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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Health & Shields | |  | Damage Sources | | | | |
| Normal | Survival |  | Normal | | | | Survival |
| Suit\_Armour\_Health | 0-5 |  |  |  | | | |  |
| Suit\_Armour\_Shield\_Strength | 0-5 |  |  |  | | | |  |
| Suit\_Protection\_Cold | 0-500 |  |  |  | 28 |  |  |  |
| Suit\_Protection\_Heat | 0-500 |  |  | 28 |  |  |
| Suit\_Protection\_Toxic | 0-500 |  |  | 28 |  |
| Suit\_Protection\_Radiation | 0-500 |  |  | 28 |  |
| Suit\_Stamina\_Strength | 0-2 |  |  |  | | | |  |
| Suit\_Jetpack\_Tank | 0-10 |  |  |  | | | |  |

DEFAULTREALITY.MBIN

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|  | Weapons | |  | Damage Sources | |
| Normal | Survival |  | Normal | Survival |
| Weapon\_Laser\_Damage | 0-20 |  |  |  |  |
| Weapon\_Laser\_Mining\_Damage | 0-25 |  |  |  |  |
| Weapon\_Projectile\_Damage | 0-60 |  |  |  |  |
| Weapon\_Projectile\_Range | 0-2500 |  |  |  |  |
| Weapon\_Projectile\_Rate | 0-10 |  |  |  |  |
| Weapon\_Grenade\_Damage | 0-1500 |  |  |  |  |
| Weapon\_Grenade\_Radius | 0-5 |  |  |  |  |
| Weapon\_Grenade\_Speed | 0-20 |  |  |  |  |

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|  | Utilities | |  | Damage Sources | |
| Normal | Survival |  | Normal | Survival |
| Weapon\_Scan\_Radius | 0-10 |  |  |  |  |
| Weapon\_Scan\_Binoculars | 0-1 |  |  |  |  |

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|  | Ship | |  | Damage Sources | |
| Normal | Survival |  | Normal | Survival |
| Ship\_Weapons\_Guns\_Damage | 0-8 |  |  |  |  |
| Ship\_Weapons\_Lasers\_Damage | 0-8 |  |  |  |  |
| Ship\_Armour\_Shield\_Strength | 0-4 |  |  |  |  |
| Ship\_Scan | 0-10 |  |  |  |  |
| Ship\_Hyperdrive | 0-1 |  |  |  |  |