

Project Hail Mary WIP

V 1.1 by BlackMithril (BrightKhaos on Reddit)

Based on the book and movie by Andy Weir

Starting Time
Starting Location
Age and Gender
Species
    Human Perks
    Eridian Perks
Origins
Perks
    Scientist
    Engineer
    Commander
Items
Companions
Drawbacks
Ending
Notes

Ryland Grace is the sole survivor on a desperate, last-chance mission—and if he fails, humanity and the earth itself will perish.
Except that right now, he doesn't know that. He can't even remember his own name, let alone the nature of his assignment or how to complete it.
All he knows is that he's been asleep for a very, very long time. And he's just been awakened to find himself millions of miles from home, with nothing but two corpses for company.
His crewmates dead, his memories fuzzily returning, Ryland realizes that an impossible task now confronts him. Hurtling through space on this tiny ship, it's up to him to puzzle out an impossible scientific mystery—and conquer an extinction-level threat to our species.
And with the clock ticking down and the nearest human being light-years away, he's got to do it all alone.

Or does he?

Take 1000cp, you're going to need it.
You will be here for the standard 10 years, this time is based on subjective time.
(You experience 4 years but the universe has 12 years pass, it will count as 4 years)

Starting Time

Choose your Starting Time.

1.) 1 month before the Petrova line is discovered
2.) 1 week before Ryland is recruited
3.) The day the Hail Mary enters the Tau Ceti system

Starting Location

Choose your Starting Location.

1.) Grover Cleveland Middle School,
2.) Research Center, Russia
3.) Stratt's Vat (Chinese Aircraft Carrier)
4.) Military Base
5.) Tau Ceti
6.) Erid

Age and Gender

Choose your age and sex for free.

Species

Choose your species for free, each species gets their 100cp perks for free, and the rest are discounted to 50%

Human Perks

Computing [100]: You are able to use computing equipment with startling competence, and you can always plug in a USB the correct way every time.

Science [200]: You possess a preternatural mastery of the scientific method, your gut feeling will guide you to most promising avenues of research, this effectively doubles your research speed ensuring you reach the correct conclusion with a fraction of the usual trial-and-error.

Generalist [400]: You have mastered the art of being a "jack-of-all-trades" without the usual drawback of being a master of none. Your mind and body possess a fluid plasticity, allowing you to pick up new skills quickly and maintain them at a high level of proficiency with minimal practice. You can seamlessly pivot between wildly different roles from a researcher to a teacher to an astronaut—without any mental or physical hang ups.

Eridian Perks

Eidetic Memory [100]: Your mind is one fine-tuned machine; you don't need a computer to be able to do complex math, and can do so quickly, which boosts your memory above the norm for your species.

Thrum [200]: You can link your mind to others and this acts like you are a neuron in a brain and for every added person the whole becomes smarter, you will still be an individual and can leave the thrum at any time.

Hardy Constitution [400]: Your physical resilience is significantly enhanced from the species baseline. You have a high tolerance for physical discomfort, environmental extremes, and harsh conditions that would leave others extremely weak or dead. You would be able to survive long enough in an environment that is significantly colder/hotter than your own to be able to save your friend and make a healthy recovery after a few days are spent in a healing coma.

Origins

Scientist: You possess a rigorous, inquisitive mind dedicated to unraveling the fundamental laws of the universe through observation and experimentation.

Engineer: For you, the world is a complex machine waiting to be optimized, repaired, or rebuilt from the ground up.

Commander: You are a natural pillar of authority, trained to carry the weight of life-or-death decisions and the logistics of entire civilizations. Your focus lies in the management of people and resources.

Perks

Origins get their 100cp perks for free, and the rest are discounted to 50%, no discounts on general perks.

Coma Resistant [Free]: You have the coma resistance gene that all the astronauts have.

Movie Looks [Free]: Your looks are equivalent to an A-list actor.

Rad Free [Free]: You are immune to the background radiation of space, with higher levels of radiation still affecting you, you will be able to slowly heal from the effects of radiation poisoning.

Time to go Fishing [Free]: Soundtrack

Just a School Teacher [100]: Increased learning capacity and memory, along with a boost in intelligence to rival the top scientists in their field.

Pilot Detected [100]: You have an intuitive grasp of piloting a spaceship through the vacuum of space, you are a natural at complex orbital mechanics, docking procedures and fuel management and calculation. You also have an amazing grasp of relativity so you can calculate the time it will take in your head.

Maybe I'm our crew's EVA specialist [100]: As a seasoned astronaut, you possess an instinctive mastery of 3D spatial dynamics, navigating weightless environments with a precision that remains unshaken even after the transition back to gravity.

Scientist

Doctorate [100] :You have a PHD education in a field of your choice along with 5 years of experience in a research field related to that PHD, the education documentation updates in future jumps, repeat purchases are discounted.

Mathematics is the Basis of Communication [200]You are less easily misunderstood when trying to communicate with others who don't speak your language and are quick to establish 2 way communication through a mutual understanding of the other's language.

Functional Genius [400] While many geniuses get lost in the clouds, yours is firmly rooted in reality. Your mind is able to parse all its disparate knowledge that is relevant to the topic at hand and synthesize those facts into a functional plan of action or solution.

Recursive Bio-Engineering [600] In the face of extinction, you have come to understand that perfection is the enemy of a working solution. You have mastered the art of iterative biological development, refining life at a pace that defies natural limits. Processes that would normally require decades of selective breeding, mutation, and environmental adaptation can be condensed into mere days or hours under your guidance.

You do not simply design an organism or biological system; you construct and intuitively run accelerated, predictive models of its entire life cycle, whether it be a single cell, a complex creature, or a larger biological network. Before a design is even realized, you can anticipate its development, environmental pressures, and points of failure.

When a generation fails or encounters resistance, you gain an instinctive, almost mathematical understanding of exactly what went wrong and why. This insight allows you to implement precise, targeted revisions in the next iteration, refining structure, function, or adaptability with exceptional efficiency.

All progress is cumulative. Every discovery, failure, and improvement is cataloged within a mental library of biological solutions that you can seamlessly apply to future projects. Setbacks

are never true losses; whether a creation collapses or opposition evolves against it, each outcome provides the data needed to ensure the next version emerges stronger, more stable, and better suited to your purposes.

In your hands, evolution is no longer a slow, blind process—it is a rapid, deliberate, and endlessly improving cycle.

Engineer

He Must Think I'm Stupid [100]: You are very kinesthetic with good eye coordination and dexterity, on a spacewalk you could jump and catch a container while performing a perfect landing without wasted movements.

Why so fast, question? [200]: You possess an instinctive grasp of fabrication and assembly, allowing you to reduce construction and repair times by nearly 50% without sacrificing precision or safety. By maintaining a perfect "flow state," you eliminate fumbles and measuring errors, ensuring every action is purposeful and flawless on the first try. Even when working solo, your efficiency and output rival that of a well-coordinated team.

Cognitive Multithreading [400] Your mind no longer operates on a single track. You have gained the ability to partition your consciousness into multiple concurrent "threads," allowing you to process various streams of information or complex problems simultaneously without losing focus or experiencing mental strain. You also possess a perfect "Mental CAD" suite, allowing you to conceptualize, rotate, and manipulate 3D objects within your mind. You don't just see the outside of a machine; you can "explode" the view to see every gear, circuit, and fastener.

Ad-Hoc Engineering [600] In the high-pressure reality of interstellar travel, you have mastered the art of turning scrap into survival. The intended purpose of any component is merely a suggestion to you; you instinctively bridge the gap between available materials and mission-critical needs, transforming unrelated or sub-optimal parts into fully functional systems.

Your talent goes beyond simple jury-rigging. You possess a deep, intuitive understanding of physics, material properties, and stress tolerances, allowing you to perform rapid, almost subconscious assessments of how disparate components can be combined into stable, efficient designs. Rather than applying temporary fixes, you synthesize solutions that rival, if not match, the performance and durability of the original purpose-built equipment.

Whether venting a reactor through repurposed cooling systems or assembling a long-range sensor array from salvaged electronics, a hobby radio and a car battery, your work holds together under stresses that would break most temporary repairs. You can jury-rig complex systems from unrelated, sub-optimal components, working around the need for specialized tools or specific materials without sacrificing functionality.

In your hands, failure is never final, only a problem to overcome. You are never truly without the means to build what you need.

Commander

Aaaaaaa [100]You have a keen eye for efficiency and viability. At a glance, you can evaluate multiple competing plans or options and identify which one has the highest probability of success, this can take into account multiple variables.

Bbbbbb [200] You can take a disorganized mob or a panicked crew and quickly slot them into a functional hierarchy where everyone knows their role. Under your command, "human error" due to miscommunication or lack of direction is virtually eliminated, and morale remains steady even when the odds are grim.

Cccccccc [400] Your intelligence is geared toward the "Big Picture." You can maintain a perfect mental map of global-scale operations, tracking thousands of moving parts—from supply chains and fuel reserves to personnel deployment—without becoming overwhelmed. This comes with a specialized focus on "Failure Mode Analysis"; you instinctively develop three fallback options for every plan, ensuring that a single catastrophe or a lost ship never results in a total mission failure.

Global Dictator [600]: You are the ultimate crisis manager, capable of wielding the entire infrastructure of a civilization as if it were an extension of your own body. When a global or civilization-wide catastrophe strikes, you can step into a position of absolute authority and competently manage the staggering amounts of manpower and resources without a hint of hesitation. You possess the ability to make perfect, cold-calculated decisions under extreme pressure that balance short-term survival with long-term recovery. Whether you are coordinating a planetary evacuation, retooling a global economy for a total war-footing or a plan to save the stars in the sky. Under your guidance, a fractured world moves as one, turning the chaotic panic of a disaster into a synchronized, agile and efficient machine of survival.

Items

You may import similar items into each other

Did You Get a Free Hat? [Free]: Baseball cap with the Project Hail Mary mission patch on it

Astrophage sample[Free]: Container with 1 pound of Astrophage, resupplies every month.

Xenonite Sample [Free]: 1 pound of Xenonite, resupplies every month.

Astrophage Notes [Free, 400]: A notebook containing the notes of scientists on the Hail Mary Project that include how it responds to Carbon's IR and light as well as how to best reproduce it in an Earth normal environment.

Xenonite Production [200]: Notes and instructions on how to produce all the variants of Xenonite, guaranteed to contain Taumoeba.

History of Humanity [200]: You possess a complete digital archive of Earth's collective culture as stored on the Hail Mary. This includes every movie, book, video game, and piece of software ever recorded. In future jumps, this database automatically updates to include the equivalent cultural, historical, and entertainment records of whatever race or civilization you choose for your Origin or Home World.

A record of all media, games, software and such that was sent along with the Hail Marry, this updates in future jumps with the knowledge of the race you import as home world

Parking Lot Production [400]: The actual Astrophage replication/production array on earth or a virtual output that can be accessed from your properties or warehouse.

Astrophage Fuel [200]: 2 million tons of astrophage, replenishes every 10 years or jump whatever is sooner.

Ryan Gosling Money [200]: You have $70 million US dollars at the worth of the US dollar in 2026; you get this once every jump.

Ship [400]: The Hail Mary or Blip A

Taumoeba-82.5 [600]: Amoeba-like organism native to Adrian that eats Astrophage, You get the last generation of Taumoeba. In future jumps, this will apply to a local equivalent chosen by you with most of the downsides mitigated. (t-Virus, Cordyceps, Kharaa, Protomolecule, Greenfly, etc.)

Companions

You can take multiple companion options. Companions can't take drawbacks. If the companion is a canon character they get their respective origins 100, 200 and 400 perks for free and have 300 CP to spend.

Original/Import [50/100/200]: Create an original character or import a companion. For 50 cp, you get one, 100 cp is 3, and 200 is eight, they each get 600 to spend on perks, they each get an origin and their discounts.

Project Hail Mary [200]: This option give you Ryland Grace, Yáo Li-Jie and Olesya Ilyukhina at a bundle discount, you must take all 3, they can either count as individual companions or they will count as a group companion and share a companion slot and points.

Ryland Grace [100]: Scientist Origin



Rocky [100]: Engineer Origin, can take Arnold(Rocky's mate) as well for free.



Yáo Li-Jie [100]: Commander Origin



Olesya Ilyukhina [100]: Engineer Origin



Annie Shapiro [100]: Scientist Origin



Martin DuBois [100]: Scientist Origin



Eva Stratt [100]: Commander Origin



Other Canon Characters [100]: Take any other cannon character that is not listed as a companion, if they aren't a scientist, engineer or commander they get 600 CP to spend.

Drawbacks

Alt-History [100]: Your benefactor will insert you in a world where certain members of the crew survive when they originally wouldn't; you get to choose.

I put the "not" in Astronaut [Free]: Take the place of Ryland Grace

Fanfiction Toggle [Free]: This toggle allows you to shift the Jump from the canon timeline to the setting of a specific fanfiction

Gauntlet mode [Free]: You start off with zero CP and will take Ryland Grace's place and need to complete the mission to save Earth.

Extended Stay [Free, +400]: You can stay until the mission is complete, for 400 you will have to stay for 50 years

No Outside Items [+400]: No warehouse access, can still import properties as long as they aren't Magic, Psionics, or soft sci-fi based.

General Relativity [+400]: No outside perks that are Magic, Psionics, or soft sci-fi based.

All alone [+400]: You are the only crew member who survived, you will be traumatized by the death of all your crew, for 800 you will be all alone for 46 years.

What is my name? [+200, +400 +600, +1000]: At the start of the jump or mission, you won't remember who you are, with it coming back to you in pieces throughout the jump, with them all coming back within a year, for 200, this increases the time to 2 years, for 400, this increases to 4 and for 1000 this will include out of jump memories and will last 5 years.

Ending

- Stay Here
- Return Home
- Continue

Notes

V1.1 added Pilot Detected perk because piloting skill was lost in rewording of draft.