No Man's Sky

by Ursus_Primal



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

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

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

16… 16… 16…

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

Take this; you'll need it: 1000 CP

Origin:

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

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

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

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

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

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

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

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

Race: Choose one

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

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

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

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

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

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

General Perks:

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

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

Your base can be built on a planet, in space or on an asteroid.

Summoning Slots - Starship (0+ CP): Upon finding a ship, you can assign it to a summoning slot, which will allow you to call it to your location. These slots will hold any small starship up to 20 meters in length and are not limited to ships found in this jump. A ship stored in one of these slots gains fiat backing and will be restored within a day if lost, stolen, or destroyed, keeping all upgrades and alterations. A ship stored in one of these slots will be parked in your freighter (if you have one), or in its own pocket dimension when not in use.

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

Summoning Slots – Freighter Booster: If you purchased the maximum number of starship summoning slots, you also gain the ability to archive up to 18 more starships. Archived starships are not usable, but cannot be damaged, destroyed, or stolen. Starships can be moved from active slots to archive slots at the terminal on your freighter's bridge. Upgrades and alterations will be preserved but any cargo will be lost upon being moved to an archive slot.

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

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

Summoning Slots – Freighter Booster: If you purchased the maximum number of multi-tool slots, you can archive up to 18 more multi-tools at any weapon rack in your base or freighter. Archived multi-tools are not usable, but cannot be damaged, destroyed, or stolen. All upgrades and alterations will be preserved upon being archived.

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

Summoning Slots – Freighter Booster: You also gain the ability to archive up to 18 more exo-craft. Archived exo-craft are not usable, but cannot be damaged, destroyed, or stolen. Exo-craft can be moved from active slots to archive slots at the Orbital Exocraft Materializer once it has been constructed on your freighter. Upgrades and alterations will be preserved but any cargo will be lost upon being moved to an archive slot.

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

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

Summoning Slot – Corvette (200 CP): Purchasing this perk will allow you to assign a starship between 20 meters and 100 meters in length to the one slot available. This will be fiat backed and, if lost, stolen, or destroyed, will be restored in a day, keeping all upgrades and alterations. A corvette stored in this slot will be stored in its own pocket dimension or docked with your freighter (if you have one) when not in use.

Summoning Slot – Freighter Booster: You can archive up to 3 more corvette-class ships. Archived corvettes are not usable, but cannot be damaged, destroyed, or stolen. Corvettes can be swapped between the active slot to archive slots at the terminal on your freighter's bridge. Upgrades and alterations will be preserved but any cargo will be lost upon being moved to an archive slot.

You can also use your freighter's bridge terminal to construct a new corvette or modify an existing one.

Variable Pressure Tolerance (free for this jump, 200 CP to keep): In this jump, you'll find it possible to go from the bottom of the deepest oceans to outer space in under five minutes. This is not good for the continued long-term health of most living beings, and usually results in a messy death. For this jump, the Atlas has provided you with a body capable of handling such extreme pressure changes.

For 200 CP you can take this with you on your chain.

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

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

This perk will boost other Summoning Slots perks as described above.

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

Anomaly/Traveller Perks:

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

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

You are capable of training your tamed creatures, breeding them, and even genetically modifying them when they have gained enough experience.

You can have up to 30 tamed animals. These will all become followers post-jump.

In addition to farming them for resources, you can also take them to most minor settlements, trading stations, and space stations to challenge the local monster tamers to simulated 3v3 matches between your animals and theirs on a Holo-Arena table. Trainers found in planetary settlements are the least challenging to defeat, followed by those on space stations. Oceanus, a new traveller on the Space Anomaly, is the most challenging trainer you will likely encounter.

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

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

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

Gek Perks:

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

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

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

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

Korvax Perks:

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

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

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

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

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

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

Vy'Keen Perks:

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

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

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

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

Death to the Machines (600 CP, discount Vy'Keen): The Vy'keen believe that the Atlas is a false god and they studied the ways to take down its minions. When you are in combat with a robotic or mechanical enemy (most golems count, but not undead) you know where to hit it for maximum effect. You also have an easier time avoiding their attacks or sneaking past them if the situation calls for it.

Items:

Gain +400 CP to use in this section only.
If you purchased Summoning Slots, then anything you buy here can be inserted into the appropriate slot.

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

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

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

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

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

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

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

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

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

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

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

Expedition Exclusive Ship (200 CP each): There have been multiple expeditions in the past and some of them have rewarded travellers with unique ships that could not be obtained anywhere else. You may purchase this more than once, choosing a different ship with each purchase.

Golden Vector: An S-class fighter with a unique gold coloration, equipped with a phase beam and photon cannons. Even the thruster trails are gold coloured.

Utopia Speeder: A unique S-class fighter, armed with an infra-knife accelerator and equipped with a fully upgraded pulse drive.

Starborn Runner: A unique exotic ship with a wedge-like shape This versatile craft is plated with radiation resistant armour and engineered with an aerodynamic profile for agility during atmospheric flight.

Starborn Pheonix: A ship shaped like the Starborn Runner. It has similar abilities, but comes in a golden colour.

Iron Vulture: A unique S-class hauler with tilting thrusters on its wings.

Boundary Herald: A unique saucer-shaped S-class explorer ship. Looks a little like the Millennium Falcon.

The Wraith: A unique S-class living ship. This ship looks like an alien sea creature adapted to life in space.

Golden Rasamama S36: An S-Class fighter based on those used by travellers and anomalies in the distant past. This one comes with gold paint job.

Vintage Interceptor: An S-Class in the shape of a flying wing once used by the Sentinels for space combat

Expedition Exclusive Multi-Tool (200 CP each): The expeditions mentioned above have also rewarded travellers with unique multi-tools. You may purchase this more than once, choosing a different tool with each purchase.

Atlas Scepter: A unique ceremonial voltaic staff crafted by a Korvax Priest Entity in tribute to the Atlas.

Pillar of Titan: A unique voltaic staff that appears to have been carved from stone, but is as light and durable as any other multi-tool.

Basilisk Crown: An A-class voltaic staff suspected of being of Korvax manufacture. It appears to be made of bone and is topped with the gold plated skull of some ram-like creature.

Starbound v0.27: An A-class pistol with an industrial look that was recovered from an ancient archive.

Expedition Exclusive Pet (100 CP): These pets are given to you in their eggs. They can be hatched normally and will become followers at the end of the jump. If you have the Animal Tamer perk, this will count towards the maximum number you can keep.

Diplo Egg: An alien diplodocus or brontosaurus. This one is particularly large, so avoid summoning it in an enclosed area.

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

Space Station (200+ CP): You have gained ownership of one of the space stations that are found in nearly every system in the galaxy. The station is unarmed and only has enough mobility to maintain its orbit.

For the base cost of 200 CP, you gain an abandoned space station. This creepy structure is only lit by dim red lights and only offers parking four up to eight starships and four corvettes. There is an automated trade terminal in one of the two side rooms, a portal to warp to your freighter or base, and a terminal where you can buy basic corvette components, trade for advanced components, and assemble them into a working ship.

For 300 CP, you instead get an outlaw station. This has all the features of an abandoned station, along with several vendors of contraband goods and a mission agent who will send you out on various piracy missions. It is staffed primarily by one of the three main races (Gek, Korvax, or Vy'Keen) with a few members of the other races present.

For 400 CP, you get a fully equipped station with proper lighting. As with the pirate station, it is staffed by several individuals of the three races, and it has all the features present in an abandoned station. Various vendors will sell upgrades for your exo-suit, multi-tool, starship, or exo-craft. Also for sale are coordinates of derelict freighters, maps to various planetary structures, as well as a selection of raw materials and technological components. A mission agent will also provide you with missions and rewards upon completion of any mission.

There are also stations to scrap or upgrade your starship or multi-tool, and the appearance changer can provide cosmetic changes to your exo-suit's colours, helmet design, armour design and backpack design. Scrapped ships can provide scrap for sale or a ship component which can be used to build a new ship at the ship construction terminal.

Hidden in a back corner, you will find a merchant who deals in suspect goods and will sell you coordinates to derelict freighters, if space travel is available in your jump. Nearby you'll also find a trader who deals in fossils and his stock will update to add new fossils from any jump you enter.

If you have the Base Builder perk, you can customize the space station's outer shell and interior space.

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

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

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

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

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

The first purchase of this item will also give you the planet's star. Each additional purchase costs 100 CP and grants you another planet, up to a maximum of 6, which will be given its own orbit around the star. Resources found on the new planet(s) will not be affected by the star's colour. You have until the end of the jump to decide which planet(s) to take and the resulting system will become a warehouse attachment.

If you make the first purchase, your companions can make subsequent planet purchases, up to the maximum of 6.

If you have a space station from this jump and choose not import it into a future jump, it will be found in this attachment.

If you have a base in space or on an asteroid, it will be imported into this attachment.

Companions:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Drawbacks:

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

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

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

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

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

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

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

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

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

End of the jump:

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

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

Endless Skies Scenario

Taking this scenario will cause the second jump onward to be a crossover/fusion between No Man's Sky and your chosen jump. All drawbacks are rescinded as usual and all perks from No Man's Sky become part of your body mod. You may not purchase any additional items or perks from No Man's Sky, and you cannot take any more drawbacks from it either.

If you receive the Cosmic Warehouse, it can be housed inside your freighter and it will move between freighters if you take command of a new ship. If you purchased the No Man's Sky Coordinate Exchange, it will continue to function in future jumps, but it will not track anything not native to No Man's Sky.

In all future jumps, when you reach the centre of the galaxy, you get your usual end of jump choices. You can return to previous galaxy/jumps through space stations or bases. If the plot is

incomplete when you return, it will resume until it's done or you leave again. Perks and items can be brought back with you.

Taking this scenario caps your chain at 256 jumps, including No Man's Sky. Completing a full chain will grant you a spark, even if you don't take an end jump.

Optional Hard Mode: Each jump after the first must have the same first letter as the galaxy you're entering.

Change Log:

v1.0: created the jump.
v1.1: added the Multilingual perk, added the Void Egg and Space Station items.
v1.2: added the option to buy higher tier freighters.
v1.3: made Echo of the Distant Past available to Anomalies.
v1.4: added a CP stipend for items.
v1.5: added notes about settlements under the Planet item.
v1.6: The Outlaw Update. Nine starships can now be claimed. A fighter squad can now be recruited. Solar ships are now discounted to Anomalies, and Shuttles are discounted for Travellers. Added more details to the Survival Mode drawback and increased its value to 200 CP. Also added exo-craft.
v1.7: The Interceptor Update. The ship claiming mechanic is now replaced with Summoning slots for starships, exo-craft, multi-tools, and freighters. Added the No Man's Sky Coordinate Exchange as an item. Added the Crossover Mode, Extended Stay, and Comm Balls Everywhere drawbacks.
v1.71: Made the NMSCE items free and usable in this jump only.
v1.8: Removed B and A class multi-tools and fighters (you can get these in jump and assign them to summoning slots). Removed exo-craft (once the summon platforms are built, they can be assigned to summoning slots). Removed freighters (same reason). Reduced the cost of the space station and planet items. Reduced cost of summoning slots for starships and multi-tools. Added Laylaps as a companion. Added the Golden Vector and Utopia Speeder as purchasable ships. Added an inventory to the exo-suit.
V1.9: The Worlds update. Listed all unique ships under the Expedition Reward Ship item. Added the Boundary Herald, Starborn Pheonix, and Wraith as purchasable ships. Added the Pillar of Titan multi-tool. Added the Endless Skies Scenario. Added Perk boosters for the summoning slots. Added the Variable Pressure Tolerance perk.
V1.10: The Voyagers update. Added corvette-class ships and a summoning slot perk for them. Added the option to buy multiple planets. Changed the space station item to include abandoned and outlaw stations.
V1.11: The ~~Gotta Catch Em All~~ Xeno Arena update. Added more information to the Animal Tamer perk. Added details about Holo-Arena matches and type matchups in the notes section.
V1.12: The 10th Anniversary update. Added new expedition exclusive starships and multi-tool. Added expedition exclusive pets. Bases can now be built in space or on an asteroid and they will be present in your warehouse attachment if you bought one or more planets. Space stations can now be customized.

Notes:

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

You will be going through this jump as if you were playing in hardcore mode. Without a 1-up, death will end the chain, as it usually does in other jumps.

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

Multi Tools are classified by their type: pistol, rifle, experimental, alien, royal, sentinel, voltaic staff, and atlantid. Pistols have few slots for upgrades, poor scanning range and damage, and good mining ability. Rifles are poor at mining and scanning and have decent space for upgrades and good damage. Experimental multi-tools have excellent scanning abilities and are good at everything else. Alien and Sentinel multi-tools have the highest damage capacity and are good at everything else. Royal multi-tools can only be obtained from Sentinel Towers, come only in rifle configuration, and have good damage and scanning abilities. Voltaic staves have good damage and scanning ability but poor mining ability. Atlantids have good mining and scanning ability, but low damage.

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

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

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

The Voyagers update introduced a new class of ship: the Corvette. These medium sized ships can take on a number of roles, depending on what parts go into their construction. The habitat modules which make up the main body can be equipped with cargo containers, refineries, furniture, and many other base parts. In-game these are considered starships and occupy the same slots. For this jump, I've given them their own slot.

Freighters come in a variety of shapes but only two sizes. The smaller ones have smaller cargo bays and only a few turrets for defense. Large freighters are usually referred to as dreadnaughts or venators, depending on their shape, are bristling with weapons and have huge cargo bays. Pirate Dreadnaughts were added in the Aquarius update and they are the most heavily armed capital ships in the game.

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

The Golden Vector is a unique reward for completing the first expedition. The Utopia Speeder is a reward for completing the ninth expedition. The Starborn Runner is a reward for completing the twelfth expedition. The Starborn Pheonix was a limited time free gift to Steam users. The Iron Vulture is a reward for completing the thirteenth expedition. The Boundary Herald is a reward for completing the

sixteenth expedition. The Wraith is a reward for completing the seventeenth expedition. The Golden Rasamama S36 and the Vintage Interceptor were both rewards for completing expedition 23.

In the Xeno Arena update, No Man's Sky introduced their own Pokemon-like creature battle mechanics. You can have up to 30 such creatures once you've spent the nanites to unlock the extra slots and you can choose which three creatures you bring to battle after you've challenged someone at a Holo-Arena table. Creatures come in eight elemental types: Toxic, Desert, Frost, Anomalous, Mechanical, Tropical, Radioactive, and Fire.

Toxic, Desert, Frost, Tropical, Radioactive and Fire creatures can be found on Toxic, Desert, Cold, Lush, Radioactive and Hot planets respectively. Anomalous creatures are found exclusively on Exotic planets (those with hex plates, bone stars, light pillars and similar unnatural objects.) Mechanicals are only found in uncharted systems (those with no space station and no listed race.)

The elemental matchups go as follows:

- Toxic is strong against Tropical, resistant to Ice, less effective against Radioactive, and vulnerable to Desert.
- Desert is strong against Toxic, resistant to Tropical, less effective against Fire, and vulnerable to Mechanical.
- Frost is strong against Mechanical, resistant to Radioactive, less effective against Toxic, and vulnerable to Fire.
- Tropical is strong against Anomalous, resistant to Mechanical, less effective against Desert, and vulnerable to Toxic.
- Radioactive is strong against Fire, resistant to Toxic, less effective against Frost, and vulnerable to Anomalous.
- Fire is strong against Frost, resistant to Desert, less effective against Anomalous, and vulnerable to Radioactive.
- Anomalous is strong against Radioactive, resistant to Fire, less effective against Mechanical, and vulnerable to Tropical.
- Mechanical is strong against Desert, resistant to Anomalous, less effective against Tropical, and vulnerable to Frost.

In-game, only the inhabited, non-outlaw space stations can be customized as a base. Here, even outlaw and abandoned space stations can be used as such.