you have visited before. You can briefly visualize the immediate area around the arrival point and sense any significant threats or hazards awaiting you there.

Environmentally Adapted (600 CP, Discounted for Explorer)
You no longer require a protective suit to survive hostile planetary conditions. Extreme temperatures, vacuum or pressure, ionizing radiation, atmospheric toxins, and similar environmental factors no longer harm or hinder you. You still need a supply of breathable oxygen, and this perk does not protect against localized or targeted hazards such as weapons, traps, or elemental attacks, only the broad environmental conditions of a given world.

Xenobiologist Perks

Hazard Awareness (100 CP, Free for Xenobiologist)
You have a sixth sense for hazardous flora and fauna. You can tell if a mushroom is safe to eat at a glance. You sense poisonous or irritating plants as you approach, and can always distinguish a floating log from a crocodile. Buried octopi, trapdoor spiders, Daggerroot plants, and similar camouflaged threats are immediately apparent to you.

Greener Thumb (200 CP, Discounted for Xenobiologist)
You possess the skill and intuition of an expert gardener and farmer, able to grow healthy plants with remarkable speed. Any seed or cutting you plant will grow as though it were in its ideal soil, climate, and lighting, regardless of local conditions. Basic necessities such as water and nutrients are still required, but environmental mismatches no longer hinder growth.

Safe Presence (400 CP, Discounted for Xenobiologist)
You do not register as a threat to non-sapient animals or plants unless you choose to. Hazardous flora will not attack as you approach, and skittish prey animals remain calm in your presence. You can put feral creatures at ease with simple gestures or motions, and can tame or train non-sapient animals at five times the normal speed.

Mutation Master (600 CP, Discounted for Xenobiologist)
Mutations and heritable variations reliably arise in exactly the directions you intend. Traits that would normally require ten or more generations of careful selective breeding can be achieved in as few as two with your guidance, provided those traits are possible through conventional breeding in the first place. You may also safely accelerate fruiting, flowering, gestation, and maturation in non-intelligent species by a factor of five, and gestation can be accelerated in intelligent species as well. Organisms undergoing accelerated development require proportionately greater nutrition, rest, and care, but experience no adverse effects. These benefits can be applied to individual organisms or to an area as large as a hundred-acre farm.

Logistician Perks

Counting Savant (100 CP, Free for Logistician)
You can determine quantities at a glance with less than one percent margin of error, even in large or mixed piles of resources. A quick look into a storage silo holding a dozen different materials is enough for you to know the exact count of each. Additionally, you retain perfect recall of anything counted this way, allowing you to remember precise resource tallies even weeks later.

Architectural Prodigy (200 CP, Discounted for Logistician)
By taking a moment to think and plan, you can devise optimal layouts for storage, production lines, and automated systems. You intuit how people, machines, and resources will move through the space, what tasks occur most frequently, and where inefficiencies would form. Areas you design feel intuitive and comfortable to occupy,

with excellent flow and organization. This talent extends to landscaping and interior decorating as well.

Expert Timing (400 CP, Discounted for Logistician)
When observing any automated or sequential process, you know exactly how long each step takes and where gluts or bottlenecks will appear. This insight also grants a superhuman sense of timing that enhances many actions: playing musical instruments, dancing, catching fast-moving objects, jumping to moving platforms, or parrying an opponent's attack.

Extraction Efficiency (600 CP, Discounted for Logistician)
When personally performing any extractive process such as mining, harvesting, pumping, or dredging, you can choose between two efficiency-boosting modes. Burst Mode: Extract at fifteen times normal speed, finishing the job much faster for the same total yield. Sustained Mode: Extract at the normal rate for fifteen times as long, ultimately yielding fifteen times the total amount. You may select the mode at the start of each extraction and change modes between tasks.

Items

Any item can be purchased multiple times unless stated otherwise, but only the first purchase benefits from being free or discounted. Unless specified otherwise, modules and vehicles can be summoned to your location once per day, but lose any contents or attached items that are not fiat-backed.

General Items

EXO Suit (Free and mandatory, additional suits cost 100 CP each)
A simple space suit with an oxygen tank that can supply you for 75 seconds (or 50 seconds if you're running) and a 10-unit battery. It has a backpack with eight small inventory slots and two widget attachment slots plus an onboard printer capable of printing a variety of simple small items. The onboard computer can show you the research catalog and mission log, as well as a compass which also shows the direction to nearby points of interest. The attached terrain tool can excavate, elevate,

or flatten terrain (though you may need to supply soil for the latter two), and has three attachment points. The suit can protect you from vacuum and harsh atmospheres but won't protect you from acid or noxious fumes emitted by certain flora of this setting.

Mission Terminal (Free for this jump only, or 300 CP to purchase)
A tablet attached to landing pads and certain other structures will provide you with an effectively endless set of missions, each offering rewards upon completion. Most rewards grant research progress, but some supply resources or rarer items such as QT-RTGs, modules, vehicles, and EXO Chips. Missions can be tracked from your suit or handheld device, but physical rewards must be collected from a structure-attached tablet. If purchased, this system will continue to function in future jumps, offering locally relevant rewards in place of research progress, such as class experience, local currencies, or rare materials and items tied to the nature of the missions you complete.

Power and Oxygen Adapters (50 CP)
This set of transformers, cables, valves, and hoses allows you to adapt electrical and oxygen flow between different standards. Astroneer Units are a little weird so do your best with conversion rates.

Fireworks Combo Bundle (50 CP)
This bundle allows you to place Astroneer-style fireworks, which can be activated to launch. The fireworks come in seven colors, and you can choose which color you get when you place them. You can place up to 100 pieces within a twenty-four hour period. Fireworks placed this way disappear when picked up or twenty-four hours after being placed.

EXO Wardrobe (50 CP)
How about just one microtransaction? You now have a wardrobe module with every suit, visor, and color style in the game, even those normally unlocked through missions. You can visit the wardrobe to change your style instantly. Your companions can use this as well.

Wiki Reference (100 CP)
Unsure which planets have which ores, what components you'll need for that Large Shuttle you want to build, or which modules produce the parts you're after? Look no further. This adds an easy-to-navigate, cross-linked wiki to your suit's computer, and

any other computer systems you choose. In future settings with structured crafting and resource systems, this system will update to reflect those systems.

Terrain Mod Bundle (100 CP)
This bundle includes a Boost Mod, Wide Mod, Narrow Mod, Inhibitor Mod, and Alignment Mod. It also has a Scaling Drill Mod, which starts as a Drill Mod 1 but will permanently increase to a Drill Mod 2 the first time you possess a Drill Mod 2, and to Drill Mod 3 the first time you possess a Drill Mod 3. It can continue to increase if you encounter more potent drilling technologies in other worlds. You may summon any of these mods to your hand or backpack at any time, even if they have been lost or destroyed.

Rail Combo Bundle (100 CP)
This bundle allows you to place either a Rail Post, Tall Rail Post, or Rail Junction, chosen as you place it. It can place up to 100 pieces total within a twenty-four hour period. Pieces placed from this item disappear when picked up.

Hoverboard (100 CP)
As the name suggests, this is a skateboard-like device which hovers slightly off the ground. You can do short jumps on it, and using it in combination with jump jets lets you cover ground very quickly. It also allows you to move at full speed even when carrying a large, heavy, or cumbersome object. The hoverboard requires 1u/s of power to operate. You also gain the schematics to make more Hoverboards with your backpack printer, if you can supply the EXO chips.

Trover (200 CP)
This miraculous vehicle can function as a train if placed on tracks, or a rover if placed on ground. It includes two pieces: one that functions as a Rail Engine or a Medium Rover with a Rover Seat that cannot be removed, and one that functions as a Rail Car or bare Medium Rover. Subsequent purchases can be simply two Rail Car / Medium Rover units if you prefer. Trovers do not require power to move, but also do not generate power and have no battery capacity.

VTOL (200 CP)
Vertical Take-Off and Landing. The VTOL is a lightweight aircraft that has a seat for one astroneer as well as two Tier 2 slots for additional seating or storage. The VTOL requires hydrazine to operate, and can fly for approximately five minutes on a single small canister (1 unit). The VTOL's top speed is slightly slower than the hoverboard, but its ability to carry cargo and travel at altitude make it valuable. You also gain the

schematics to make more VTOLs with a medium printer, if you can supply the EXO chips, silicone, and tungsten carbide.

Replenishing Hydrazine Canister (200 CP)
This modified Medium Fluid & Soil Canister can hold up to 24 units of Hydrazine and automatically replenishes one expended unit every three minutes. It can dispense into Astroneer-style small canisters or through a fitted spout with a valve. In Astroneer, Hydrazine can power refuelable rocket engines, thrusters, jetpacks, and VTOL vehicles, and is a component in making Graphene. In other settings, it can additionally be used to make plastics, insecticides, and various industrial chemicals. It remains toxic and highly explosive in all settings. If your Canister is destroyed, a new one will reappear in your warehouse after twenty-four hours.

RTG+ (200 CP)
The Radioisotope Thermoelectric Generator is a medium module that provides a steady 4 U/s of power. This is equivalent to a Medium Solar Panel under moderate sunlight and slightly less than a Medium Wind Turbine with wind. While not enough to run large installations on its own, its consistent output is extremely helpful for rover expeditions or establishing new bases. This enhanced, fiat-backed version can be repackaged into a small cube or recalled to your side at will, and functions without needing to be placed on a structure or vehicle.

Soil Centrifuge+ (200 CP)
In this world, this functions like a regular Soil Centrifuge, consuming soil (and power) to produce common resources. It can also produce the primary and secondary ores of whatever planet it is placed on, at a rate of two units of soil per nugget of ore. In other settings, it behaves similarly: it takes that world's equivalent of dirt or loose earth and converts it into locally common, low-tier resources. The exact outputs depend on the setting but are always plentiful, basic materials. For example, it may convert Minecraft dirt into coal and raw iron. It will never generate resources that are scarce, high-tier, or central to advanced progression in their setting.

Mining Cave (200 CP)
Pick one planet or moon in the Astroneer System when you purchase this. You now possess a private cave containing the resource profile of that world. Organic, Resin and Compound can be found in the upper levels alongside one of that planet's native ores. Ammonium, Quartz, Laterite, and the planet's other ore appear deeper down. Clay, Graphite and eventually small deposits of Astronium are present at lower

depths. The cave system is finite and bounded by undiggable bedrock, but fully renews at the start of each future jump or every ten years, whichever comes first.

Resource Converter (300 CP)
This large module can convert Astroneer resources to and from thematically similar resources from other settings. Need Argon canisters but only have Argon Crystals from Warframe? Or want to turn an excess of Astroneer Aluminum into Satisfactory Aluminum Ingots? This adapter can handle either. One end of any conversion must be an Astroneer resource, and the two resources must be obvious matches, though you may use multiple conversions in sequence (for example: Terraria Iron Bars → Astroneer Iron → Minecraft Iron Ingots). The module requires power to operate, and conversion time increases with how loosely aligned the resources are.

Scrap and Trade Set (400 CP)
A Large Shredder+ and a Trade Platform+. The Shredder grinds manufactured items or debris into Scrap. Items too large for the Shredder can be blown apart with dynamite until the pieces fit. The Trade Platform allows you to exchange Scrap for raw materials by launching a small rocket; it will return with your requested goods. If you have Astronium, you can exchange it for certain valuable items, including EXO Chips. In future jumps, the Trade Platform will offer materials appropriate for that setting, though at generally unfavorable rates. The Shredder requires power to function, but the Trade Platform is self-fueling. These fiat-backed versions will function without being attached to a platform or vehicle. The enhanced Trade Platform also supports trading for gas ampules (Argon, Helium, Hydrogen, Methane, Nitrogen, and Sulfur), though also at unfavorable rates.

Gateway Travel Network (500 CP)
You start the game with all the Gateway Chambers, Gateway Engines, and Unidentified Satellite fully activated. In future settings, two to twenty Gateway Chambers will appear on each moon or planet you visit, and each planet will have a Gateway Engine. The Gateway Engine will always be challenging but not impossible for you to locate, and resource-intensive to reach and activate, regardless of how powerful or wealthy you are. Each active Gateway Chamber allows you to teleport to that planet's Gateway Engine. The Gateway Engine allows you to teleport to any activated Gateway Chamber on the planet, or to the Gateway Engines of up to the eight closest planets, assuming they are activated.

Astroneer System (500 CP)

Why settle for anything less? This provides you with a complete replica of the Astroneer star system, including all seven base planets, their shared sun, and a small satellite orbiting it. The system is accessible through a special door in your warehouse, leading to the interior of a Habitat on Sylva. Once every ten years, you may choose to reset the system. A reset returns everything to its original, untouched state, removing all structures you built, all resources you harvested, and any items or debris you left inside. Nothing from outside the system is affected, and living beings must exit before a reset can occur.

Explorer Items

Endless Tether+ Block (100 CP, Free for Explorer)
Tethers carry oxygen and power from your structures to your EXO Suit, but cannot supply other structures or vehicles. In worlds with relevant infrastructure, they can also carry secure high-speed data and act as wireless hotspots. You may place them in long chains to explore far from your base. These special tethers can illuminate their area if you choose. This Tether+ block never runs out, no matter how many you place, and it allows you to pick up any placed Tethers without overfilling your backpack. These Tethers disappear when picked up.

Explorer's Kit (200 CP, Discounted for Explorer)
You begin with a Portable Oxygenator, a QT-RTG+, a Worklight and a Small Battery attached to your backpack, which allow you to wander as you like without worrying about suffocation. The QT-RTG+ is just like a regular QT-RTG but supplies 10% more power, so it can trickle-charge the battery even while powering the Portable Oxygenator. Being fiat-backed, these items can be instantly recalled to your hand or backpack at any distance, even if left behind, lost, or destroyed.

Exploration Drone (400 CP, Discounted for Explorer)
A compact drone deployed from your backpack that provides several exploration utilities. In manual mode, you may pilot it up to 50 meters above you and within a 50-meter radius, gaining a bird's-eye view and highlighting nearby resources, hazards, and terrain features. Its flight time is limited but sufficient for short scouting runs. In automatic mode, the drone periodically ascends to survey the area and upgrades your suit compass into a high-resolution topographical map showing resource deposits, hazardous flora, and points of interest. It can integrate with any other mapping or scanning technology you possess. Finally, while you are within 100 meters of a base structure or vehicle, you can command the drone to carry small items to or from it, reducing the need to return frequently while mining or building.

Xenobiologist Items

Lucky Farm Pit (100 CP, Free for Xenobiologist)
A shallow, bowl-shaped depression ideal for cultivating up to seven plants at once. This pit is unusually productive: even species that normally struggle to produce enough seeds to maintain themselves across many harvest cycles (such as Sturdysquash) will remain stable here over indefinite use. Plants grown in the pit behave exactly as they do in their native environment otherwise.

Seed Catalog (200 CP, Discounted for Xenobiologist)
A large, durable book designed to store and reproduce seeds. Placing a single seed of a new type onto a blank page registers it, allowing the catalog to generate a replenishing supply of that seed. You may withdraw one seed of that type per hour, and you are free to stockpile them externally afterward. The catalog has 1000 pages, each capable of holding one seed type. If you tear out a page, that seed type is permanently removed, and the catalog regrows a new blank page after one hour. This works with seeds from any world, provided each individual seed fits within a 10 cm cube. Each registered page automatically records any summary information you learn about the seed or its plant: its species name, origin world, preferred growing conditions, uses, hazards, and a sketch of the mature form.

Galastropod Collection (400 CP, Discounted for Xenobiologist)
You begin with all seven Galastropods from the game, each housed in its own terrarium. Once per hour, you may summon any one Galastropod and its terrarium directly to your location. You also receive a small replenishing container holding eight universal Galastropod treats, which count as a favorite food for any Galastropod. Uneaten treats vanish after five minutes, and treats taken respawn twenty-four hours after they were taken. In every future world capable of supporting life, you will be able to discover traces of native Galastropod activity. Following these clues leads to a short mini-quest that rewards you with a world-unique Galastropod, each offering a modest, thematic benefit when fed.

Logistician Items

Logistician's Ledger (100 CP, Free for Logistician)
This leather-bound book always holds up-to-date information about the resources and modules available at each of your bases, covering up to 20 bases. Includes a built-in transmitter that can relay this information to computers and handheld devices.

Reusable Packager (200 CP, Discounted for Logistician)
A packager can be attached to an item (typically manufactured objects such as modules or platforms, research objects, or debris) and then at the press of a button, turn it into a packaged version one size category smaller in a standardized cube shape. Packagers cannot be used on already packaged items, items containing other items or resources, or items that are already small. Ordinary packagers are consumed upon use, but this one is reusable, simply requiring a one-minute cooldown before the button works again.

Auto-Extractor+ (400 CP, Discounted for Logistician)
This is like a regular Auto Extractor, with some extra useful features. Like any Auto Extractor, it can be placed near a resource vein, and it will slowly produce nuggets of that resource, while being around fifteen times more efficient than hand mining in terms of total yield, and not altering the terrain. This version also includes built-in storage for up to 24 nuggets of a single resource which can be set to enable or disable output, as well as a medium attachment slot. It also has a filter slot which allows it to selectively extract a single type of resource when two or more are nearby. Finally, this version is self-sustaining and requires no additional power.

Companions

The only intelligent beings you'll meet during your time here are the ones who come with you. Despite the ample signs of intelligent life, this system is otherwise uninhabited.

Multiplayer (50 CP each)
You can import existing companions, or import a follower and make them a companion. Each companion imported this way gets an origin and **500 CP** of their own to spend on perks and items.
For every **100 CP** worth of drawbacks you take, your companions gain **50 CP** to spend, to a maximum of **300 CP** extra for companions (**800 CP total)**. Your starting location does not count as a drawback for this purpose. Remember that any companions are fully affected by your drawbacks.

Drawbacks

You may take as many drawbacks as you want, but you can gain at most **600 CP** from them. Drawbacks you take affect your companions as well. Why the limit? It's in the nature of drawbacks to be limiting, and constraints spur creativity.

Abbreviated Stay (+0 CP)
Depending on your goals, drawbacks, and pre-existing abilities, you may be able to accomplish everything you want here rather quickly. In that case, you may leave after a single year, or any time between one and ten years if you prefer.

Power Hog (+50 CP)
Your terrain tool, any of its upgrades, and your vehicles draw double the power they normally would. This applies to any companions' equipment as well. This is a time sink when you're not connected to a network with excess power generation, but not a terrible impediment.

Terrible Compass (+50 CP)
The compass that comes with your suit is terrible. It is not usable while in a vehicle seat, the icons are hard to understand, and things it does highlight seem to come and go seemingly without reason. This applies to any other navigational aids or maps you have access to as well.

Camera View (+50 CP)
Instead of seeing this world through your own eyes, you see yourself through an invisible camera hovering nearby. Sometimes this may help you be aware of your surroundings, but the camera controls don't always do what you want and can make certain tasks much more difficult.

Alien UI (+50 CP)
Whatever's going on with the computer UI is very unintuitive to you. It's hard to find what you need in the research system, mission log, printers, and any similar devices. What's worse, this applies to any other devices you link to Astroneer tech, so don't think you can get around this by hooking your favorite technology into your base network.

Extended Stay (+100 CP, incompatible with Abbreviated Stay)
You will stay in this world for an additional ten years. You will have to deal with the longer-term consequences of your actions. This may only be taken once.

Terrain Glitch (+100 CP)
Items such as resources and modules that are set on the ground rather than being attached to locked-in-place platforms have a chance of falling through the terrain. It is possible to recover items lost this way if you can find a cave directly beneath the point where they fell and spot them from there, but difficult. Items will always be lost this way at an inconvenient time, for example your large storage silo disappearing just after you arrive at a new planet while waiting to print the platform you intend to set it upon.

Survival Needs (+100 CP)
You now need to consume water and food to sustain yourself. Water can be stored in soil and fluid canisters, extracted from soil, or obtained from a tapper or atmospheric condenser, but must be purified in a furnace before it is safe to drink. Similarly, many of the seeds and research samples from plants on these worlds are edible, but you must cook them in a furnace before you can eat them.

> **Like Real Life (+100 CP, requires Survival Needs)**
> It's not just food and water anymore; you now have the full suite of human biological needs. You must sleep eight hours out of every twenty-four, obtain appropriate nutrients from what you eat, and deal with your waste. Eating and sleeping must be done inside a habitat or shuttle. If you take damage, you will have to deal with the consequences of the injury and recover at a normal human rate.

Extra-Hazardous Flora (+100 CP)
Hazardous flora will be about three times as common and will attack you from twice their usual range. Nothing that could make hostile flora less hostile to you or their effects less dangerous will apply during this jump.

Stop and Smell the Roses (+100 CP)
Gee, that plant looks pretty. You should smell it! You are now incredibly curious about every plant you see, and will get close enough to examine it. No matter how many times this hurts you, you will not learn your lesson. Nothing that could make hostile flora less hostile to you or their effects less dangerous will apply during this jump.

Atroxious Weather (+100 CP)
Every planet in the system now has weather like Atrox - low wind and low sunlight. Get used to running generators and being patient while your modules operate at reduced power.

Knowledge Lockout (+100 CP)
You enter the setting with no knowledge of this game or its mechanics. This applies to all companions, followers, and other allies. Additionally, any items or abilities that would grant this knowledge will not function. If you purchased the **Wiki Reference**, it is unavailable for the duration of this jump.

> **Amnesia (+100 CP, requires Knowledge Lockout)**
> You arrive with amnesia, remembering nothing of your history prior to this jump. Anything you were carrying on your person is still with you, and any passive perks still function, but any ability requiring conscious activation or knowledge is unlikely to come up. You may still possess other knowledge and skills that you cannot explain. Items that might inform you of your past, such as a notebook or photo album, will temporarily stun you and you will not be able to process what you see. Communicating with anyone who is aware of your past will have a similar effect.

Perk Lockout (+200 CP)
You lose access to all perks, powers, or forms acquired outside of this jumpdoc. This applies to all companions or similar allies as well.

Item Lockout (+200 CP)
You lose access to all items from outside of this jumpdoc, as well as your warehouse or any similar supplements and benefits. This applies to all companions or similar allies as well.

Companion Lockout (+100 CP)
You lose access to your companions. You can still import them, and they will be able to buy perks and items, but they cannot enter this world with you, and you cannot communicate or interact with them, even through visiting your warehouse. This also locks out any non-companion followers, pets, and similar allies.

Slow Travel Only (+100 CP)

No fast travel functions within this jump. The Gateway Engines and Chambers can still be activated, but they no longer facilitate teleportation. This applies even if you purchased the **Gateway Travel Network**. Similarly, any other abilities you have that enable fast travel will not function.

> **Even Slower Travel (+100 CP, requires Slow Travel Only)**
> Now even conventional travel takes much longer, approaching more realistic timeframes. It is still possible to reach a planet's core with the tools available to you, but the distance is significantly greater, and digging through the deeper layers is much slower. Planet-to-planet travel also takes longer: about four days from a planet to its moon, and up to six months between planets depending on their relative positions.

Painful Deaths (+100 CP)
It's not just physical pain, though that's part of it. When you die, you no longer leave behind your backpack with all of its items intact. Instead, everything on your backpack and terrain tool is permanently lost.

> **Hardcore Mode (+300 CP, requires Painful Deaths and Companion Lockout)**
> It's no longer just your backpack that you lose when you die. Instead, the entire system resets to its initial baseline state each time you die, and you must start all over again from scratch.

Rascal (+100 CP)
Is it a rival Astroneer? A poltergeist? A gremlin? A glitch? Some unseen entity will rearrange the resources and modules at your bases and vehicles whenever you are away. It will never act when you are within line of sight, and you will never encounter it, but it will be a persistent nuisance.

> **Troll (+100 CP, requires Rascal)**
> The entity no longer merely rearranges your materials; it now causes irreversible changes. All your soil might be refined into quartz, or all your resin might be used to print medium storage units.

> **Enemy (+100 CP, requires Troll)**
> The entity is now far more clever and malicious, and has some resources of its own. Hazardous flora will be planted all around your resource nodes. Any explosives you leave around will be used on your base. Train line segments will be deleted. Bases and vehicles will occasionally be rigged with proximity

sensors tied to dynamite. The only things that will be safe are those that you bring with you.

Scenarios

Looking for something to do while you're here? Lucky for you, this solar system has secrets for you to uncover. In order for these challenges to mean something, there are some requirements:

- Required Drawback: **Slow Travel Only**
- Required Drawback: **Knowledge Lockout**
- You may not have purchased anything that is a potential reward for the scenario

You still benefit from the points for taking these drawbacks.

Awakening the Gateway Network

Overview:
The planets of this system are dotted with mysterious geometric megastructures: Gateway Chambers and the subterranean Gateway Engines lying at the heart of each world. Their construction is unknown, their creators unreachable, and their activation sequence incomplete. To complete this scenario, you must fully awaken the entire Gateway network: all chambers and engines fully activated. You must then bring each planet's Geometric Triptych to the Unidentified Satellite, fully activating the satellite, and the Odd Stone at its center.
With no out-of-context knowledge, figuring out how to activate the engines will be a genuine challenge, though your mission tablet will at least point you in the right direction. The absence of fast travel means you'll need to reach each chamber and engine the traditional way.

Success:
If you complete this goal, activating the final Odd Stone will trigger a brief vision of a terminal on a traveling space ship, followed by a credit roll, before you are returned to your initial habitat. You may choose to receive either **Gateway Travel Network** or **Astroneer System** for free.

> **Gauntlet Mode:** If you succeed in this scenario while in Gauntlet Mode, you may take both rather than choosing one.

Failure:
If you accept this scenario but fail to complete it before your time in this universe ends, you receive no rewards or punishments. Instead, you are given lifelike replicas of any Geometric Triptychs you managed to collect. They hold no power, but they make decent trophies, or eternal reminders of what you could not finish.

Experimental Transport Initiative

Overview:
Exo Dynamics offers you a chain of missions across the system to complete long-term research projects testing advanced mobility platforms that were never cleared for public use. Records indicate two such prototypes: a personal Hoverboard designed for surface traversal and a Vertical Takeoff and Landing craft capable of atmospheric maneuvering.
To complete this scenario, you must successfully finish the full sequence of missions associated with both prototypes. These missions require tracking down points of interest, supplying rare resources, and occasionally blowing things up.
Without out-of-context knowledge, deciphering the mission requirements, resource pathways, and crafting steps will require experimentation. With fast travel disabled, every delivery and test run must be done via conventional traversal: rover, foot, or whatever other vehicle you prefer.

Success:
If you complete all mission chains and deliver both prototypes in fully functional condition, Exo Dynamics will transmit a final congratulatory message before quietly decommissioning the mission logs. You will receive fiat-backed versions of both the **VTOL** and **Hoverboard**, which still require hydrazine and power (respectively) but will work in future jumps, and will return to your warehouse after a week if they are lost or destroyed.

> **Gauntlet Mode:** If you succeed in this scenario while in Gauntlet Mode, your VTOL and Hoverboard no longer require fuel or power, and can run indefinitely.

Failure:
If you accept this scenario but fail to complete the mission chains before your time in this universe ends, you receive no functional rewards. Instead, you are provided

detailed but incomplete blueprints for the VTOL and Hoverboard. They cannot be built or reverse-engineered, but they look impressive framed on a workshop wall.

Conclusion

Your time in this world comes to an end. What happens next?

Stay Here - You've found your place in the multiverse, and you're going to put away your jumping shoes and stay here permanently.

Go Home - This was the last straw? Or perhaps the finishing touch? Either way, you've had enough of other worlds, and return to your origin world, with all your perks, items, and companions joining you there for the rest of your days.

Continue On - Off to the next world with you. Keep your knowledge, and any perks and items you've purchased with **CP**.

Notes

This jump was made by AxstromVinoven and shared first with the Reddit jumpchain community

1. Resources:
    a. https://www.reddit.com/r/Astroneer/comments/e46cfo/guide_from_start_to_finish/
2. Astroneer Tech allows you to build and use Astroneer tools and structures in other settings. The items you create with it are not fiat-backed, but will function as well as they did in the Astroneer universe. So an Astroneer spaceship will still be suitable for fast interplanetary travel, but incapable of travel between systems. Purchasing fiat-backed Astroneer items with CP will make that one item function in any world, of course.

3. For soil and fluid: treat one unit of hydrazine as about two gallons or eight liters. Treat one unit of soil as two cubic meters of normal non-compressed soil.
4. I intentionally did not include either of the DLCs as both are poorly rated and I didn't want to buy and play through something I likely wouldn't enjoy. If someone wants to bring them to the Jumpchain community, please reach out to me as I'd love to see what you come up with.
5. Looking for other settings and jumps on a similar theme?
    a. Factorio JumpChain v1.2
    b. Satisfactorio Gauntlet v3.0 by ltmauve
    c. Riftbreaker jumpchain v1.2b by Ovid
    d. Minecraft - there are several jumpdocs for this
    e. No Man's Sky - Voyagers Update by Ursus_Primal
    f. Starbound Jumpchain v2.0 by Lord Circe
    g. Space Engineers v0.4 by Ursus_Primal
    h. Oxygen Not Included v1.0 by NikaMoth
    i. Dyson Sphere Program v1.5 by Jalinth

Changelog

- **2025-01-01:** Template created
- **2026-04-11:** v1.0 published