

The Martian Jump v1

By Even1ngshade



Mars is silent.

No wind you can breathe. No water you can drink. No life waiting to welcome you.

Just cold, dust, and a horizon that stretches forever.

Humanity wasn't meant to live here—but that didn't stop you from trying.

A mission meant to push the boundaries of exploration has gone wrong. Equipment fails. Plans fall apart. And suddenly, survival isn't about protocol or preparation anymore—it's about what you can figure out before your air runs out.

Every problem is life or death.

Every mistake is final.

And every solution... is yours to create.

Some people would give up.

Some would wait to be rescued.

But not you.

You adapt. You calculate. You fix what shouldn't be fixable.

You survive.

For the next ten years, you will live in a world where science is the difference between life and death, where isolation tests the limits of your mind, and where one person's determination can move an entire planet to act.

Mars is watching.

Let's see if you can outlast it.

Starting CP: 1000

Starting Location

You may choose your starting location unless restricted by your Origin.

Possible starting points include:

- **Mars Surface (Ares Mission Site)** - Harsh, isolated, and unforgiving. Every second matters.
- **Hermes Spacecraft** - Humanity's deep-space vessel, orbiting between Earth and Mars.
- **NASA / Ground Control (Earth)** - Where decisions are made, plans are built, and missions live or die from millions of miles away.
- **International Space Agency Facility** - Work alongside global efforts pushing the limits of space exploration.

Origins

Your origin represents your role in humanity's push into space - and how you survive when things inevitably go wrong. Your age may reasonably range from early career specialist to veteran expert. Any origin may be taken as a Drop-In, granting you a valid identity without a detailed past.

Each origin will receive discounts on its respective perk tree.

Botanist / Survival Specialist - Mars doesn't forgive mistakes – but you've learned how to make life where none should exist. Whether through botany, biology, or survival training, you understand how to stretch limited resources further than anyone thought possible. Food, water, oxygen – these aren't just supplies to you. They're systems to be managed, expanded, and, when necessary, reinvented.

Engineer - When something breaks – and it will – you're the one who fixes it. Mechanical systems, electronics, life support, vehicles... you understand how things work, and more importantly, how to make them work again when they absolutely shouldn't. Give you scraps, and you'll build a solution. Give you a disaster, and you'll turn it into a problem with steps.

Astronaut / Mission Specialist - You are the result of years of training, discipline, and selection. You can operate under pressure, follow complex procedures, and adapt when plans fall apart. Whether piloting, conducting EVAs, or managing mission operations, you are built to function in environments that would kill anyone else.

Scientist (Generalist) - You don't just know one field – you understand how knowledge connects. Chemistry, physics, biology – you apply them together to solve real problems. Where others see isolated issues, you see systems. And systems can be understood, predicted, and, if necessary, bent to your will.

Ground Control (NASA / Support) - You may not be on Mars – but your decisions shape everything that happens there. You coordinate missions, solve problems from millions of miles away, and carry the weight of lives you may never meet. When something goes wrong, you don't panic – you calculate, collaborate, and find a way to bring people home.

Perks

Origin based perks are discounted for their Origin (with 50/100 cp perks being free), and you can discount 1 perk for each price tier in the General perks section, with the exception of the 50cp price tier where you can discount 2.

General Perks

Mission Fundamentals (Free): You know how not to die... at least not from something stupid. Airlocks, suits, life support, basic procedures – you’ve drilled it enough that your body just does it before your brain has time to panic.

Dark Humour (Free): If you’re going to die on Mars, you might as well be sarcastic about it. You develop a dry, stubborn sense of humour that keeps you going when things should feel hopeless. Somehow, it works.

Baseline Fitness (Free): You’re not superhuman – but you’re not dead weight either. Long hours, awkward movement, low gravity, constant strain – you can handle it without collapsing halfway through something important.

Solve the Problem (100 cp): You don’t get the luxury of freaking out. When something breaks, your brain immediately shifts gears: *What’s wrong? What do I have? What can I do right now?* Panic still exists – it just doesn’t get a vote.

Log Everything (100 cp): You talk to yourself. A lot. Except now it’s called “documentation” and it might save your life. You naturally record what you’re doing, why you’re doing it, and what went wrong last time – turning your own mistakes into a roadmap for survival. Reviewing your own logs helps you catch mistakes, refine processes, and avoid repeating failures. Others can follow your work with surprising ease.

Duct Tape Engineering (100 cp): You have a gift for making things work that absolutely should not. Tape, scraps, broken parts – give you enough pieces and you’ll create something functional. It won’t win awards. But it *will* keep you alive.

Resource Awareness (100 cp): You always know what you’ve got left. Oxygen, water, food, power – you track it instinctively, like a second heartbeat. Running out doesn’t surprise you. Running out is something you *see coming*.

Procedure Recall (100 cp): Training doesn’t just stick – it *runs*. When something goes wrong, your mind automatically pulls up the exact procedure, checklist, or protocol you need, step-by-step, without hesitation. Even under extreme stress, you don’t waste time remembering – you’re already doing it.

Steady Hands (100 cp): Even when everything’s on the line, like in extreme stress, fatigue, or injury, your hands don’t betray you. Micro-adjustments, delicate repairs, fine control – you maintain precision in situations where most people would slip, shake, or overcorrect.

Explain It Like I'm Not Dying (200 cp): When everything's going wrong and time is running out, you don't ramble – you get to the point. You have a knack for taking complex, technical problems and turning them into something clear, direct, and usable, even for people who shouldn't reasonably understand it. Whether it's over comms, in a rush, or while everything is actively breaking, you make sure the important part actually gets through.

Calculated Risk (200 cp): You're very good at deciding which bad idea is the least bad idea. You can weigh danger, time, and reward quickly, picking the option that gives you the best shot – even if it's still risky. Especially if it's risky.

Isolation Tolerance (200 cp): Turns out, you're decent company for yourself. Days, weeks, months alone don't break you as easily as they should. You adapt to the silence, the repetition, the lack of people – and you keep going anyway.

Efficient Systems Thinking (200 cp): You don't just use systems – you improve them. Air lasts longer. Power stretches further. Food gets rationed smarter. You squeeze every possible advantage out of what you have.

Cross-Disciplinary Thinking (200 cp): You don't think in boxes like “this is chemistry” or “this is engineering.” It's all just tools. You pull ideas from anywhere if they help solve the problem – and they usually do.

Science the Sh*t Out of This (400 cp): When things go wrong – and they will – you don't just survive, you *figure it out*. You can take raw scientific principles and turn them into real, working solutions under pressure. Fast. Not perfect. But fast enough to matter.

Failure Recovery (400 cp): You're going to mess up. Everyone does. The difference is, you don't spiral when it happens. You catch it, stabilise it, and move forward before it turns into something worse.

Sustainability Loop (400 cp): You don't just survive today – you set up tomorrow. Systems you build don't just hold together, they *improve* over time. What starts as a desperate fix slowly becomes something reliable.

Remote Coordination (400 cp): Distance is just a number. Whether someone's across the room or across a planet, you can work with them clearly and effectively. Delays, missing info, bad signals – you adapt and keep things moving.

Mars-Proof Mindset (600 cp): You don't accept “this is impossible.” Not really. Even when everything says you're done, your brain keeps looking for another angle, another option, another stupid, crazy idea that might actually work. And sometimes... it does.

Chain Problem Solver (600 cp): Problems don't pile up on you – they line up. Fix one, and you immediately see how it connects to the next. Instead of getting overwhelmed, you build momentum. You turn survival into a process.

Humanity's Best (600 cp): You are what happens when training, intelligence, and stubbornness all hit their peak at once. In high-pressure situations, you perform better than you have any right to. Not perfectly – but better than expected, every time.

This perk acts as a **Capstone Booster**.

Against the Odds (600 cp): Statistically, you should be dead. You know it. Everyone knows it. And yet... things keep *just* working out. Not by luck alone – but because you push every variable as far as it will go, until probability starts to bend.

Origin-Based Perks

Botanist / Survival Expert

Controlled Growth (100 cp): Plants are fragile. You're not. Under your care, things grow anyway – crooked, stubborn, and very much alive. You know how to coax life forward, even when the environment is doing everything it can to kill it.

Soil From Nothing (200 cp): You look at waste and see potential. Rot, leftovers, things people would rather not think about – you turn it into something that feeds the next cycle. It's not glamorous. It is how you stay alive.

Closed Loop Thinking (400 cp): You hate waste. Not philosophically – personally. Air, water, food, heat – everything gets reused, repurposed, cycled back in. Your systems feel less like machines and more like something quietly... breathing.

Green World Builder (600 cp): Give you time, and you will make something grow. Not just crops – systems. Life layered on life, feeding itself, stabilising itself. Mars doesn't stay dead forever if you have anything to say about it.

Capstone Boost: Your ecosystems don't just survive – they start fighting back. Instability smooths out, failures get absorbed, and harsh environments slowly begin to... soften. It's not fast. It's not obvious. But leave your work alone long enough, and the planet starts losing the argument.

Engineer

Fix It Anyway (100 cp): If it's broken, you fix it. If you can't fix it, you make something else that does the same job. If that fails, you try again. "This shouldn't work" is not a stopping point – it's just the start of a better idea.

System Breakdown (200 cp): You don't see machines – you see intentions. What it's trying to do, where it's failing, where it's about to fail next. You can take something apart in your head before you ever touch it.

Modular Thinking (400 cp): You build like you expect things to go wrong. Your fixes aren't just fixes – they're setups for the next fix, and the one after that. Nothing you make is a dead end.

Impossible Repair (600 cp): This is the part where you ignore reality a little. Systems that should be gone – destroyed, unusable, beyond recovery – you bring them back. Not cleanly. Not officially. But they work. And right now, that's all that matters.

Capstone Boost: Your "temporary fixes" stop being temporary. Every patch, every workaround, every ridiculous solution you come up with leaves things better than before. Over time, your work stops resembling what it used to be – and starts becoming something that was never designed, but somehow... works better anyway.

Astronaut / Mission Specialist

EVA Confidence (100 cp): Space is trying to kill you. You're used to that. Whether it's vacuum, low gravity, or terrain that doesn't care if you fall – you move like you belong there anyway.

Protocol Adaptation (200 cp): Procedures are great – until they aren't. When things go off-script, you don't freeze trying to remember the manual. You adjust, keeping what works and discarding what doesn't without hesitation.

Mission Focus (400 cp): There's always something that needs doing. You latch onto it and *do it*, pushing through fatigue, stress, and everything else that says "stop." You don't stop – not until it's handled.

Last One Standing (600 cp): If it comes down to just you... then it comes down to you. No team, no backup, no one to hand things off to. You carry it anyway. The mission doesn't end just because everyone else is gone.

Capstone Boost: Pressure stops wearing you down – it sharpens you instead. Isolation, danger, exhaustion... they don't chip away at you anymore. They refine you. The worse things get, the more dangerous you become to the problem in front of you.

Scientist (Generalist)

Applied Knowledge (100 cp): Knowing things is useless unless you can use them. You take theory and turn it into action – fast, practical, and just accurate enough to matter.

Rapid Hypothesis (200 cp): You don't sit around waiting to be right. You test, adjust, test again – fast enough that failure becomes part of the process instead of something that stops it.

Interconnected Systems (400 cp): Nothing exists in isolation. Chemistry bleeds into biology, physics into engineering – you see how everything overlaps, and more importantly, how to use those overlaps.

Breakthrough Thinking (600 cp): When the obvious answers fail, you don't stop – you change the question. You find angles other people don't consider, approaches that shouldn't work... but do.

Capstone Boost: Your breakthroughs ripple outward. Fixing one problem quietly unlocks three more solutions. Over time, your thinking doesn't just solve issues – it starts reshaping the system you're working within.

Ground Control (NASA / Support)

Eyes on Everything (100 cp): Data streams, reports, voices in your ear – you track it all without losing the thread. Where others get overwhelmed, you just... keep up.

Clear Communication (200 cp): You know how to say exactly what needs to be said, in a way that actually gets understood. No confusion, no wasted words – just clarity when it matters most.

Crisis Coordination (400 cp): When everything starts falling apart, you're the one who starts putting it back together. People look to you – not because they have to, but because things make more sense when you're in charge.

Global Effort (600 cp): You can take a mess of people, priorities, and egos and point them in the same direction. Governments, agencies, teams – it doesn't matter. When the stakes are high enough, you make them work together.

Capstone Boost: Scale stops being a problem. One team or a thousand, one room or an entire planet – your coordination holds. Delays shorten, misunderstandings fade, and everything starts moving like it was planned that way from the start... even when it absolutely wasn't.

Items & Equipment

Origin based items are discounted, you can discount 1 item in each tier for the General items, and you get a 300 cp Stipend to spend here. Feel free to Import items as you like.

Everything here integrates naturally into the setting and is considered standard, mission-appropriate equipment unless stated otherwise.

General Items

Mission Suit (Free): A standard EVA suit fitted perfectly to you. Durable, reliable, and just uncomfortable enough to remind you you're not supposed to live out here. It maintains itself between uses and always functions as expected... assuming you don't do anything too stupid.

Personal Log System (Free): A camera and recording setup for documenting your thoughts, work, and increasingly questionable decisions. Reviewing past logs helps you notice patterns, mistakes, and better solutions you might've missed in the moment.

Ration Pack (Free): Nutritionally complete, aggressively bland, and depressingly consistent. It never quite runs out, but it never improves either. Survival food, not living food.

Tool Kit (Standard Issue) (100 cp): A compact but extremely versatile engineering kit. It always seems to have just the right tool for the job – or something close enough that you can make it work.

Portable Sensor Suite (100 cp): A handheld device capable of reading atmospheric composition, temperature, pressure, radiation, and other environmental hazards. It gives you the kind of information that stops bad decisions before they happen.

Duct Tape Reserve (100 cp): You have more of it than you should. Stronger than expected, more heat-resistant than it has any right to be, and somehow always within reach when you have need for it.

Field Notebook (100 cp): Physical, durable, and impossible to lose permanently. Notes written inside become easier to understand over time, highlighting connections and small details you might have overlooked.

Portable Lab Kit (200 cp): A compact scientific setup capable of performing chemical, biological, and material analysis. It's limited – but in your hands, it becomes far more useful than it should be.

Water Reclaimer Unit (200 cp): A personal-scale filtration and recycling system. It's not perfect, but it stretches water supplies far beyond their expected limits. Waste becomes... less of a problem.

Power Management Rig (200 cp): A modular power system that helps you store, distribute, and stretch energy usage efficiently. It quietly reduces waste and makes your systems run longer than expected.

Surface Rover (Basic) (200 cp): A small, rugged vehicle designed for planetary travel. It's not fast, but it's reliable, easy to repair, and surprisingly forgiving when you push it harder than you should.

Habitat Module (400 cp): A deployable living space designed for hostile environments. It maintains internal pressure, temperature, and life support, and gradually adapts to your needs over time. The more you use it, the more "lived in" it becomes – functionally, not just aesthetically.

Agricultural Starter System (400 cp): A compact setup for growing food in controlled conditions. Soil substitutes, nutrient systems, lighting – it gives you a starting point. What you build from it is up to you.

Mission Database (400 cp): A comprehensive, searchable archive of scientific, engineering, and survival knowledge relevant to your current world. It updates over time and tends to surface exactly the kind of information you need when you go looking for it.

RTG Power Source (400 cp): A long-lasting, highly reliable energy source. It's dangerous if mishandled, but incredibly effective. It provides steady power in situations where nothing else will.

Advanced Rover Platform (600 cp): What started as a basic vehicle has become something far more capable. Faster, more durable, and highly customisable, it adapts to your needs over time – range increases, efficiency improves, and it becomes an extension of how you explore and survive.

Self-Sustaining Habitat Network (600 cp): Not just a single module, but a growing system. Additional sections can be deployed, connected, and expanded, forming a stable base of operations. Over time, it becomes more efficient, more resilient, and more capable of supporting long-term habitation.

Adaptive Life Support System (600 cp): A highly advanced system that manages air, water, and environmental conditions with increasing efficiency the longer it operates. It learns your usage patterns, reduces waste, and quietly optimises everything to keep you alive longer.

Jumper's Mission Infrastructure (600 cp): You gain access to a full mission framework – support systems, planning tools, and logistical backing that scale with your situation. Whether you're alone on a planet or coordinating something much larger, this infrastructure grows to support your efforts, making the impossible feel... slightly more manageable.

Origin Items

Botanist / Survival Expert

Growth Kit (100 cp): Seeds, nutrient mixes, and growth tools designed to kickstart food production anywhere. It's a beginning – not a solution – but in your hands, that's enough.

Soil Converter (200 cp): A system that turns organic waste and raw material into usable growing medium. Slow, unpleasant, and absolutely vital.

Atmospheric Grow Chamber (400 cp): A controlled environment unit that allows you to grow plants in otherwise hostile conditions. It stabilises temperature, pressure, and nutrients, giving life a fighting chance.

Living Ecosystem Core (600 cp): A compact, evolving biological system that can be expanded into a full ecosystem over time. It adapts alongside your knowledge and efforts, becoming more stable and productive the longer it exists.

Engineer

Repair Harness (100 cp): A wearable setup that keeps tools, parts, and fasteners exactly where you need them. You waste less time reaching – and more time fixing.

Component Fabricator (200 cp): A small-scale fabrication unit capable of producing basic parts and components from available materials. It won't replace a full workshop – but it closes the gap.

Field Workshop (400 cp): A deployable engineering station equipped for repairs, modifications, and system construction. It dramatically improves what you're capable of building under pressure.

Adaptive Fabrication System (600 cp): A powerful, evolving fabrication platform that expands its capabilities as you use it. Over time, it becomes capable of producing increasingly complex and specialised components, limited more by your knowledge than its design.

Astronaut / Mission Specialist

EVA Gear Set (100 cp): Enhanced suit components and tools that improve mobility, durability, and comfort during extravehicular activity. Space is still dangerous – you're just better equipped for it.

Navigation Suite (200 cp): A system that helps track location, movement, and environmental hazards with high accuracy. Getting lost becomes significantly harder.

Mission Command Interface (400 cp): A portable system that allows you to monitor, control, and coordinate mission systems from a single point. It brings clarity to complex operations.

Survival Mission Package (600 cp): A fully integrated set of tools, systems, and emergency resources designed to keep one person alive in extreme conditions. It adapts to your situation over time, becoming more effective the longer you rely on it.

Scientist (Generalist)

Research Kit (100 cp): A flexible set of tools for experimentation and analysis across multiple fields. It's not specialised – but that's the point.

Data Analysis System (200 cp): A powerful tool for processing experimental results, identifying patterns, and refining hypotheses quickly and accurately.

Experimental Lab Module (400 cp): A dedicated space for running controlled experiments and testing new ideas. It significantly improves the reliability and speed of your work.

Breakthrough Archive (600 cp): A living database of your discoveries, experiments, and insights. It grows with you, organising knowledge in ways that make future breakthroughs easier to achieve.

Ground Control (NASA / Support)

Comms Array (100 cp): A reliable communication system that maintains connection even in less-than-ideal conditions. It's not perfect – but it's better than silence.

Mission Planning Suite (200 cp): Tools for organising operations, timelines, and logistics. It helps turn complicated plans into something actually manageable.

Operations Center (400 cp): A fully equipped control environment for monitoring missions, analysing data, and coordinating responses. It makes large-scale management far more effective.

Global Coordination Network (600 cp): A scalable system that connects teams, data, and resources across vast distances. Whether managing a single mission or something much larger, it grows to support the scope of your operations.

Companions

Mars is a lonely place. That doesn't mean you have to face it alone.

You may import up to 8 companions. They each get 600 CP to spend on perks and items (though you may share from your own pool if you wish).

Canon Companions

Mark Watney (200 cp): Botanist. Engineer. Professional problem-solver with a sense of humour that refuses to die, even when he probably should. Watney brings creativity, resilience, and an uncanny ability to keep going through problems that would stop most people. He's the kind of person who looks at a disaster and starts figuring out how to fix it – usually while complaining about it.

Melissa Lewis (200 cp): Mission Commander. Calm, capable, and carrying the weight of every decision she makes. Lewis is the kind of leader people trust when things go wrong – which, on Mars, is most of the time. She'll get you home if it's possible... and if it's not, she'll still make sure you tried everything.

Rick Martinez (150 cp): Pilot and systems specialist. Reliable, adaptable, and someone you want at the controls when things get complicated. Martinez brings a steady presence and the ability to keep things running when precision actually matters.

Beth Johanssen (150 cp): Systems operator and quiet genius. She sees patterns, spots solutions, and connects pieces faster than most people realise. Not loud, not flashy – but when something needs figuring out, she's already halfway there.

Chris Beck (150 cp): EVA specialist and mission support. Practical, grounded, and dependable in situations where mistakes aren't survivable. Beck is the kind of person who keeps things steady when everything else isn't.

Annie Montrose (100 cp): Communications director. Sharp, direct, and very good at making sure the right message gets through – whether people like it or not. She handles the human side of disasters, which is often harder than the technical side.

Vincent Kapoor (150 cp): Mars mission director. Balancing politics, resources, and reality without letting any one of them completely ruin the others. Kapoor knows how to get things done at scale – even when it shouldn't be possible.

Custom Companion

Crewmate (100 cp): You gain a fully custom companion – a trained astronaut, engineer, scientist, or specialist of your choosing. They're competent, adaptable, and ready to work with you, whether that means surviving, building, or just trying to make things a little less impossible.

Drawbacks

Drawbacks last until jump end or 10 years, whichever is shorter, unless you get a drawback that says otherwise.

Log Entry Habit (0 cp): You've picked up the habit of talking things through out loud, like someone's listening. It helps you think... but it also means every bad idea is now something you *hear yourself say*.

Extended Drawbacks (0 cp): Problems don't politely end just because the mission was supposed to. All drawbacks in this Jump last for 10 years unless stated otherwise; if you extend your stay beyond that, you may choose to have any drawbacks you've taken last for your full time in-Jump. For every additional 10 years a drawback remains active, you gain cp equal to half of its original value (rounded down) – for example, a 200 cp drawback grants an extra 100 cp per 10 years. You may choose which drawbacks are extended, and you cannot take this unless you are staying long enough for the extension to apply.

Extended Mission Parameters (100 cp): Your stay is no longer fixed. You are now eligible to take additional time-based drawbacks. Without this, your time in this Jump remains the standard 10 years and cannot be extended for additional cp. Each time you select this, your time in-Jump increases by 10 years. You may take additional drawbacks as normal for each extension.

Tight Margins (100 cp): You don't have much to spare. Food, air, power – everything is calculated, measured, and just barely enough. You can survive, but only if you stay careful.

Communication Delay (100 cp): Messages don't come back instantly. Whether it's minutes or longer, you'll often have to act before you get confirmation. Hope you made the right call.

Improvised Everything (100 cp): You rarely have the exact tool or part you need. Close enough will have to do. If something works, it's because you made it work – not because it was designed to.

No Companions (100 cp): You're doing this alone. No imports, no recruits, no backup.

No Warehouse (100 cp): Your Warehouse is inaccessible. What you have is what's physically here.

No Outside Powers (200 cp): You cannot use any abilities, perks, or enhancements from outside this Jump. If it didn't come from here, you don't have it.

No Outside Items (200 cp): Only items purchased or obtained within this Jump may be used. Everything else is unavailable.

Dust Storms (200 cp): They don't look like much at first. Then your power drops, visibility disappears, and suddenly everything is a problem. Anything exposed takes wear over time.

Routine Failures (200 cp): Things break. Not dramatically, not all at once – but often enough that you can't ignore maintenance. Skip one check, and it'll remind you later.

Alone With It (200 cp): Long stretches pass with no real human contact. No voices, no responses, just you and whatever problem needs solving next. It doesn't stop you – but it does get... quiet.

Cascade Effect (400 cp): Problems don't come alone. Fix one thing, and you'll usually uncover another issue waiting right behind it. Nothing stays simple for long.

Linked Systems (400 cp): Your setup depends on itself. Air, water, power, food – each one leans on the others. If one starts failing, everything else feels it.

No Easy Fixes (400 cp): There are solutions. They just take time, effort, and a lot of steps. You won't find quick answers – only ones you work your way toward.

Major Failure Event (600 cp): Something critical breaks in a big way. Life support, transport, food production – something you rely on stops working properly, and fixing it becomes your entire focus.

You're Not Getting Picked Up (600 cp): Rescue isn't coming. Not soon, maybe not ever. If you're getting out of this, it's because you figured out how.

Mars Doesn't Care (600 cp): The environment isn't unfair – it's just completely indifferent. Conditions are harsher, margins thinner, and every mistake costs more than you'd like.

Scenarios

One Shot Rescue Window

You don't get multiple attempts.

A crew member – maybe you, maybe someone else – is stranded. There is exactly one viable rescue opportunity. One launch window. One trajectory. One chance to make the numbers work.

Miss it, and that's it.

You must:

- Identify or create a viable rescue window
- Prepare all required systems and calculations
- Execute the rescue within that window

There is no retry. No backup plan. If something goes wrong, you adapt in real time – or you fail. There is no second attempt.

Everything comes down to this one moment.

Reward

Perfect Window - You gain an exceptional instinct for timing critical actions. When a situation has a narrow window for success – whether it's a launch, interception, or precise execution – you can recognise it, prepare for it, and act within it with far greater accuracy and confidence.

I'm Still Here

No rescue. No backup. No one coming to fix things for you.

You are alone in a hostile environment and must survive for the full duration of your stay using only what you can build, repair, or figure out yourself. No shortcuts, no external intervention.

You must:

- Maintain life support
- Secure a sustainable food and water supply
- Survive the full duration without abandoning the environment

It's not about thriving. It's about not dying – and somehow making that enough.

Reward

Refuse to Die - You become exceptionally good at surviving long-term in hostile conditions. As long as survival is possible, you'll find a way to keep going, stretching resources and enduring conditions that would normally break someone down.

Make Mars Green

Mars is dead.

You're going to change that.

Over the course of your stay, you must establish a self-sustaining ecosystem on Mars. Not a temporary system, not something that collapses the moment you step away – but something that can continue without you.

You must:

- Establish stable food production
- Create a functioning environmental cycle (air, water, growth)
- Ensure long-term sustainability without constant intervention

This is not full planetary terraforming – but it is the beginning of it.

Reward

Terraforming Instinct - You gain a powerful understanding of how to gradually convert hostile environments into habitable ones. Progress is slow, but your efforts are always moving in the right direction, avoiding wasted work or unstable systems.

And because you went through all the effort I believe you deserve to have the option to take it with you, so here you go:

Your Own Personal Mars (400 cp, Free if you complete the relevant scenario):

Congratulations. You now have your own Mars. Not a metaphor, not a symbolic bond – an actual, full-sized, deeply inconvenient planet that is entirely yours. You can access it whenever you like, and no one sets foot on it unless you allow it. It starts out exactly how you left it, or, if you prefer, exactly how you'd expect: cold, empty, low pressure, and very committed to killing you if you get careless.

Time can pass normally or keep going while you're away, and anything you build stays built. Habitats don't vanish, systems don't reset, and mistakes don't magically fix themselves. You can control access, set safe entry points, and keep your work from being accidentally ruined – but the planet itself doesn't bend for you. It just... waits. Over time, as you get better, Mars gets easier to work with – not because it changed, but because you did. Bit by bit, failure by failure, success by stubborn success... it becomes something more than the world it started out as.

Against the Clock

You don't have time.

A critical failure, limited supplies, or an incoming deadline forces you into a race against time. You must solve a complex survival or engineering problem within a strict timeframe – or it's over.

You must:

- Identify the problem quickly

- Create a working solution
- Execute it before time runs out

There is no backup plan. This is the plan.

Reward

Deadline Focus - Under time pressure, your thinking sharpens instead of degrading. You prioritise better, act faster, and avoid unnecessary mistakes when every second matters.

Make It Count

You're not just surviving – you're proving something.

Whether it's to Earth, to an organisation, or to yourself, you must document and demonstrate that what you've done matters. Your work needs to be clear, repeatable, and valuable beyond your own survival.

You must:

- Maintain detailed records of your actions and decisions
- Demonstrate that your systems or solutions can be replicated
- Leave behind something others can build on

This isn't just about living – it's about leaving something behind.

Reward

Legacy Builder - Systems, structures, and knowledge you create are easier for others to understand, maintain, and expand upon. Your work doesn't just function – it lasts.

Note

V1 made the jump