

Jump by Aehriman

Three years ago they came, forever altering the future of Humanity...

It is now three years since the Companions, the aliens also called the Taelons, came from the stars. Assigning one representative to each major nation/region, they worked tirelessly to share their medicine and some of their technology. At this stage, they have all but eliminated famine, disease, war and most crime. Deserts bloom with life, the hole in the ozone layer is gone. Humanity rejoices in the grace of their new benefactors, yet some still question their intentions.

William Boone is a decorated veteran of the Sino-Indian War turned FBI agent. After the death of his wife, he is recruited by the Taelon Da'an as a Protector, both bodyguard and agent to the American Companion, and by the resistance as their inside man. Gifted with a cyber-viral implant that expands his mind - and would normally ensure his loyalty, but the resistance sabotaged it - and bonded to a living energy weapon "of unprecedented power" called a skrill, he must juggle his loyalties very carefully indeed. At least until season 2, the series being infamous for the high turnover rate of its actors.

Boone's replacement is Major Liam Kincaid, a human-alien hybrid who grows to maturity in a few days and from there things get... stranger. The resistance was certainly correct that the Taelons have ulterior motives, they are gradually dying off from the depletion of their "core energies" and have powerful enemies, the Jaridians. They have been experimenting with various forms of 'Joining' fusing themselves

with humans to buy more time - which they used to great effect millions of years ago, destroying the Kimerans to lengthen their lives and civilization. Which is also sorta related to their feud with the Jardians.

This is Earth's final conflict. You will stay for 5 years, barring drawbacks, and use **1,000 companion points** (cp) and four discount tokens to get by.

AGE, RACE, SEX, SPECIES, ETC.

WIth the coming of aliens, we have finally hit the point where nobody much cares about your race or nationality or religion. Still a bit of sexism going on, sadly. Change any of these things if you like, no charge for any of the diverse spectrum of humanity.

For 100 cp, you can be a Kimera, Taelon, Jaridian or Atavus. Or a hybrid of any of the above with each other or humanity, since apparently everyone can reproduce with everyone else in this 'verse. The sole exception is you cannot be a Taelon-Jaridian hybrid per se, *but only because that's called an Atavus and already an option.*

PERKS

Assume each is 100 cp unless otherwise specified. Have four tokens for free perks or Items. Two tokens may be used to purchase things for free that are more than the base 100 cp.

Ace Pilot - Taelon, Human, Jaridian, doesn't matter. If it flies, you can figure out in a hurry how to fly it, and then how to fly rings around other pilots.

Chimera - You have a particularly powerful, yet limited, form of shapeshifting. You zap a subject, they enter hibernation in a cocoon and you can assume their form, memories and skills. Any sapient or animal. Once you take a different form, the cocoon bursts open, your subject unharmed.

Civilian Career - You have the skills and experience to be exceptional in some profession unrelated to the military or spycraft. Perhaps you're a world famous brain surgeon, a chemist, a mechanic or something of the like? This can be taken multiple times.

Commonality - No, not the hive-mind the Taelons sometimes have and sometimes don't as convenient, though people on the outside might be forgiven for assuming a hive-mind is involved. You are utterly

fantastic at getting people to see common ground and work in the greater good, like as good as the UK Companion who negotiated the union of the United Irish Republic inside two years.

CQC - Sometimes, even with all this alien technology, you just have to be able to throw and take a punch. You've had advanced close quarters combat training from the likes of Mossad or the Beckett's counter-terrorism unit. You know an awful lot of ways to hurt people until they stop trying to get up.

CVI - You have a Cyber-Viral Implant, half computer chip, half engineered germ. It unlocks the 70% of your brain most people don't use, greatly heightening both logic and intuition as it guides you to a more profound and clear state of existence. The most obvious boosts are to perception and memory, you constantly process and evaluate each detail instead of using assumptions and heuristics, and you can actually relive each moment of your life in an instant. It also lets you mentally interface with and control Taelon and some other technology. Normally this would include programming that makes the safety and goals of the Taelon Synod your highest priority - though that sure seems easy to disrupt - but like Boone, you got a clean version with no malware.

Directed Evolution - The Taelon's evolution, for millions of years, has been carefully planned and managed. You understand your place in the process, and possess the foresight to plan centuries and millennia in the future. You bring an understanding of great efficiency, how to accomplish grand designs from small nudges.

Final Conflict - When you solve a problem, it tends to stay solved. Your victories seem to multiply in effectiveness. Not too crazy, you couldn't end homelessness by buying one person lunch, but you could probably cripple the drug trade in a city for a generation with a few busts or determined vigilante action.

Hacker - Forget mere Hollywood hacking, at this point what you can do with computers is straight up magic. You thought making an alien computer virus with an Apple was ridiculous? You could break into a psychic hive mind with an off-the-shelf VR headset.

Just Curious - You are a skilled liar, able to consistently deceive psychics and veteran interrogators. Where you really shine though, is in improvising explanations for where you are and what you're doing. Perhaps you can turn your enemies against each other with some skilled whispers? You're pretty good at manipulation and misdirection.

Law & Order - You are a supremely skilled attorney, barrister, etc. For some reason you are qualified to argue law in every terrestrial court, and you can quickly and easily qualify for more exotic venues. With a little work, a judgeship is all but guaranteed.

Math Prodigy - You can quickly and accurately do highly advanced math in your head, better than a computer. This includes the ability to think in the 20 dimensions known to the Taelons and to plot such complex graphs entirely mentally.

Not Easy - You have a rare skill, a gift for faking deaths. Your own, or others. You know how to stage manage these things to be extremely convincing and how much evidence to leave to allay suspicion.

Poker Face - Implants aren't actually robotic, but you could be forgiven for thinking this if you met Ronald Sandoval. You can shut down, your face and voice and mannerisms expressing absolutely nothing you do not explicitly intend.

Psychic - You are a telepath, a skill mostly used for communicating over long distances, yet you find yourself incredibly perceptive and blessed with impeccable instincts. You can read the expression and body language of people as if they had a sign proclaiming their feelings and attention.

Random Evolution - Directed Evolution has some perks, but it can leave one vulnerable to... unanticipated threats and circumstances. You embody this kind of adaptability in a crisis, smoothly switching from Plan A to B and C. Changing circumstances almost always seem to hinder your foes more than you, so remember to flip the board every now and then, see where the pieces land.

Sandoval's Run - Control is in many ways even more precarious than cooperation. The latter requires trust, the former that you never make a mistake. You may be controlled, for a time, but you will always break free and sooner rather than later.

Seer - You are so good at figuring out advanced technology you could study and repair an interdimensional drive in-flight, despite having never seen one before.

Shaqarava - The "energy claw" common to the Atavus and Kimera. Taelons have a vestigial one, but fear to use it. You can launch energy bolts from your hands. Moreover, you can drain the life force from others at close ranges, and manipulate these energies to an extent.

SI Veteran - The Sino-Indian War of the early 21st Century must have been something, it seems everyone had a part to play. You have the training and experience of a special forces veteran who spent years in the field, akin to William Boone or the real Liam Kincaid.

Super-Soldier - You have undergone the experimental human enhancement program, or an equivalent and are pushing the bounds of what can be covered under 'technically still human' (or fill-in-species). With "the speed and strength of your mythological vampires" whatever that means, vastly increased resilience, balance and hand-eye coordination. The center of the program, though, involved jacking up the limbic reptilian brain, first granting an unimaginable savage ferocity, then with later rounds of implantation mastering it so you can explode into violence at need, but still reason, still constrain yourself. Won't slowly kill you.

Thief - You are a skilled career criminal, equally comfortable picking a lock, as a pocket, cracking a safe, climbing a rooftop. You know a wide variety of cons and how to spot a mark to use them on.



ITEMS

As above, 100 cp unless specified, you can spend your tokens here as well.

Bio-Slurry - Look, it's not a bacta tank, that's only in Star Wars. It just so happens the Taelons have this goop of undifferentiated proteins and other biological components and regeneration-inducing enzymes. Soak in your injuries and the missing flesh will get kind of filled in. It's totally a coincidence that this involves immersing people in a tank of a transparent blue fluid, okay?

Bio-Surrogate - You have the technology to create healthy clones as backup bodies and transfer consciousness into them. A real handy way to escape life-threatening injury, disability, age or a wide

variety of congenital conditions. Since you're paying points, this one won't brainwash the surrogates into killing machines, unless for some reason you really want to. Maybe keep a backup mind-state for yourself, eh?

Facade - A shell, a disguise, such as the Taelons use to appear more humanoid than energy being. A versatile and extremely effective disguise technology. However, beware, extremely strong emotions will cause you to "blush" and show your true appearance.

Global - A global comm, think a futuristic/alien cell phone, with a pull out screen for internet and video calls. Also includes a camera, GPS and a basic scanner. Reaches anywhere in the world, can't be hacked or traced, never runs out of power.

ID Shuttle - A craft capable of traveling in twenty dimensions, the shuttle can get anywhere in the Solar System in five minutes or less, and most of that's the takeoff and landing. It can travel to the distant Meruva galaxy in a few months.

IW Weapon - The first practical Information Warfare weapon, a clumsy-looking tri barreled rifle with rubbery fins. Human technology generates an EMP, while the Taelon additions properly contain and channel it into an adjustable precise beam. You can stop a car, or blackout a single building, fry the comms of a platoon, all without creating problems for your own kit.

Personal Wealth - $32 billion dollars, as a one-time payment at the start of the Jump, all taxes and questions sorted. In future Jumps, receive an equivalent value in the local currency.

Portal Plans - Starting in season two, the Taelons start integrating interdimensional standing portals into major airports around earth. Each transit is instantaneous from the perspective of the user, but in objective time takes ten minutes. On the other hand, that's a flat travel time and these things can reach distant galaxies, though they still need a receiving station. You have a complete set of schematics, including a version that folds up into a two-foot canister for rapid deployment in the field.

Safehouse - A hidden headquarters, tucked away in an industrial basement or masquerading as a private home. Room for a dozen operatives to rest their head in comfort, more if you hot-bunk. All the amenities, three bathrooms, an armory and a sweet internet setup. Benefits from a kind of SEP field, nobody notices anything unusual unless they physically follow someone here.

Skrill - A living weapon, bonded to your arm and controlled mentally, usually with a CVI. A Skrill is "a weapon of unprecedented power" that can scale from lightly mussing someone's hair, to stun, kill and

creating explosions comparable to a howitzer. At least enough to turn a shuttle into debris. A skrill is as precise as your mind and hand can make it, they feed off your vitamins and energy, or essence, and grow stronger as you do. Skrills are sapient, but primitive, and communicate when needed through shared dreams and impressions. They can airburst after a certain distance, handy for dealing with swarms or avoiding overpenetration, and can harm many energetic beings like Taelons who would ignore conventional projectiles and explosions. After this Jump, your skrill may turn invisible when not firing.

SkyEye 4000 - A human sniper rifle with an advanced computerized scope that can calculate the wind differences between the target and a great many other variables, automating the job of a spotter and greatly increasing accuracy.

Stitch in Time - Originally a malfunction, this portal device will send you 48 hours into the future for 6 hours, letting you check up on the outcome of events. However, it takes a year to recharge after each use. Use your time wisely.

Wrath of Achilles - Here's a present. Samples of a smart virus meant to infect and destroy all Taelon biotechnology. In future jumps it works equally well on all forms of living or organic tech, but we'll throw in a vaccine.

Taelon Mothership (-200 cp) More like a flying city, this fully armed and operational dreadnought has amazing capabilities, particularly for destruction.

Data Core (-400 cp) A crystal containing a complete database of Taelon technology as of the start of the series (no Forge or later superweapon projects). Interactive and extremely user-friendly. Millions of years more advanced than Earth tech, though, and far in advance of Jaridian.

Forge (-400 cp) A badass superweapon which uses interdimensional wormholes to excavate great hulking globs of magma and deposit them at desired locations galaxies away.



COMPANIONS

Also 100 cp apiece.

William Boone - SI veteran and FBI agent, the original protagonist, the first man the resistance slipped inside Da'an's inner circle. Comes with CQC, a CVI and Skrill.

Lili Marquette - One of the first people to work for the Taelons as a shuttle pilot, one of the most thoroughly-vetted people in human history. Still a resistance mole.

Augur - The resistance's main hacker/tech wizard in the early seasons. Absurdly good at his job.

Jonathan Doors - A man worth 32 billion dollars, in the pilot her fakes his death to become the full-time resistance leader. Later he goes public, running for president. Later he is killed. Prevent this and you might have his cynical yet brilliant mind on your side.

Liam Kincaid - The protagonist of season 2. A Human-Kimera hybrid created by his father, Ha'gel, sleeping with the UK Taelon Protector, Siobhan Beckett, under false pretenses. First of his kind, grew to maturity in a few days, stole the identity of a vanished soldier to give himself a background that would let him replace Boone. Doesn't have a CVI or Skrill, but as a hybrid has a shaqavara.

Renee Palmer - Protagonist of seasons 4 & 5, Jonathan Doors' executive assistant who managed his company while he was "dead" and then ran his resistance cell while he was back and on probation. Smart and tough.

Julie Street - The tech woman in seasons 4 and 5. Julie is a mathematical prodigy unique in possibly the entire human species for being able to do the math behind interdimensional travel quickly and accurately in her head.

Other - Want to try and rehabilitate Da'an, or God help you, Zo'or? Met a nice fellow, maybe a girl and want to take them on a tour of the multiverse? Go right ahead.

Import - Bring in any number of Companions with 700 cp of their own to spend and 4 tokens. Companions cannot take drawbacks for more points.

DRAWBACKS

Unless otherwise specified, all Drawbacks give +200 cp

Dimensions (+0 cp) Variations on the theme exist. Would you prefer to experience Gene Roddenberry's original pilot and draft notes, Battleground Earth? Or perhaps the parallel where the Taelons are open aggressors. Maybe a similar kind of story like V or To Serve Man?

First Contact (+0 cp) Start three years early, a week before the Taelons first appeared with their message of peace. Hope you're okay for the mass hysteria and suicides mentioned to have happened.

Sister Shows (+0 cp) Originally Gene Roddenberry brainstormed the show premise in 1970 and called it Battleground: Earth. You may supplement this Jump with any other shows developed by Gene Roddenberry or from his ideas, including and not restricted to: Star Trek, Andromeda, and Assignment Earth. You may choose how this works, perhaps the Taelons are members of the Commonwealth or EFC is part of the backstory of Earth in Star Trek. Or you could just take the benefits to this other Jump. Only do not think to outrun drawbacks.

Destruction - The Taelon Synod has decided your death is their top priority, and will bend every resource available to see the deed done, much as they did for Ha'gel, the last Kimera. They will prefer to do this discreetly, with Implants leading law enforcement if practical.

Full File - Nothing exists in a vacuum. Except kind of everything does because that's what space is. Whatever. The point is, whomever your enemies are, the Taelons, the resistance, they got a complete dossier on you. Your life history and your Jump builds, all of them.

No Powers - You have no powers or perks from previous Jumps. Can keep the skills and/or academic knowledge though.

No Equipment - Your Warehouse full of exotic wonders is barred to you. You cannot use it as a base, and you will not have access to your accustomed weapons and tools.

No Backup - Your Companions will be sitting this one out, in stasis so they aren't available even for advice.

Longer Stay - Double your stay. This can be taken up to four times, provided you're cool with 80 years here.

Notes: Time is extremely fuzzy and often contradictory. The series takes place sort of vaguely in the 21st Century but despite the proliferation of alien technology everything sure looks like 1996. Events in the past are never referenced by date, only 'X years ago' and the Taelons often lie.

Millions of years ago, Earth was first visited by the Atavus, a race of dangerous space vampires who fed on our distant forebears. Well, they apparently didn't need to eat other species until leaving their homeworld in a distant galaxy. Eventually a cataclysm forced them into stasis, in hives deep underground.

8-10 million years ago (conflicting sources) some Atavus fuse with the Kimera species, speccing into energy manipulation and psionics, creating the linked group mind called the Commonality, and becoming the first Taelons. Some are instead into individuality and emotion and using an energy power the Taelons fear, and they become the Jaridians. At some point in this period, an early Taelon scientist, Ramaz, does *something* that increases the lifespace of each Taelon 200x, at the cost of stealing two thirds the lifespan of the Jaridians. The newly-separate species begin an interstellar war that lasts so long the original grievances are long forgotten.

About 2,000 years ago, a Taelon scientist named Ma'el made a one-way trip to Earth to study humanity as potential candidates for Joining. Ma'el turned out to be a bro, though, and his final transmission told the Taelons not to come to Earth under any circumstances. His final recording urged his people, if they ignored his warnings, to treat humans as equals for they soon would be. He spent much time in Ireland and was buried in Strandhill, but it's implied a few times that Ma'el was Jesus Christ... and the Buddha... and Shiva. He also 'seeded' humanity's genetics with the potential to one day develop psychic powers.

Three years before the series starts, the Taelons make first contact with Earth. Despite an initial wave of hysteria and some mass suicides, Taelon tech has by the start of the series effectively ended pollution and world hunger.

Season One - In the pilot, Willia Boone runs security when a sniper “kills" billionaire businessman Jonathan Doors while trying for the North American Companion, Da’an. In truth, Doors is the leader of the resistance and faked his death for freedom of movement. Da’an attempts to recruit Boone as his Protector, but he isn’t interested. Until his wife dies in a car accident (arranged by Da’an’s other Protector, Sandoval) and the resistance approaches him to be their inside man. His primary contact with the resistance is Lilli Marquette, Da’an’s shuttle pilot.

Boone soon finds out that Sandoval had Boone's wife killed so that he would join the Taelons. Sandoval explains that his own wife held him back and he was forced to put her in a mental institution to get her out of the way. He didn’t want Boone to have the same problems, so he had his wife killed.

Early victory for the resistance in securing what turns out to be Jardidian probe in an Amish community, with two different apocalyptic plagues and capable of spamming dopplegangers loyal to the Jardiians.

Boone continues to search for the true motives of the Taelons and actually becomes good friends with Da'an, a spiritual and very charismatic being who seems to personally hold humans in high regard. A less sympathetic Taelon named Zo'or is introduced as the new Companion to the UN. Unknown to them at this point, the ambitious and ruthless Zo’or is Da’an’s son, the last Taelon to be born. Mid-season, Boone finds out that a Taelon named Ma'el visited Earth centuries ago and predicted that humanity would one day be equal to the Taelons.

Sandoval's CVI malfunctions and briefly frees him. He saves his wife from the mental institution but comes close to death. The Resistance captures the couple, and Boone convinces Doors to return Sandoval to the Taelons. Sandoval's wife is given safe passage, while Sandoval receives a new CVI and is made to believe that Boone killed his wife.

The Taelons order an investigation into a psychic invasion of their commonality, leading Boone and the resistance to learn that Ma'el gave humans psychic abilities so they would have a chance to be seen as equals when Taelons and humans met again.

The resistance successfully infects the Taelon headquarters in Washington with a computer virus, which unexpectedly spreads through Taelon technology world-wide, leading to a threat to all the human tech that is connected to Taelon tech. Boone and Sandoval work to destroy the virus.

Boone discovers more Taelon experiments performed on humans while they are traveling through a new, world-wide, inter-dimensional travel system. Some humans are given an implant similar to a CVI,

while others, including his sister, are used for experiments in breeding hybrids. The continued use and function of this travel system appears to be another point of contention between Da'an and Zo'or.

A virus is extracted from the probe for testing. It is highly contagious and communicable between Taelons and humans. White supremacists steal a sample of the virus from the resistance and unleash it in a housing center, affecting the entire surrounding area. A cure is discovered, but not before hundreds die.

A resistance scientist gives his life to resurrect his fiancee, with the alien probe that killed her. Sadly, it's just a replicant, but that won't be relevant for a couple episodes.

An enemy of the Taelons named Ha'gel lands on Earth, last of the Kimera whom the Taelons previously 'helped' assimilated and destroyed. Ha'gel has the power to temporarily assume other forms, leaving his victims temporarily incapacitated. Ha'gel steals Sandoval's form and impregnates Siobhan Beckett. Boone tries to confront the alien but Ha'gel is frightened. Boone is badly wounded and Ha'gel is killed. Boone is in critical condition, as Beckett goes into labor while in the custody of the Resistance. Zo'or disintegrates Boone in his healing tank. (He'll be back later)

Season Two - Beckett gives birth to a Kimeran/human hybrid who grows at a rapid rate. He takes the name "Liam Kincaid" for a friend of Boone's and immediately takes action as an adult. Beckett's memory is wiped and she's sent back to the Taelons. The recovered fiancée is really a replicant of the mysterious probe. The probe replicant kills the leader of the Taelon Synod. Liam saves Da'an and is recruited to become his new protector. No skrill or CVI, but he does have hidden Kimera powers. Liam joins the Resistance but really doesn't get along with Doors. Lili is forced to work under Sandoval but continues her double agent duties. Zo'or becomes the new Taelon leader, with Sandoval becoming his personal protector.

Da'an realizes who and what Liam is but keeps his secret, and the two eventually become good friends. Da'an and Zo'or battle over each other's ideologies. Zo'or believes humans should serve the Taelons, while Da'an thinks humanity is worthy of being their equals. The Taelons prepare Earth for war with the Jaridians, who believe humans have sided with the Taelons.

Augur hacks the Taelon hivemind but accidentally severs Da'an's connection to the Commonality, causing him to revert to a primitive state the Taelons call an Atavus. Zo'or orders Da'an's death, claiming

he is a threat to the Synod and that Da'an will never be able to rejoin the Commonality. Liam is able to drain Da'an of energy until he turns back to normal.

Zo'or tries to destroy the resistance by manipulating human brain waves, inducing paranoia, but an accidental trip through a time-portal gives Liam the hints he needs to prevent it.

Doors tries to have Liam killed by planting a bomb on the Taelon shuttle, which results in Liam and Augur being cast into a parallel dimension, where they see humanity without the influence of Ma'el, and the Taelons are open conquerors. They return with Maya, who was Kayla's (Lili's) sister and Jason's (Sandoval's) wife in her dimension.

Augur is arrested in Russia and sentenced to death. A Taelon representative, Lazarus, recruits him for an experimental procedure to create super-soldiers. Lazarus regains his memories, restores Augur's memories then attempts a coup on the Taelon mothership. It doesn't go well.

The Resistance finds out that the CVI's mind-mojo programming wears off after a while, leaving the protectors restored to their own selves. Liam senses that the CVI of his mother, long-serving Protector Siobhan Beckett, has malfunctioned and attempts to locate her. Beckett has to deal internally with everything she's done. Also concerned, Zo'or sends Sandoval to locate Beckett, but Liam finds her first. He joins his dying mother and shares with her energetically/telepathically revealing his true origin. She recognizes her son just before dying.

Doors decides to take the resistance public and runs for US President on an anti-Taelon platform. The Resistance members are pardoned in a deal Doors is able to make.

Sandoval becomes intrigued by Maya, and begins a search for her. She starts glitching from being in the wrong universe. Her counterpart in this dimension, Isabel, is tracked down. Lili discovers Isabel is her half-sister from her father's secret life. Maya and Isabel are fused into one living person, and one coprse. The dead body is left for Sandoval to find, to discourage him from pursuing Maya/Isabel any more.

A Jaridian soldier escapes from the Taelon mothership, takes Lili hostage. Liam pursues them through inter-dimensional space, and all three are stranded on a Kimera station. After navigating their way to the heart of the station, Liam lets the Jaridian go and reports his death to the Taelons.

Chandler and his stolen shuttle reappear to attempt an attack on a Taelon embassy.

Teens are being recruited to become front line soldiers in the Taelon's home galaxy. Da'an recalls the soldiers after threatening to reveal Zo'or's plans to the humans.

Former Resistance members come to Lili and Augur concerned over humanity's protection. The Resistance is reformed under Liam's leadership. Da'an warns Liam that reforming the Resistance is a bad idea, but decides not to betray them to the Synod.

A Taelon crashes on Earth, claiming to be sympathetic to the humans. He claims the entire plan the Taelons have for humanity was conceived by Da'an.

Augur is hired to help complete a weapon called the Forge to use against the Jaridians. Liam and Da'an disagree about the weapon.

A Jaridian probe crashes on Earth after taking a partial hit from the Taelons. The resistance finds it, but are captured before they begin to examine it. After finding a US Army black ops group (including the real Liam Kincaid) that is also preparing to survive whatever the Taelons may bring, they cooperate to examine the probe, and discover it is a message probe with plans for an FTL comm, to call the Jaridians & cooperate to defeat the Taelons.

In a nail-biter of a season finale, Zo'or sets the Resistance and Doors up when he has a fake assassination attempt made on President Thompson. Thompson survives and declares martial law. Doors is arrested, every resistance member is arrested, anyone with suspected ties or sympathies, arrested or on the run. Liam and Augur try to rescue Doors but are pinned down. Lili tries to kamikaze the mothership into the moon-base in a last-ditch effort to save Earth. Fade to black.

Season Three - Lili's plan fails and she is believed dead, and exposed as a traitor to the Taelons. Actually thrown on a shuttle to the Meruva Galaxy. Liam and Augur are rescued by an apparent Volunteer (a human foot soldier) Renee Palmer, the new CEO of Doors International. Doors is able to cut a deal with Zo'or to give himself freedom, promising to behave and toe the line, while ensuring that his company can secretly resist the Taelons. Martial law is repealed and many of the Resistance members go home. Liam and Augur continue to lead the resistance.

In theory there are two resistance movements, the one led by Doors and Palmer & the one led by Liam and Augur, but they work together so often there's hardly any point to the separation. At the same time, Da'an and Liam's relationship becomes strained, as Zo'or continues his ambitious plans from his position of leadership. Meanwhile, Sandoval seems to be working towards a clandestine agenda of his own, as he begins concealing information from the Taelons. Unbeknownst to anyone else, Lili arrives at the

Jaridian Homeworld, but because her perception is being altered, she sees Earth. Under the delusions (along with the audience) of being a couple years into the future, she repairs her shuttle, showing the Jaridians how interdimensional drives work and opening Earth to invasion.

Time passes back on Earth, during which it is revealed that Zo'or is Da'an's child, Doors dies saving his son, and Renee continues to work with Liam. Lili was horrified when the illusion broke but must have changed her tune quickly, because she comes home with quite the baby bump and her alien baby-daddy, the Jaridian Vorjack. Their arrival greatly complicates the plans of both the Taelons and the Resistance, particularly as Vorjack struggles with the atmospheric conditions on Earth, and these guys were built up as such a threat. As the new hybrid baby is about to be born, Liam and Renee help Lili through a difficult delivery, cause we absolutely *must* end each season on a cliffhanger.

Season Four - Da'an helps to make sure that the Human/Jaridian baby lives. The Jaridians are dying out, and, like the Taelons, Vorjack had hoped that the child would hold the key to their salvation, but this doesn't quite happen as expected. Before Vorjack dies from Earth's hostile atmosphere, Liam thinks quickly and saves his life. Lili, Vorjack, and kid all escape as Liam wishes them well.

Augur runs into trouble with the law and is forced into hiding. He offers his friend Juliet Street, a.k.a. J.Street, the opportunity to take over his role in the show, I mean, the Resistance, and she accepts. She proves savvy and intelligent, eventually revealing that she has the rare ability to think and calculate in multiple dimensions, which makes her a target for the increasingly desperate Taelons.

The Resistance goes public yet again when Renee and Liam team up with an international group, the Atlantic National Alliance (couldn't have added a League at the end?) dedicated to defending human interests against the Taelons.

Toward the end of the season, it is discovered that the Taelons are also dying; their "core energy" which fuels their life, powers and reproduction is almost spent. More and more Taelons are entering stasis as a last-ditch, and Zo'or is increasingly desperate to save his species.

For the season finale, Liam and Renee discover a regeneration chamber hidden deep in a volcano, set in place long ago by Ma'el. Liam realizes that all three species are interconnected and he must play a role in saving the Taelons. He brings them out of stasis. To conserve energy, they combine their energies into just six Taelons who go down to the regeneration chamber. At the same time, the remainder of Vorjack's Jaridian fleet arrives on the scene. Zo'or, greedy to ensure his own survival, touches an energy pool in the chamber and is absorbed into it. Liam convinces the Jaridians to attempt a "joining" with the

Taelons, which, he hopes, will return them to an earlier evolutionary form that is better suited to survival, with all the pieces the two races have been missing since they split. As they undertake this, the volcano erupts and lava fills the lab, because, say it with me, we must always end on a cliffhanger.

Season 5 - Liam, the Taelons, and the Jaridians have all vanished but their efforts, far from saving everyone, have doomed the galaxy: they have awakened a version of the Atavus protospecies, a race of energy vampires that preceded the Taelons and Jaridians. Renee and Street are the only ones who know the truth of what's happening: the Resistance is disbanded and the human governments stick their heads firmly in the sand. They won and the Taelons are gone and everything is fine. Their only ally is Raj'el, the first and now the last of the Taelons, who is forced to provide covert support from the heart of the Taelon mothership.

To make matters worse, Sandoval, left in control of the Taelon mothership, allies with the Atavus leaders Howlyn and Juda. Together, they are able to keep their presence hidden for half the season. Their plan is to create an army of Atavus-Human hybrids by means of the joining process, then use the hybrids to awaken other Atavus stasis hives hidden around the world, deep underground.

As the season progresses, a few familiar faces re-enter the fight: William Boone is brought back as a trap for Renee, but he quickly joins her side. In response, Sandoval and Howlyn revive Zo'or, giving him a new body as a female Atavus, but Renee and Boone are able to work together and defeat their nemesis once and for all.

Final Conflict comes to a head when Liam returns to help Renee stop Howlyn from unleashing his elite warriors from the long-buried Atavus mothership. At the end of the series, Liam, Renee and Raj'el depart in the Taelon mothership, resolving to bring the few trustworthy Atavus home where they don't have to eat people to live. They smile and agree to stop for "a little adventure" on the way.