

UPLIFT PROTOCOL

Jump by Aehriman

In the Terran year 2018 CE, a signal is sent from mysterious ascended benefactors, the Magistrates, to a number of probes monitoring primitive worlds in the Milky Way Galaxy. Activate the Uplift Protocol.

From each of five Chosen systems, four individuals are abducted (actually forty, but the plan isn't to integrate the ten groups until six months have passed) young adults pursuing higher education, and scattered among four groups of similarly-specialized individuals. After overcoming various challenges and bonding as a group, the meaning of the Uplift Protocol is explained. The Chosen will all reside together on this space station for [eighteen months] while they receive an education in higher science and technology, and work out between them how their species will interact and govern once gifted

wormhole technology, and between them form a benevolent sort of Federation, as the first true interstellar races of their sector (approximately 1/40th) of the Milky Way.

You have been Chosen, replacing one canon character. Have **1,000 Chosen Points** (CP) to help you.

AGE & GENDER

All Chosen are young adults by their species standards. Gender matters little, save that a Mraa must be female, for reasons that will become obvious in the next section.

If you want to change your gender, change your gender. This is a judgement-free zone.

SPECIES

Human Omnivorous bipedal mammals from a heavy gravity world, Humans are intimidating in their sheer physicality, their strength, ability to run for long distances and throw objects with great range and accuracy. Humans are fairly

technologically advanced, have few wars but tend to rack up massive casualties in a short time. Humans favor absurdist humor that doesn't often translate well. Politically Humans are divided into roughly two-hundred nation-states, and are the only species known to have massive stockpiles of nuclear weapons.

ZidChaMa Humanoid amphibians evolved from ambush predators, resembling humanoid salamanders. Short and slender compared to humanity, covered in scales, with the males having large forehead ridges. ZidChaMa dry out easily, but are very fast swimmers who breathe underwater, & can change color as a form of camouflage. When startled, they automatically play dead, which can take several minutes to relax from, and secrete a poisonous green goo near the gills. ZidChaMa change colors to indicate emotion. Culturally, ZidChaMa tend to be extremely religious and conservative, and somewhat xenophobic, Showing knees and elbows is considered immodest. Females are sexually assertive, particularly during the [two weeks] every [year] they become fertile, sprouting breasts and tougher skin as they fight for the right to mate. Four Great Powers war endlessly on largely religious grounds.

Mraa Hexapedal species whose nearest Earth resemblance would be a deer with six legs, a much longer neck and owl-like head lacking a beak, covered with something halfway between feathers and fur. The two foremost legs are much more delicate and have fingers. Early Mraa were net-hunters, and have the best eyes and ability to predict trajectories of the Chosen. Easily the most technologically advanced of the Chosen, the Mraa have long-since settled their solar system and sent generation ships out towards life-bearing worlds. The Mraa are serene and polite, considering public displays of anger and frustration to be very rude. Mraa males are nonsapient, roughly the size and intellect of [chickens] and die immediately after mating, at which point they are typically devoured.

They shared their homeworld with a sapient arboreal species until two centuries ago, when they wiped them out with nuclear weapons and were nearly destroyed by their retaliation. The Mraa learn from a young age the shame of that genocide, and tend to forests as a memorial.

Ke Tee Mammalian, [four feet] tall on average, and resembling nothing so much as a hybrid between a bat

and a pterosaur, with a little wolf thrown in. Ke Tee are phenomenal flyers who can achieve an altitude of [80 kilometers] for long distance flights, but are slow on the ground. Early industrial tech level, the largest empire practices slavery and duelling and would broadly fit in with any early-19th Century colonial power on Earth. Ke Tee have large extended families and close ties with their kin, often treating the accomplishments of any clan member as though they were their own.

Myriad A species that never needed a name, until they discovered others. Myriads are hive-minds, each individual consciousness consisting of hundreds of [cells, bodies, units] which resemble a cross between a tardigrade, cockroach and naked mole rat, with a wicked stinger on the end and roughly the size of a human thumb. Most Myriad hives pilot transport vehicles for mobility and security, looking like shiny ovoids approximately [three feet] tall and [four feet] long, rolling on a great many ball-bearings. They don't really have nations, but there are regional differences in how nests are dug and some controversy over having some [cells, bodies, units] specialize in certain skills. Though Myriads can birth new and independent hives after

exchanging [biological data packets] and are close to their children, they don't really get the concept of romantic love.

ORIGIN

Group Alpha You were picked for your studies in strategy, logistics and/or related military disciplines. You are to envision what a Chosen races military structure would look like, what is and is not acceptable to do in war and so on.

Group Beta You were chosen for your studies in philosophy, religion and/or politics. Drafting a series of laws governing the Chosen races is among your foremost tasks, and a daunting one as all of these can be sensitive topics.

Group Delta Arts and interdisciplinary schools. You and your group will spend a lot of time discussing your respective arts and the values they contain.

Group Gamma Cultural and social studies, anthropology, mostly. A surprisingly close-knit group dedicated to smoothing over the inevitable cultural misunderstandings.

PERKS

Attractive Specimens (free) All the initial Chosen are young, fit and attractive, because it turns out the Magistrates and their creations are shameless shippers doing all this at least half because of the fun and drama. Naturally, this must include you.

Quick Study (-100 cp) Being picked for the capacity to learn, it's not so strange that you're pretty good at it. You learn five times faster, this stacks with other learning perks.

That Surprising Strength (-100 cp, free Human) The first thing most aliens notice about humans is their sheer physicality. Humans are strong, fast and have phenomenal endurance, and you are especially athletic for a human. Your ability to aim and throw in particular, nears the limits of human ability.

Humans are Awesome (-200 cp, discount Human) Unlike most of the more guarded species, humans in the program immediately befriended each other, and

aliens. You have a similar gift to forge common connections and lasting friendships.

Born In the Water (-100 CP, free ZidChaMa) The ZidChaMa are great swimmers, able to (briefly) outpace a human on land while in the water and dive to great depths. You are an exceptional swimmer even by their standards, a competitive racer.

Faith (-200 CP, discount ZidChaMa) Apparently if a ZidChaMa grows up in the wilderness, they will invent a religion, faith is so important to them. Your belief in something greater than yourself, even just your values, sustains you in dark times. You never give up when life is hard.

Many Hands (-100 CP, free Myriad) It would be a strange thing indeed for a hive mind to be unable to multitask. You can easily keep track of hundreds of tasks.

Smarter Than Your Average Water-Bear (-200 cp, discount Myriad) The Myriad don't have lightning reactions, relying on chemical communication between units instead of electrical, but when they do have

time to think, their massive processing capacity and brain power becomes apparent.

Eyes in the Sky (-100 cp, free Mraa) The Mraa have fantastic vision, seeing quite far, in the dark, and with a most impressive ability to track and predict the path of rapidly moving objects. You are exceptional even among the Mraa in this.

Serenity (-200 cp, discount Mraa) The Mraa are incredibly calm and reasonable, even in frightening new or stressful situations. You simply don't panic or lose control.

Fighting Spirit (-100 cp, discount Group Alpha) Also called morale, related to esprit de corps. The willingness to press on and keep fighting, to protect your fellows. You have it, in abundance.

Discipline (-100 cp, discount Group Alpha) Another key ingredient in a soldier, you have the self-control to keep going despite artillery or shouty men.

Logistics (-200 cp, discount Group Alpha) Amateurs in war discuss tactics, professionals talk about

logistics. How to move personnel and supplies through hostile territory, making sure everyone has what they need, where and when they need it. You are a past master at this kind of organization, even if you might sometimes have to get creative about where you get your supplies.

Three Moves Ahead (-200 cp, discount Group Alpha)

When you really think about it, chess is just about the worst simulator of war. Each army is completely even, moves in predictable ways across a perfectly level field, the commander can see everything. But there is one lesson chess is very good at teaching, the habit of thought where if you move so, your opponent will probably respond one of three ways, and planning ahead for each. You are an expert at thinking several moves ahead, how to counter your opponent and how to make him respond as you need.

Strategic Thinking (-400 cp, discount Group Alpha)

When you come down to it, strategy boils down to identifying your goals, then coming up with a series of steps that lead you there, and planning how to bring about these objectives, including your resources and advantages. You are extremely good at

this process, and applying it to all of aspects of your life.

Command (-100 cp, free Group Beta) Why is it always the loudest who get their say? You are a master of oratory and rhetoric, and a skilled debater. People pay attention when you speak, and listen respectfully.

Interpreter (-100 cp, free Group Beta) You have the amazing ability to skim a document and work your way near-instantly through the subtext and implications, whether a law book, contract, treaty or scripture.

Faith (-200 cp, discount Group Beta) It doesn't matter so much what you believe in, but there is something, a religion or a code, you believe in so strongly it banishes all fear. You can never be compelled to go against this faith.

A Good Lawyer (-200 cp, discount Group Beta) A good lawyer knows the law. A great lawyer knows the judge. Manipulating social rules, customs and laws is second nature to you, and you are astonishingly good at it.

Lawgiver (-400 cp, discount Group Beta) You are among the best there is at drafting laws and agreements, easily grasping all present and most future possibilities for precedent, abuse, and if the law will actually achieve the desired ends. Your expertise and natural authority in matters of legislation is almost unquestionable.

Creative Ability (-100 cp, first two purchases free Group Delta) You are accomplished in some artistic endeavor. It could be music, or painting, creative writing, poetry, performance art, theater, dance, photography, film, graphic design, culinary arts or something altogether stranger. Can be purchased multiple times.

Give and Take (-100 cp, discount Group Delta) Art is often communicative, a dialogue between the creator and the consumer. Some art is a declarative statement, some the representation of a feeling the artist could not otherwise express or understand themselves, sometimes the work becomes its own justification, and others hang meaning on it. Your creations convey and are understood as you want them to be, though there is always at least a little room for interpretation.

Steady [Hands] (-200 cp, discount Group Delta) Your hands, or other manipulator appendages are absurdly precise, allowing you to make precise details in mechanics, sculpture or drawing that would take others specialized tools.

Unending Inspiration (-200 cp, discount Group Delta) You are endlessly productive in your art, because you take inspiration from everything. A sunset, a dog on a stoop. You can step outside your comfort zone, and see the beauty, or comedy, or strangeness in the everyday. Writer's block is not for you.

Renaissance Man (-400 cp, discount Group Delta) You ever wonder why so many great artists had other interests? It's because art can take inspiration from anything. Knowledge of mechanics and anatomy helps you make better drawings of people, for instance. The more you know and understand of other subjects, the better your art gets, without apparent limits.

Adaptable (-100 cp, free Group Gamma) You quickly and easily adapt to new cultures and social expectations/norms.

Nicknames (-100 cp, free Group Gamma) Perhaps inevitably given the range of races and cultures present, not everyone can pronounce everyone else's names. Fortunately, nicknames exist in most cultures. If you give someone a nickname with no intent to be mocking or insulting, they will accept and answer to it.

Inoffensive (-200 cp, discount Group Gamma) It is offensive to finish what's on your plate. It is offensive not to. It is offensive to be unmasked in public, or refuse an offer of marriage... fortunately, people believe and excuse your offensive behavior when you explain you didn't mean to insult them and didn't know their culture.

Sky-People (-200 cp, discount Group Gamma) You make a splendid first impression, and know how to talk to primitive people without being condescending.

Cultured (-400 cp, discount Group Gamma) You know how to tell sapient from near-sapient, and can infer dozens of details from small clues in culture. It is rare for you to be mistaken in any matters related to anthropology.

ITEMS

Instead of discounts, have +400 cp just for this section.

Universal Translator (free) A small chip has been inserted in your jaw. Whenever you speak, or hear speech, it provides real-time translation.

Newspaper (free) One of the odd things about the station, you are provided a daily newspaper to keep up with events at home. In future Jumps, your choice of newspaper appears each morning.

Fireworks (free) Ah, the love of fireworks is truly universal! Well, the Mraa seem mostly bemused by the whole thing, and half the ZidChaMa flinch whenever they hear a loud bang, but that's as close to universal as you're likely to get! Have a replenishing crate of fireworks, and make the skies colorful where you live.

Tier One Prizes (-100 CP apiece) You have impressed the Scions enough to be granted a prize! Can be taken multiple times.

- [One kilogram] of any exotic, stable element within reason. Nothing radioactive, gaseous at room temperature, toxic, or otherwise something you wouldn't want to hold in your hand or similar grasping appendage.
- A complete book of information on extinct flora and fauna on your homeworld, tons of information you could never uncover through paleontology. Updates to future Jumps.
- A one-shot device that fixes all damage and irregularities in a lifeform, including congenital defects. Replenishes once per Jump/decade.
- One year's training and experience in any one skill, within reason, downloaded directly into your brain.
- A mystery box. What mysteries could it hold? Who knows! That's the mystique of the mystery box.

Dinosaurs! (-100 cp) One hundred hours of expertly edited nature documentary footage showing Dinosaurs (or equivalent extinct creatures from your homeworld) in the wild. You know you want it.

Tier Two Prizes (-200 cp apiece) Someone has been a *very* good student. Each purchase gains one of the following, can be taken multiple times.

- A packet of seeds from any plant that has lived on your homeworld in the past 100,000 years, even if extinct.
- Exo-Suit, an enclosed environmental suit perfect for any locale from the ocean floor to wading through lava to space, doubles as power armor.
- One personal computer that is constantly 25 years or so more advanced than anything in your setting.
- 'Tweaker' device which alters immune systems, making people immune to the most common ailments (cold, flu, food poisoning etc.) and far more resistant to all illnesses.
- The mystery box! What secrets does it hold?

Compensation (-200 cp) Currency equivalent to [2.5 million dollars] in your people's money. Get the same at the start of each subsequent Jump.

Tier Three Prizes (-300 cp) For approaching mastery in the curriculum. Can be taken multiple times.

- Genemods, a one-time redesign of your body, the Scions making sure you don't accidentally kill

yourself or cause serious health problems down the line. For the high points, this becomes part of your body mod. Before you get too excited, you are still restricted to what's possible with physics and biology. No pew-pew laser eyes, but if you want stinging cells or that gene that makes heart disease a thing other people have to worry about, knock yourself out.

- Telomere Adjustment, plans for a treatment that will slow the aging process after physical maturity, roughly doubling the lifespan of any creature it is applied to.
- Augmented Reality, a HUD overlay on your vision that can identify anything you look at.
- The Mystery Box, tempting all our curiosity.

Scion (-300 cp) Your own hypertechn AI personal assistant. Extremely knowledgeable and helpful, has an eccentric personality though, and loves to show off their knowledge of pop culture.

Personal Starship (-400 cp) A ship that looks like a futuristic fighter jet, but one commissioned by a wild 18th Century Aristocrat, with all the baroque stylings, in gold and ivory. [400 feet] long but bigger on the inside with quarters for two hundred,

and most importantly, the ability to create and traverse temporary wormholes.

Sanctum of Everlasting Diplomacy (-600 cp) An O'Neill cylinder with space for up to fifty individuals of every sapient species you're encountered, to live in their ideal quarters and biome. Contains classrooms, communal meeting areas and dining facilities with matter replicators, sporting areas and an out ring with reconfigurable spaces meant to test new species for basic intelligence and the ability to cooperate. The whole thing is run by a series of friendly AIs, and if you need more space, can separate into ten parallel versions slightly out of phase with each other.

Wormhole Technology (-600 cp) The means to create stable wormholes in space. It may take a week or two of work, but when you're done two points will be permanently linked, with instant transport possible back-and-forth. With time and study, you may even learn to automate the process.

COMPANIONS

Chosen Ones (free) You can import up to 19 Companions with 700 cp apiece to spend, so long as each takes the race/group combo of one character.

Abducted by Aliens (-100 cp) You can recruit any canon characters as Companions.

DRAWBACKS

Motormouth (+100 cp) You can be socially awkward, and babble whenever you need to fill the silence or cover up for your feelings.

Troll (+100 cp) You love to stir the pot and cause trouble, and have a poor brain-mouth filter, especially when stressed.

Dark Secret (+200 cp) All the Chosen have some guilt or shame, but yours is something that could actually get you killed if it came out on your homeworld and nation, like being a traitor or spy, an

anti-monarchist Ke Tee, or a homosexual on much of ZhulDra. At least one other person knows this secret.

Poor, Dumb Thomas (+300 cp) You aren't one of the Chosen. In fact, you get imprisoned on suspicion of their death or kidnapping and cannot escape before their return at the end of [eighteen months].

Quarantine Zone (+400 cp) This sector is quarantined, though perhaps a better translation would be "baby-gate." The Magistrates, who long ago transcended physical form, will permit no disruptive technologies or powers, particularly yours. Lose all outside powers for the duration of this Jump.

END

Remain Forget the next ten years, the rest of your life here is gonna be one fascinating adventure, not to mention your guaranteed celebrity as one of the four people on your homeworld to make first contact and lead your people into a new age.

Go Home With all you've learned here, you can make a heck of an impact back on your world of Origin.

Move On It's been fun, but that sweet temptress adventure is calling.

Notes: The mystery box is really just an excuse for you to write in a prize of your choosing, provided it's in the same kind of tier. Fanwank responsibly, ShulRa is watching.

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