Subnautica Spreadsheet Mk II

Player Inventory Max: 48

Lifepod 5 Storage Max: 32 (currently 25)

001 – Harvest

|  |  |
| --- | --- |
| 6 Creepvine Seed Clusters | 24 inv. |
| 4 Titanium Salvage | 16 inv. |
| 2 Acid Mushrooms | 2 inv. |
| 6 Copper Ore | 6 inv. |
| INVENTORY TOTAL | 48 |

002 – Fabricate

* 4 Silicone Rubber
* 16 Titanium
* Fins
* Survival Knife
* Battery
* Scanner
* 3 Lubricant
* 2 Silicone Rubber
* Titanium Ingot
* Copper Wire

003 – Stash

* 3 Lubricant
* 1 Titanium Ingot
* 3 Titanium
* 3 Silicone Rubber
* 1 Copper Wire
* 3 Copper

Player Inventory Max: 46

Lifepod 5 Storage Max: 18

Stash Contents: 3 Lubricant, 1 Titanium Ingot, 3 Titanium, 3 Silicone Rubber, 1 Copper Wire, 3 Copper

004 – Find Seaglide fragments

005 – Harvest

|  |  |
| --- | --- |
| 10 Titanium Salvage | 40 inv. |
| 4 Quartz | 4 inv. |
| 2 Acid Mushrooms | 2 inv. |
| INVENTORY TOTAL | 44 |

006 – Fabricate

* 20 Titanium
* 2 Titanium Ingot

007 – Remove from Stash

* 1 Lubricant
* 1 Copper Wire
* 1 Copper
* 3 Titanium

008 – Fabricate

* 20 Titanium
* 1 Battery
* 1 Seaglide
* 2 Glass
* 1 O2 Tank
* 2 Titanium Ingot

009 – Stash

* 4 Titanium Ingot
* 1 Glass

Player Inventory Max: 40

Lifepod 5 Storage Max: 19

Stash Contents: 2 Lubricant, 5 Titanium Ingot, 3 Silicone Rubber, 2 Copper, 1 Glass

010 – Harvest

|  |  |
| --- | --- |
| 6 Creepvine Samples | 24 inv. |
| 4 Titanium Salvage | 16 inv. |
| INVENTORY TOTAL | 40 |

011 – Fabricate

* 3 Fiber Mesh
* 16 Titanium
* 1 Titanium Ingot

012 – Stash

* 3 Fiber Mesh
* 1 Titanium Ingot
* 6 Titanium

Player Inventory Max: 40

Lifepod 5 Storage Max: 9

Stash Contents: 2 Lubricant, 6 Titanium Ingot, 3 Silicone Rubber, 2 Copper, 1 Glass, 3 Fiber Mesh, 6 Titanium

013 – Find Mobile Vehicle Bay fragments

014 – Harvest

|  |  |
| --- | --- |
| 4 Titanium Salvage | 16 inv. |
| 12 Quartz | 12 inv. |
| 4 Acid Mushrooms | 4 inv. |
| 2 Table Coral Samples | 2 inv. |
| 1 Gold | 1 inv. |
| 1 Silver | 1 inv. |
| 4 Copper | 4 inv. |
| INVENTORY TOTAL | 40 |

015 – Fabricate

* Copper Wire
* Computer Chip
* Battery
* Battery
* Habitat Builder
* 2 Glass
* 4 Titanium
* High Capacity O2 Tank
* 12 Titanium
* 1 Titanium Ingot
* 3 Glass

016 – Stash

* 1 Titanium Ingot
* 2 Titanium
* 3 Glass
* 2 Quartz

Player Inventory Max: 38

Lifepod 5 Storage Max: 1

Stash Contents: 2 Lubricant, 7 Titanium Ingot, 3 Silicone Rubber, 2 Copper, 4 Glass, 3 Fiber Mesh, 8 Titanium, 2 Quartz

017 – Find Seamoth fragments

018 – Harvest

|  |  |
| --- | --- |
| 4 Quartz | 4 |
| 8 Copper | 8 |
| 2 Creepvine Seed Clusters | 8 |
| 8 Acid Mushrooms | 8 |
| 2 Table Coral Samples | 2 |
| 2 Silver | 2 |
| INVENTORY TOTAL | 32 |

019 – Fabricate

* 2 Lubricant
* 4 Batteries
* 1 Wiring Kit

020 – Remove from Stash

* 2 Titanium Ingots
* 2 Silicone Rubber
* 1 Fiber Mesh
* 2 Quartz

021 – Fabricate

* Rebreather
* 2 Power Cells
* 3 Glass
* Mobile Vehicle Bay
* Seamoth

022 – Stash

* 1 Glass
* 2 Table Coral Samples
* 4 Copper

Player Inventory Max: 38

Lifepod 5 Storage Max: 1

Stash Contents: 2 Lubricant, 5 Titanium Ingot, 1 Silicone Rubber, 6 Copper, 5 Glass, 2 Fiber Mesh, 8 Titanium, 2 Table Coral Samples

023 – Find Swim Charge Fins (Underwater Islands)

024 – Harvest

|  |  |
| --- | --- |
| 5 Gold | 5 |
| 11 Lithium | 11 |
| 6 Diamond | 6 |
| 3 Ion Crystal | 3 |
| 5 Stalker Teeth | 5 |
| 2 Purple Artifact | 2 |
| 6 Silver | 6 |
| INVENTORY TOTAL | 38 |

025 – Find Cyclops fragments

026 – Fabricate

* 3 Wiring Kits

027 – Remove from Stash

* 2 Copper

028 – Stash

* 3 Wiring Kits

029 – Remove from Stash

* 2 Table Coral Samples

030 – Fabricate

* 1 Computer Chip
* 1 Advanced Wiring Kit

031 – Remove from Stash

* 5 Titanium Ingots

032 – Stash

* 6 Lithium

033 – Fabricate

* 5 Plasteel Ingots

034 – Remove from Stash

* 5 Glass
* 2 Lubricant

035 – Fabricate

* 5 Enameled Glass
* Cyclops

036 – Harvest

* 4 Table Coral Samples
* 2 Quartz

037 – Remove from Stash

* 2 Copper Ore
* 1 Wiring Kit
* 4 Titanium

038 – Fabricate

* 1 Copper Wire
* 1 Computer Chip
* 1 Glass
* 1 Fabricator
* 1 Locker

039 – Stash (in Locker)

* 1 Gold
* 3 Ion Crystals
* 2 Purple Artifacts
* 2 Table Coral Samples
* 6 Diamond

040 – Transfer from Stash (Lifepod 5) to Stash (Locker)

* 2 Copper Ore
* 2 Fiber Mesh
* 4 Titanium
* 1 Wiring Kit
* 6 Lithium

Player Inventory Max: 38

Locker Storage Max: 19

Stash Contents: 2 Copper, 2 Fiber Mesh, 4 Titanium, 1 Wiring Kits, 6 Lithium, 2 Table Coral Samples, 2 Purple Artifacts, 3 Ion Crystals, 1 Gold, 6 Diamond